**Iteration 1: Participant Profile / Case Study**

**Social gesture coding manual**

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The purpose of this analysis is **<blind>**

**A.** **Summary:**

At the time of this iteration, the verbal coding team will already have marked utterances within which you would need to code for gestures. Make sure that this input file is named in the following format: “xyz\_VC3\_pqr.eaf” wherein “xyz” is a placeholder for the participant ID, “\_VC3” indicates that this has undergone 3 iterations of verbal coding, “\_pqr is a placeholder for verbal coder ID and “.eaf” indicates that this is an ELAN file.

In this iteration, you will need to complete the following two tasks:

1. The .eaf file will include a video of the participant. You will first view the entire video **once** and make notes for internal reference, on the following:

* Does this participant gesture a lot or very little?
* Does this participant make big or small gestures?
* Does this participant gesture loosely or with precision? Or both?

To make these notes, you can use (optional) an Excel file template named in the format “xyz\_Profile\_pqr” wherein “xyz” is a placeholder for the participant ID, “\_Profile” indicates that this document serves as a case study about an individual participant’s gesturing style and “pqr” is a placeholder for your coder ID.

1. Verbal coders for the participant will have annotated the participant video along 2 tiers that will be visible to you, titled CODE HERE and CODE NOW. For this iteration, you will need to code for gestures only within annotations marked “Yes” in one or both of these tiers, depending on what has been assigned to you over email. For each of these annotations, you will ask the following questions:
   * Is this a gesture?
   * Is this a PUG (palm-up) / BEAT (biphasic movement)?
   * Is this a self-adaptor gesture?

**Note**: Beats can be horizontal / vertical / sagittal / other directions. See *whether the participant does that particular PUG or beat-like gesture only in one portion of the response or throughout*. If you see it throughout, it is likely a PUG / beat.

You will respond to these questions using three ELAN tiers: GESTURE PRESENCE, BEATS, PUGS and SDAPS. Import these from the template file titled “Gesture\_Template\_Iteration1\_pqr.etf” using the Tier Importing Manual. Each tier in the template you import will also be suffixed \_pqr wherein pqr is your Coder ID. **Save your file every 5 minutes / remember to autosave to avoid massive rework!**

Once you complete these two tasks, you will go back to the Excel profile you are building for the participant and describe the participant’s PUG and Beat idiosyncrasies.

**B. Description of ELAN tiers:**

CODE HERE (Already coded at this point)

**Possible values (1):** Yes

**Description:** This tier will inform you of utterance units within which you will annotate for gestures.

CODE NOW (Already coded at this point)

**Possible values (1):** Yes

**Description:** This tier is a subset of the CODE HERE. You may receive instructions over email to only code utterance units within these instead of CODE HERE.

GESTURE PRESENCE

**Possible values (3)**: Yes, No, Maybe

**Description**: This tier will help you decide if a hand movement is a gesture. Refer to the definitions booklet for the definition of “**gesture**” we are going to be using. In the same booklet, look through what the “**boundaries of a gesture**” are, for annotation.

* + Remember that the goal of this iteration is to make iteration 4 more precise, so **be conservative and selective of well-formed handshapes, palm shapes, and clear, deliberate hand movements as opposed to loose / unintentional movements.**
  + Also remember though, that a small / quick gesture can also be a clear / strong gesture. Think less of the magnitude or size of a gesture and more of the clarity / precision / intentionality of the gesture – the signal to noise ratio (for example, a really quick finger pointing can still be a strong gesture).
  + Note that participants may gesture just prior to speech (cognitive planning) or during speech. **Gesture boundaries should be defined by the gesture and not the utterance boundary. Therefore, watch the participant video starting a bit prior to each utterance boundary and allow the gestures themselves to inform the boundaries you want to draw!**
  + Use the “No” and “Maybe” options to help clarify your thought process / deal with uncertainty.

PUG ¯\\_(ツ)\_/¯

**Possible values (3)**: Yes, No, Maybe

**Description**: This tier is for annotating whether a hand movement by the participant is a PUG. Again, use the gesture definitions booklet to reacquaint yourself with PUGs. Use the “No” and “Maybe” options to help clarify your thought process / deal with uncertainty.

BEAT

**Possible values (3)**: Yes, No, Maybe

**Description**: This tier is for annotating whether a hand movement by the participant is a beat gesture. Use the gesture definitions booklet to reacquaint yourself with what beat gestures are. You can also use the Beat Counter described in the booklet, to problem solve beat gesture identification for some tricky / confusable gestures. Use the “No” and “Maybe” options to help clarify your thought process / deal with uncertainty.

SDAP

**Possible values (3)**: Yes, No, Maybe

**Description**: This tier is for annotating whether a hand movement by the participant is a self-adaptor (or object-adaptor) gesture. Use the gesture definitions booklet to reacquaint yourself with what self-adaptor gestures are. Use the “No” and “Maybe” options to help clarify your thought process / deal with uncertainty.

**C. Saving and uploading output file(s):**

Save the Excel file named in the format “xyz\_Profile\_pqr” wherein “xyz” is a placeholder for the participant ID, “\_Profile” indicates that this is a case study and “pqr” is a placeholder for your coder ID. Upload it to your individual folder on Box.

Save the ELAN file named in the format “xyz\_GC1\_pqr.eaf” wherein “xyz” is a placeholder for the participant ID, “\_GC1” indicates that this has completed one iteration of gesture coding and “pqr” is a placeholder for your coder ID. This should save as a “.eaf” file because it is an ELAN file. Ignore the .psfx file that also gets generated. Upload the .eaf file to your individual folder on Box.