

Coding Group	Coding codes		Meaning	Measure time
C1. Group autonomy in the discussion	ResearcherDriven : Investigator driven		Researcher reinforce ideas, mediate flow , and explore alternatives	time and count
	RobotDriven : Robot driven		Driven by robot signals	time and count
	ChildrenDriven : Children driven		Children are autonomous in the discussion	time and count
C2. Children Role (ref multu_footing)	Bystander		watching the conversation	time and count
	Addressee		to whom the conversation is adressed	time and count
	Speaker		the speaker	time and count
C3. Children uniqueness and ownership (ref multu_footing / micbot)	Creator		When a new idea arrives who is the creator	count
	Follower		When a new idea arrives who ifollows	count
	Co-creator		Co-create an enrich others ideas	count
	Opposer		Disagrees with the idea presented	count
	Negotiate		number of times they negotiate a final decision	count
C4. Robot impact on the conversation , (ref duncan1972some).	RobotInfluencesConvTE : Robot influences the conversation flow		NumSpeakerEndTE, number of times, the speaker conclude the speech after the notification of the turn-taking	count
			NumSpeakerStartTE, number of times, the new speaker start the speech after the notification of the turn-taking	count
			NumTimeswaitforRobot Order, waiting for robot to ask their opinion eg "ele ainda não disse o meu nome"	count
	RobotInfluencesConvTimeKeeper		NumTimesRobotTimeKeeper, number of times, the group reacts to the end warning time	count
	RobotPerceivedFairness		Num of times they refer that the robot is missing or just hear someone	count
	RobotIgnored		NumSpeakerNotEndTE, number of times, the speaker do not conclude the speech after the notification of the turn-taking	count
			NumSpeakerNotStartTE, number of times, the new speaker do not start the speech after the notification of the turn-taking	count
			NumtimesSpeakerIgnoresRobottoStart, number of times, the new speaker start the speech without notification of the turn-taking	count
			NumtimesSpeakerIgnoresRobottoStart, number of times, the new speaker end the speech without notification of the turn-taking	count
C5 . Engagement \cite{mutlufooting})	Starting time and ending time of the gaze of each speaker			
	To where he is looking (robot, elsewhere, or group member number)	L2Robot	looking to the robot	time
		L2Other	looking to other side	time
		L2Group	looking to the group	time
		L2Speaker	looking to the speaker	time
		L2Bystander	looking to the bystander	time
		L2Addressee	looking to the addressee	time
C6. Classroom/Child behaviour Count (ref gottman1975social)	AlonePositive		alone positive (not interacting with other children but discussion)	count
	AloneOffTask		alone and off task (i.e., daydreaming or "tuned out";	count
			dispensing positive reinforcer verbally (e.g., giving approval or verbally complying with a request);	
			dispensing positive reinforcer nonverbally (e.g., giving something [a token], giving affection, nonverbally complying with a request); (include backchanneling)	count
	PositiveReinforce		dispensing negative reinforcer verbally;dispensing negative reinforcer nonverbally;	count
	NegativeReinforce		receiving positive reinforcer verbally nad non-verbally;	count
	ReceivePositiveReinforce		receiving negative reinforcer verbally and nonverbally;	count
	ReceiveNegativeReinforce		entry behavior (asking for something, offering something);	count
	EntryBehaviour		peer interaction neutral (includes whispering);	count
	PeerInteractionNeutral		number of overlaps – (ref, cohen)	count
	OverlapCount		Interacting Speaking Robot	count
	Robot interaction		looking to the robot	count
	Focused on robot		number of overlaps – (ref, cohen)	count
	Mediator			
C7. Decision ownership	CollectiveDecision :		All children agreed with the decision	count
	Individual Decision		at least one of the children did not agree with the decision	count
	NoDecision		No decision made	count
	Not enough time to decide		time need it to make a decision	count
C8. Robot Ignored reason	Distraction		when they did not perceive the change	count
	Other		other reason - add specific ones if needed	count
	NotIgnored		Children obey the robot	count
	Shy		robot noticed, silence and pause, does not speak	count
	Inthemiddleofaconversation		when someone is explainning an ideas, in fluid speech	count
	Unfair		If they think the robot is unfair	count
	FluidSpeech		when someone is explainning an ideas, in fluid speech	count
C9. Robot Action	Turn exchange directive		whenever the robot is directive	count
	Turn exchange organic		whenever the robot follows the speech	count
	Turn exchange manual		whenever the child drives the robot	count