**Iteration 2: Identifying Gesture Presence, Beats and PUGs**

**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. You will also have generated two files and saved them in your individual folder.:

1. An ELAN file titled “xyz\_GC1\_pqr.eaf” wherein “xyz” is a placeholder for the participant ID, “\_GC1” indicates that this has completed one iteration of gesture coding, “pqr” is a placeholder for your coder ID, and “.eaf” because it is an ELAN file.
2. A participant profile Excel sheet titled 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. You can use this profile to address uncertainties / ambiguities + to edit or add new notes about the participant during this iteration.

In the ELAN file for this participant, verbal coders will have annotated the video along 2 tiers that will be visible to you, titled CODE HERE and CODE NOW. You will have also annotated the video along 3 tiers, titled GESTURE PRESENCE, BEAT and PUG.

For each annotation marked “Yes” in the GESTURE PRESENCE tier, you will ask the following question in this iteration of gesture coding: If certainly not a Beat or PUG, is this a gesture of primary or secondary interest?

In this iteration, you will annotate for two gesture-related tiers: GESTURE PRESENCE – PRIMARY and GESTURE PRESENCE - SECONDARY. Import these from the template file titled “Gesture\_Template\_Iteration2\_pqr.etf”. 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!**

**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 (Already coded at this point)

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

**Description**: This tier will help you decide if a hand movement is a gesture.

BEAT (Already coded at this point)

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

**Description**: This tier is for annotating whether a hand movement by the participant is a beat gesture.

PUG ¯\\_(ツ)\_/¯ (Already coded at this point)

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

**Description**: This tier is for annotating whether a hand movement by the participant is a PUG.

GESTURE PRESENCE – 1 (PRIMARY)

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

**Description**: This tier is for annotating whether certain hand(s) / palm(s) / finger(s) movements by the participant are representational / illustrative gestures of ***primary*** ***interest*** to this study (see gesture definitions booklet to know what “representational / illustrative” means). The gestures of primary interest to this study are:

1. **Intentional**, **deliberate**, seeming to convey some abstract meaning (i.e., are representational / illustrative).
2. **Clearly** along one or more directions / axes among the following: vertical or horizontal or sagittal.
3. **Not iconic / emblematic** in anyway – for example, gestures like two palms deliberately depicting a circle, or finger quotes are not of this category.

**For each possible gesture of primary interest, here are two steps to complete at this point:**

* Check if you are able to pin this gesture down to one of the following categories: **placement** / **movement** / **point** / **highlight** / **complex** (see gesture definitions booklet). If it is not in one of these, ask yourself whether this is so compelling that it should be in it! If that is so, annotate as YES. Else, use MAYBE or NO.
* Check if you are able to pin this down to one of the gestures in the gesture image booklet. If it is not on the booklet, ask yourself if this is such a strong signal that it should be in it! If that is so, annotate as YES. Else, use MAYBE or NO.

GESTURE PRESENCE – 2 (SECONDARY)

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

**Description**: This tier is for annotating whether a hand movement by the participant is a representational / illustrative gesture of ***secondary interest*** to this study (see gesture definitions booklet to know what “representational / illustrative” means). Annotate a hand movement as a gesture of secondary interest if:

a. It involves creating some sort of shape with one or both hands (example, a circular or oval shape / a cloud, etc…) these movements will tend to be non-linear but specific – not irregular or random.

b. It is an interesting gesture type identified by prior coders. Some examples follow:

· “Throw away”, “Cancel”, and “Push to the side” gestures

· “Finger quotes” or “Finger counting”

· “Knife hand” / “Knife chopping”

· Self-adaptive gestures (touching themselves or fiddling with their clothes / hair / items)

· Hidden hands (caused by participant) / Hidden hands (caused by camera)

GC2 COMMENTS

**Possible values**: Any

**Description**: This tier is for any comments you may want to make or discuss.

**C. Helpful Tips:**

* **A participant can combine a PUG or Beat with a representational gesture**. For example, if they have their palm up and then move their upturned palms along any axis, there *could* be some meaning / representation happening there.
  + If it seems certain to you that another coder will see the representation aspect of this gesture, code “Yes” in the PUG / BEAT tier as well as the GESTURE PRESENCE – PRIMARY tier.
  + If it seems certain to you that another coder will not see the representation aspect of this gesture, code “Yes” in the PUG / BEAT tier alone.
  + If you are not certain in either direction, code “Maybe” in both PUG / BEAT and GESTURE PRESENCE – PRIMARY tiers.
* **A participant can combine a gesture of primary and secondary interest**. For example, the throw away gesture can move:
  + - Down and out
    - Down and to the side
    - Out and to the side.
  + If a gesture seems to clearly belong to both tiers, you can annotate them as “Yes” in the GESTURE PRESENCE – PRIMARY tier as well as the GESTURE PRESENCE – SECONDARY tier.
  + If you are unsure that another coder might see the primary aspect of this gesture, just code “Yes” in the GESTURE PRESENCE – SECONDARY tier.
* **Be wary that two gestures can really be two parts of the same gesture (i.e., a complex gesture**. For example, a participant may spend some time gesturing to the left and then some time gesturing to the right, seeming like two separate gestures when in fact it could be one complex gesture. See gesture definitions booklet to know more about “complex” gestures.
* **Differentiate preparatory movements from gestures**: A participant may move their arms to their right in preparation for a left gesture, for example. Or move their hand up in one annotation, only to touch their hair in the next! Thus, it is important to verify the intentionality of these gestures.

**D. Saving and Uploading the File:**

Save the ELAN file named in the format “xyz\_GC2\_pqr.eaf” wherein “xyz” is a placeholder for the participant ID, “\_GC2” indicates that this has completed two iterations of gesture coding and “pqr” is a placeholder for coder ID. Upload the .eaf file to your individual folder on Box.

Throughout, make changes to the participant profile Excel file as well if necessary, save and upload your changes – use the same file name format as before: “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.