**Alter The Auto-Coder: Guide**

**Customize 0**

The code  defines a discussion – everything that comes after this is the code for Discussion 1

**Customize 1**

The code  isolates anything that needs to be kept uppercase. The autocoder makes all characters lowercase, and, for example, in order to identify an answer ‘A’ from the article ‘a’ (and some other details) they need to be written in capital letters. The reason that some other answers (e.g., SAR, G) are listed here is because in the stimuli they are seen as capital letters, thus are to be written as capital letters by transcribers, and thus need to be specifically forced to stay in all CAPS.

**Customize 2**

The code  indexes the first question, and indexing is pythonic:  
Question 1 the index should be [0]  
Question 2 the index should be [1]  
Question 10 the index should be [9]

**Customize 3**

The code  defines the correct answer for that specific question. For each question, alter to your correct answer OPTION (e.g. A, B, C) and NOT correct answer (e.g. Eiffel Tower).

**Customize 4**

The code  defines the Combined Wrong Answers for Both participants. Alter accordingly for the specific question.

**Customize 5**

The code  is a dictionary for the detail options. This is for printing on the excel sheet, and is not used for identifying details in the transcript.

**Customize 6**

The code  identifies who spoke first in the discussion. For question 1 the index should be [1], and for other questions it should be [2]. It is different for question 1’s because the transcript does not begin with a tilda (~), which is effectively removed during splicing. Therefore, the first item in the list is empty for all non-question 1 items.

**Customize 7**

The code  identifies details from the transcript. For one of the questions, the option is   
A) red  
and thus the code identifies both methods that the participants can use to identify the detail. This becomes trickier with multi-word items, or for items that may be mentioned outside of confirmation of details. For example, if a detail was “red chair” you may write code something like:

*if ‘person 2’ in each\_sentence and ‘red’ in each\_sentence or ‘person 2’ in each sentence and ‘chair’ in each\_sentence or ‘person 2’ in each\_sentence and “A” in each\_sentence:*

This gathers all of the typical ways a participant might mention the detail:

Participant 1: I saw a red chair

Participant 2: Yea, I saw it too. And it was definitely red, yea.

**Both identified as mentioning the item “red chair”**

However, this must be logically written, as sometimes parts of a multi-word item can be used outside of the detail (e.g. a detail that is a “no food or drink sign”)

*if ‘person 2’ in each\_sentence and ‘no’ in each\_sentence or   
‘person 2’ in each sentence and ‘food’ in each\_sentence or   
‘person 2’ in each\_sentence and “or” in each\_sentence  
‘person 2’ in each\_sentence and “drink” in each\_sentence*

Participant 1: I saw a sign that said no food and drink. What about you?

Participant 2: No, I didn’t see that. I saw something else.

**Both identified as mentioning “no food or drink”**

When using the auto-coder, one must be careful to identify the words in a detail that are going to be **consistently** used by the participants, but **rarely if ever** used in common parlance.

**Customize 8**

Same as Customize 6, but for person 2

**Customize 9**

Question 1 is Finished. Now you need to add the next question in the discussion. Easiest way to do this is by:

1. If the next question in the discussion phase is a critical detail, simply copy and paste the entire question 1 code block, and then change customizable areas.
2. If the next question in the discussion phase is not a critical detail, simply add in a hashed comment for the question: “Question 2 is a filler” to keep track of your code.
3. Make certain that the indexing is correct (Customize note 2 of note: the auto-coder indexes filler items in the transcript, so the order must be correct).

**Customize 10**

Each button is for a discussion. As you can see, the command = moriD1, and thus when the button is clicked, the GUI will run the function moriD1

If you are adding more discussions, you can unhash the other buttons, or create more. As you create more discussions, you may want to change the x/y coordinates (  )