2019: Child Development Supplement - Time Diary Media Codes File

Codebook

Number of Variables

17

TD19M01   **"TD CONTENT CODING RELEASE NUMBER 19"**   NUM(1.0)
Release number for the CDS-19 Time Diary Media Content Coding Data File

Count	%	Value/Range	Code Value/Range Text
4,692	100.00	1	Release number 1 - September 2022

TD19M02   **"2019 PSID FAMILY IW (ID) NUMBER"**   NUM(5.0)
2019 PSID Main Family Identifier
The values for this variable represent the 2019 interview number of the family in which this individual was included in CDS-2019.

Count	%	Value/Range	Code Value/Range Text
4,692	100.00	1 - 9,614	2019 family interview number

TD19M03   **"2019 INDIVIDUAL SEQUENCE NUMBER"**   NUM(2.0)
2019 PSID Sequence Number
This sequence number variable provides a means of identifying an individual's status with regard to the family unit at the time of the PSID main family 2019 interview.

Count	%	Value/Range	Code Value/Range Text
4,692	100.00	1 - 20	Sequence number of individuals in the PSID family at the time of the 2019 main family interview

TD19M04   **"TYPE OF DIARY 19"**   NUM(1.0)
Weekday or Weekend Day.

Count	%	Value/Range	Code Value/Range Text
2,764	58.91	0	Weekend
1,928	41.09	1	Weekday

TD19M05   **"START TIME 19"**   NUM(5.0)
What time did the activity begin?

Time is stored as the number of seconds past midnight.

Count	%	Value/Range	Code Value/Range Text
4,692	100.00	0 - 86,400	Seconds past midnight
-	-	99,999	NA; refused

TD19M06   **"END TIME 19"**   NUM(5.0)
What time did the activity end?

Time is stored as the number of seconds past midnight.

Count	%	Value/Range	Code Value/Range Text
4,692	100.00	0 - 86,400	Seconds past midnight
-	-	99,999	NA; refused

TD19M07   **"ACTIVITY CODE 19"**   NUM(4.0)
What did your child do?

For code descriptions refer to the Time Diary Coding Manual.

Count	%	Value/Range	Code Value/Range Text
4,692	100.00	9,190	Watching a [television] show, video, or movie

TD19M08   **"DURATION (IN SECONDS) 19"**   NUM(5.0)
Duration of activity in seconds.

Count	%	Value/Range	Code Value/Range Text
4,692	100.00	1 – 86,400	Seconds
–	–	99,999	NA; refused

TD19M09   **"FORMAT 19"**   NUM(1.0)
Determine the format of the television program, video or movie in terms of its technical mode of presentation.
The television program, video or movie must fit into one of the following three labels (1~3) or be coded as "Uncodeable (=8)".

Count	%	Value/Range	Code Value/Range Text
1,543	32.89	1	Live-Action [Features life-like characters and scenery throughout entire program, video or movie. Includes the appearances of people, puppets, animatronics, etc. Most science-fiction and fantasy programs (see SF/F/SP category) can be coded under this label. Examples: American Horror Story, American Idol, Modern Family, CSI, Harry Potter, Hunger Games, Interstellar, Jurassic Park, Law and Order, How I Met Your Mother, The Matrix, Star Wars, Lord of the Rings.]
1,591	33.91	2	Animation / Cartoon [Completely animated and does not feature any life-like characters or scenery. Made up of images generated from drawings, special techniques or technology. Includes cartoons, claymation, computer graphics, etc. Examples: Archer, Dora the Explorer, Finding Nemo, Frozen, Kung Fu Panda, Looney Tunes, Lion King, Little Mermaid, Minions, Shrek, The Simpsons, South Park, Toy Story.]
71	1.51	3	Combination [Uses both live-action and animation. Uses them either (a) simultaneously; (b) going back and forth; or (c) both (a) and (b). Usually, the animations are not intended to pass as life-like or function as live-action portrayals. It is natural that the viewer is aware and conscious of the fact that both formats are being used together. Examples: Sesame Street, Baby Einstein, Space Jam, Scooby Doo movie.]
710	15.13	8	Uncodeable [It is impossible to accurately discern the program's format from the information provided.]

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     777   16.56            9  NA; refused
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TD19M10   "INTENDED AUDIENCE 19"   NUM(1.0)
Determine the audience that the television program, video or movie is primarily intended
to reach.

*Please note that coding for this category aims to capture the 'intended' audience, NOT the
'actual' audience. In other words, although there are television programs, videos and
movies that become popular among unintended audiences, these secondary audiences should
not be considered within this category. For example, the movie Shrek was originally
intended to target children but has contingently become popular among adults as well. In
this case, the appropriate label for this movie is "Children (=1)" [NOT "General (=4)"].*

*Some telvision programs, videos and movies are intended to appeal to both adolescents and
adults. For example, the movie Spiderman (2002) targets an adolescent audience as well as
an adult audience. In this case, you should code UP in order to capture the older
audience and label it "Adults (=3)" [NOT "Adolescents (=2)"; NOT "General (=4)"].*

*The television program, video or movie must fit into one of the following four labels
(1~4) or be coded as "Uncodeable (=8)".*

Count	%	Value/Range	Code Value/Range Text
1,591	33.91	1	Children [Aimed specifically at children, from pre-K through elementary school age. Ways to assess this: toys, food, or games are marketed based on the television program, video or movie; commercials that air during the program are child-oriented; program/movie is originally aired in the mornings (in particular, Saturdays and Sundays) or in the afternoons (after school). Examples: Baby Einstein, Despicable Me, Minions, Frozen, Teletubbies, Sesame Street, Nick Jr. shows, Spongebob Squarepants, Looney Tunes, Shrek, Ice Age, Care Bears, Monsters Inc., Lego Movie, Inspector Gadget.]
640	13.64	2	Adolescents [Designed for an adolescent audience of middle- and high-school age. Usually depicts situations that this age group may experience, featuring characters that are of this age group. Examples: Saved by the Bell, Harry Potter; Hunger Games, Glee, Pretty Little Liars, Maze Runner, Percy Jackson, That's So Raven, Twilight saga, sports shows such as Little League, high-school cheerleading, etc.]
364	7.76	3	Adults [Consistently contains adult situations or language including, but not limited to, sexual innuendos and graphic violence. Dialogue, vocabulary, and plot tend to be complex. (Targeted to 'your parents' or the 18-34 demographic.) Examples: Archer, American Horror Story, Law and Order, CSI, Interstellar, Lost, SNL, Walking Dead, Big Bang Theory, American Idol, NFL, NBA games (most sports shows), news, award shows, culture/science/history documentaries.]

Count			
718	15.30	4	General [Consciously designed for all audiences; intended to appeal to a wide-range of audience. Appropriate for children to watch but simultaneously fun for adults to watch as well. The level of violence, sex or language is usually mild. Often focuses on the adventures of a family. Usually is a sit-com or drama format. Examples: Blackish, Madea, Modern Family, Full House, Cosby Show, Free Willie, A Christmas Story, Jeopardy, America's Funniest Home Videos, Annie, nature documentaries, home videos.]
602	12.83	8	Uncodeable [It is impossible to accurately discern the program's intended audience from the information provided.]
777	16.56	9	NA; refused

TD19M12   **"GENRE 19"**   **NUM(2.0)**
Determine the genre of the television program, video or movie.

Coding for genre aims to differentiate between or among programs that are essentially different from one another. Please try to capture the key qualitative characteristic of the program. The program may have characteristics that pertain to more than one genre. In such case, determine the PRIMARY goal or focus of the program and code accordingly.

In order to facilitate the process, you may code this category simultaneously with the Comedy category, for which the descriptions are given in the following section.

The television program, video or movie must fit into one of the following twenty labels (1~20) or be coded as "Uncodeable (=98)".

Count	%	Value/Range	Code Value/Range Text
5	.11	1	No Genre [Programs that cannot be classified under any specific genre. They do not meet any of the below criteria. Examples: home videos, commercials, infomercials, television guide channels, etc.]
23	.49	2	News [Discusses local, national, and/or international issues, usually with anchors or hosts. Includes news magazine shows, morning news shows, etc. Examples: Dateline NBC, 20/20, 60 Minutes, Good Morning America.]
2	.04	3	Entertainment News [Discusses issues concerning the entertainment industry (mostly TV, film, and music) and celebrities, usually with anchors, hosts, or voice-over narration. Examples: Access Hollywood, Entertainment Tonight, Inside Edition.]
84	1.79	4	Do-It-Yourself / Hobbies [Has primary goal of delivering information that may assist in elevating interests and developing skills for certain leisure activities, such as crafts, gardening, home improvement, cooking, physical fitness (yoga, pilates, aerobics), etc. Examples: Diners Drive-Ins and Dives, Man vs Food, House Hunters, Food Network & HGTV & Travel Channel programs, art shows.]

12   .26   5 Nature / Environmental [Teaches lessons or conveys
                          information about animals, the environment, or other
                          nature related issues. Includes nature/environmental
                          documentaries. Examples: Animals Gone Wild, Dr. Oakley
                          Yukon Vet, animal documentaries on National Geographic or
                          PBS.]

33   .70   6 Reality [Unscripted, spontaneous, and real-life
                          narratives, which are intensified and dramatized through
                          competition and unusual situations. Primary goal is to
                          entertain, usually by appealing to voyeuristic impulses--
                          watching how people interact when something is at stake,
                          watching people do things you usually wouldn't or
                          shouldn't watch them do. Examples: Survivor, Ice Road
                          Truckers, Ink Master, The Bachelor/Bachelorette, Real
                          World, Project Runway, Kardashians, Undercover Boss,
                          court shows.]

44   .94   7 Game Show [Contestants compete in a game that requires
                          knowledge, skill, charm, and/or luck to win. Each episode
                          usually contains one independent game with different
                          contestants, ending with a winner who goes on to the
                          final round. Usually takes place in the same studio/set.
                          Examples: The Biggest Loser, Wheel of Fortune, Jeopardy,
                          Family Feud, Deal or No Deal.]

 9   .19   8 Talk [Features regular host(s) who interview or
                          stimulate discussions with guests--who are celebrities,
                          experts, or lay people--about their lives, opinions,
                          and/or work. Usually takes place in the same studio/set.
                          Examples: Dr. Phil, The Ellen Show, Oprah, Conan O'Brien,
                          Jerry Springer, Maury Povich.]

136   2.90   9 Variety [Contains various skits or performances with the
                          purpose of entertainment. Skits are not in sequential
                          story form. Includes talent shows, pageants, award shows,
                          etc. Examples: BET Music Awards, Grammy Awards, American
                          Idol, America's Funniest Home Videos, Dancing With The
                          Stars, The Voice, Whose Line Is It Anyway.]

854 18.20   10 Daily Life / Relationships [Each episode revolves around the daily experiences and struggles of the main characters. Especially, relationships among people that live and/or socialize together are emphasized. Character development is an essential component. In many cases, there is potential for audiences to form parasocial relationships with the characters. Includes many "prime-time drama or soap operas" and sit-coms. Examples: Blackish, Madea, Modern Family, Glee, The Simpsons, Gilmore Girls, How I Met Your Mother, The Office, Friends. Note: "Daytime Soap Operas" are coded separately under Code 14. Note: Most programs will contain elements of "Daily Life/Relationships". If the primary goal of the program is to convey that aspect, then it should be coded as so. However, if you find that a program equally contains elements of "Daily Life/Relationships" and elements of some other genre, code for the OTHER GENRE.]

61 1.30   11 Case Solving [Each episode is engaged in solving cases which are mostly of criminal, legal, medical, and/or political nature. Usually set in a consistent workplace, such as FBI, law firm, hospital, etc. Dramatic stories that are often, but not limited to, being serious in nature. Examples: CSI, Law & Order, Medical Investigation, X-Files, Cold Case Files, America's Most Wanted, Scooby Doo, John Grisham films.]

1,267 27.00   12 Action / Adventure [Primary focus is to present the spectacle through physical stunts, big explosions, fight scenes, car chases, etc. and/or the narrative revolves around the characters' non-mundane, risky, exciting, and/or dangerous experiences, quests, explorations, journeys, etc. Examples: Hunger Games, James Bond, Star Trek, Star Wars, Lord of the Rings, Matrix, Marvel Avengers movies, Indiana Jones, Looney Tunes (Bugs Bunny, Road Runner, Tom & Jerry, etc.), Interstellar, Archer, Harry Potter.]

62 1.32   13 Horror / Thriller [Primary goal is to scare the audience (to creep you out and give you nightmares). Includes the use of graphic and/or psychological horror. Repetitive and effective use of special effects and props (make-up, costumes, music, blood, chainsaws, etc.) to frighten and heighten tension/suspense. Examples: American Horror Story, Halloween, The Walking Dead, Paranormal Activity, Wrong Turn, Insidious.]

2 .04   14 Daytime Soap Opera [On-going serial dramas that deal with matters of "daily life/relationships" but are programmed Monday through Friday, during morning and afternoon hours. Examples: One Life to Live, General Hospital, As the World Turns, Guiding Light, Telenovela, Young and the Restless, All My Children, The Bold and the Beautiful.]

30	.64	15	Music Video / Concert [Music videos and music shows. Includes weekly countdown shows, concerts, performances of various musical genres (classical, rock, folk, gospel...), etc. The primary goal is to introduce or perform music. Examples: MTV Jams, general music videos (e.g., Taylor Swift, Nicki Minaj, Sia, etc.). Note: Music award shows should be coded under "Variety (=9)".]
168	3.58	16	Sports [Any sports game, sports commentary, sports news, recaps, etc. Examples: Monday Night Football, BMX Biking, NFL Highlights, ESPN Sports Center, WWF, NASCAR, dog pageant shows.]
17	.36	17	Documentary [In-depth documentation or exploration of specific subject matter; usually culture, history, biography, science, etc. Presented in factual and informative manner, with no use of fictional characters or narrative. If the given title is a person's name and you cannot find a program of the same or reasonably similar title, code under this label. Examples: Ancient Aliens, Dirty Jobs, Histories Mysteries, Walking With Dinosaurs, programs on History and Discovery Channels. Note: Documentary-type programs that deal with 'nature' should be coded under "Nature/Environmental (=5)".]
274	5.84	18	Children's Education [Primary goal is to teach children specific skills and/or behaviors, eventually preparing them for more advanced, formal academic and/or social settings. Examples: Sesame Street, Baby Einstein, Dora the Explorer, Blues Clues, Teletubbies, PBS shows aimed at children.]
355	7.57	19	Network Only [Only identifies the name of the network that the program is shown on. Examples: ABC, NBC, Disney Channel, MTV.]
18	.38	20	Channel Only [Only identifies the number of the channel watched. Examples: Channel 2, Channel 36.]
67	1.43	21	Video Game
162	3.45	22	Named App or Website
230	4.90	98	Uncodeable [It is impossible to accurately discern the program's genre from the information provided.]
777	16.56	99	NA; refused

TD19M13   "COMEDY 19"   NUM(1.0)
Determine the comedic nature of the television program, video or movie.
In order to facilitate the process, you may code this category simultaneously with the
Genre category, for which the descriptions are given in the previous section.

The program must fit into one of the following two labels (1~2) or be coded as "Uncodeable
(=8)".

Count	%	Value/Range	Code Value/Range Text
1,699	36.21	1	Non-Comedic [Comedy does not make up a salient or consistent part of the program's formula or appeal. Examples: CSI, Law & Order, Lord Of The Rings, Interstellar, Star Wars, General Hospital, Jerry Springer.]
1,341	28.58	2	Comedic [Comedy makes up a central element of the program's appeal. There is a clear intention to make people laugh throughout the program. Consistently presents innuendoes, humorous statements, and/or physical comedy. Often includes a laugh track. If IMDb gives you "comedy" as the 'first' genre for a program, it is safe to code the program as comedic. Examples: Archer, Friends, That's So Raven, Madea, Despicable Me, Minions, South Park, The Simpsons, Scooby Doo, Casper, Kung Fu Panda, Big Bang Theory, Toy Story.]
875	18.65	8	Uncodeable [It is impossible to accurately discern the comedic nature of the television program, video or movie from the information provided.]
777	16.56	9	NA; refused

TD19M14   "SCIENCE FICTION/FANTASY/SUPERNATURAL 19"   NUM(1.0)
Determine the realistic nature of the television program, video or movie.
Please note that we are assessing the 'general, overall' nature of the program itself.
That is, we are assessing only that science fiction, fantasy, or supernatural/paranormal
which consistently makes up a major part of the regular formula of the program. You
should NOT focus on 'irregular, occasional happenings' of one or two specific episodes or
scenes. Also, you should NOT focus on happenings that occur only to characters of minor
importance.

The television program, video or movie must fit into one of the following four labels
(1~4) or be coded as "Uncodeable (=8)".

Count	%	Value/Range	Code Value/Range Text
1,289	27.47	1	Not SF/F/SP [Programs that do not meet any of the below criteria. Examples: CSI, Law & Order, Modern Family, The Simpsons, Archer, The Voice.]

175	3.73	2	Science Fiction [Most often set in an extraterrestrial setting, such as non-earth planets and outer-space. Also includes extremely futuristic versions of earth, time-travel on earth, interactions between earth and the extraterrestrial (visits/invasions by extraterrestrial beings), and settings of alternative dimensions. Characterized by space ships, UFOs, aliens, time machines, robots, artificial intelligence, advanced technology, etc. Must be fiction. Examples: The Hunger Games, Star Wars, Interstellar, Transformers, Men in Black, X-Files, The Matrix, Futurama, Pacific Rim, Spiderman, The Incredibles.]
1,561	33.27	3	Fantasy [Features elements derived from myth, legend, folklore, or fairytales. Most often portrays an alternative, non-existent dimension of the universe or earth. Characterized by mystical activity such as magic, wizardry, sorcery, witchcraft, etc.; and by imaginary entities or creatures such as gnomes, trolls, dwarves, giants, elves, gods, wizards, witches, fairies, dragons, unicorns, monsters, demons, talking animals, animated objects, etc. Must be fiction. Includes cartoons that feature animals/creatures with human-like characteristics and personalities. Examples: American Horror Story, Lord of the Rings, Harry Potter, Alice in Wonderland, Sleeping Beauty, Peter Pan, Shrek, Aladdin, The Walking Dead, Toy Story, Monsters Inc., King Kong, Batman, Looney Tunes, Teletubbies, Sesame Street, Family Guy, Little Mermaid, Godzilla, South Park.]
66	1.41	4	Supernatural / Paranormal [Deals with abnormal phenomena, environments, or beings that cannot be explained by natural or physical laws, and that are mostly experienced by extrasensory, psychic, spiritual perception. Characterized by haunted houses, ghosts, spirits, God, the Devil, reincarnation, religious miracles or mysteries, etc. Narratives are most often set on earth. Can be either fiction or non-fiction. Examples: Insidious, Ghost Hunters, Paranormal Activity, Twilight saga, Carrie, Sleepy Hollow, The Others, Casper, Scooby Doo, Its a Wonderful Life.]
824	17.56	8	Uncodeable [It is impossible to accurately discern the realistic nature of the television program, video or movie from the information provided.]
777	16.56	9	NA; refused

TD19M15   **"CURRICULUM 19"**   NUM(1.0)
Determine the nature of the curriculum that the television program, video or movie is intended to provide.
Some programs tend to have multiple curricular goals. In such cases, assess and code for the PRIMARY goal or focus of the program. For example, Sesame Street teaches lessons to enhance both children's pro-social values as well as their school readiness skills. However, the pro-social messages are embedded within lessons that teach school readiness skills, such as learning shapes and numbers. That is, the school-readiness lessons are the main focus. In this case, the appropriate label for this program is "School Readiness (=3)" [NOT "Pro-Social (=2)"].

Also note that we are assessing the 'general, overall' curricular of the program itself. That is, we are assessing only that curriculum which consistently makes up a major part of the regular formula of the program. You should NOT focus on 'irregular, occasional happenings' of one or two specific episodes or scenes.

The television program, video or movie must fit into one of the following six labels (1~6) or be coded as "Uncodeable (=8)".

Count	%	Value/Range	Code Value/Range Text
2,485	52.96	1	No Curriculum [Does not have a salient or consistent goal to teach or to present subject matter in an informative manner. Is not designed to achieve any of the below curricular goals. Usually for general entertainment. Examples: Real World, Monday Night Football, CSI, Law & Order, Looney Tunes, news.]
415	8.84	2	Pro-Social [Primary goal is to promote appropriate and positive values, attitudes, behaviors, or inter-personal interactions (family, friendships, sharing, cooperation, tolerance of cultural diversity, don't drink and drive, safe sex). Intends to teach a moral lesson. Includes programs with religious messages. Examples: Barney and Friends, Clifford The Big Red Dog, Arthur & Company, Daniel Tigers Neighborhood.]
109	2.32	3	School Readiness [Primary goal is to enhance children's perceptual and cognitive skills and to prepare them for school. Teaches counting, basic math, and reading. Generally aimed at pre-school children. Examples: Sesame Street, Baby Einstein, Blues Clues, Dora the Explorer, Magic School Bus.]
3	.06	4	Extended Academic Learning [Primary goal is to teach advanced skills beyond the elementary-school level. Usually intended for higher education or to supplement learning for people in middle-school or above. Teaches advanced English, non-English languages, political science, economics, psychology, etc. Examples: PBS language programs, distance-learning programs.]

60	1.28	5	Informal Learning [Primary goal is to deliver information that may assist in developing skills for certain leisure activities, such as knitting, sewing, painting, pottery, gardening, home building/renovation, auto repair, fishing, cooking, fashion, exercise, etc. Generally presented in a format that makes it easy for the viewer to follow along. Usually classified under the Genre of "Do-It-Yourself/Hobbies (=4)". Usually intended for adults. Examples: Property Brothers, Diners Drive-Ins and Dives, Destination Food.]
57	1.21	6	Culture / Science / History [Primary goal is to inform about specific cultures; scientific facts; historical events, landmarks, or people; etc. Sometimes it does not intend to literally "teach a lesson" but can enhance knowledge obtained in school. Usually classified under the Genre of "Documentary (=17)". Programs can be intended for adults or children. Examples: documentaries on History and Discovery Channels, Bill Nye the Science Guy, Dirty Jobs.]
786	16.75	8	Uncodeable [It is impossible to accurately discern the program's curriculum from the information provided.]
777	16.56	9	NA; refused

TD19M16   "VIOLENCE 19"   **NUM(1.0)**

Determine the type of violence that is present in the television program, video or movie. *Please note that coding for this category aims to capture the different 'qualities' or 'types' of violence portrayed in a program/video/movie. The coding labels do NOT represent a scale of violence ranging from 'least to most' violent. In other words, we are assessing the 'qualitative' rather than the 'quantitative' aspects of violence within a program.*

Also note that we are assessing the 'general, overall' tone of the program/video/movie itself. That is, we are assessing only that violence which consistently makes up a major part of the regular formula of the program. You should NOT focus on 'irregular, occasional happenings' of one or two specific episodes or scenes. However, within a film, if the one violent scene is crucial to the development of the narrative and characterization or makes up the climax of the program, it should be considered.

The television program, video or movie must fit into one of the following seven labels (1~7) or be coded as "Uncodeable (=8)".

Count	%	Value/Range	Code Value/Range Text
1,681	35.83	1	Non-Violent / Non-Hostile [Does not directly show nor indirectly imply violent/hostile behaviors, attitudes, etc. Is neutral on violence/hostility, if not friendly. Examples: American Idol, Teletubbies, Diners Drive-Ins and Dives, Jeopardy, Frozen.]

451 9.61   2 Slapstick / Comedic Violence [Portrayal of harsh
                       physical stunts, abuse, and/or fighting, but presented in
                       silly and exaggerated manner for laughs. The comedic
                       context decreases, or even diminishes, the essential
                       intensity of the behavior, giving off the impression of
                       harmlessness. Examples: Three Stooges, The Simpsons, Tom
                       and Jerry, Road Runner, A Christmas Story, America's
                       Funniest Home Videos, Lego movies, Madea movies, National
                       Lampoon movies.]

118 2.51   3 Sports Violence [Violence that is part of the very
                       nature of a sports event. Also includes violence that
                       occurs outside of the actual game but is due to a
                       happening during the actual game. Injury and damage may
                       occur most often as a result from harsh physical contact
                       with another athlete. Includes most contact-sports
                       programs. Sports depicted in film (ex. Rocky) and
                       accidents or brawls that occasionally happen during a
                       sports event are NOT considered under this label.
                       Examples: boxing, wrestling, rugby, football, hockey,
                       roller derby, etc. (NOT gymnastics, ice skating,
                       baseball, basketball, etc.).]

510 10.87   4 Victimization [Realistic portrayals of undeserved
                       victimization of crime, such as murder, burglary,
                       robbing, mugging, kidnapping, child abuse, etc. Includes
                       crimes against humanity or hate crimes against a specific
                       gender, sexual orientation, race/ethnicity, etc. Main
                       story revolves around or is motivated by such crimes;
                       sometimes, the crime serves as the central impetus to the
                       storyline. Invokes a "This can happen to me, too!" type
                       alarm or fear. The actual act of crime can take place on
                       screen (visible) or off screen (implied). Can be either
                       fiction or non-fiction. Captures most of those coded as
                       "Case Solving (=11)" and "News (=2)" under the Genre
                       coding section. Also includes graphic injuries, deaths,
                       and physical action due to natural disasters (storms,
                       tornados, hurricanes, earthquakes, volcanoes, etc.) and
                       non-fictional animals. Includes victimization of animals
                       by humans. Examples: CSI, Law & Order, Cold Case Files,
                       2012, Castaway, Breaking Bad, Grey's Anatomy, Sleeping
                       Beauty, The Color Purple, Pretty Little Liars, news.]

340	7.25	5	Gratuitous Violence [The actual, physical act of violence is visually depicted and is a prominent characteristic; involves a lot of physical action, such as fighting and killing. Includes depictions of war in action. Also includes graphic injuries, deaths, and physical action (flying bodies) due to big explosions and collisions. A character takes on a violent act as a means to an end; always has a reason, whether it is morally right or wrong. Captures many of those coded as "Action/Adventure (=12)" and "Horror/Thriller (=13)" under the Genre coding section. Also includes nature documentaries that depict animals killing prey and fictional dramas that depict violence inflicted on humans by fictional creatures/animals, which usually have artificial human intelligence. Examples: American Horror Story, The Walking Dead, Pacific Rim, Criminal Minds, Marvel Avengers movies.]
13	.28	6	Ultra Violence [Main characteristic is the repetitive, "in-your-face" presentation of violence, hostility, brutality, and the truly evil; violence that does not have any clear moral or rational aim. Usually, a violent act is not a means, but an end in itself for the character and overall narrative. Includes overt and extensive portrayals of fighting, beating, killing, rape, and torture, which are usually accompanied with graphic depiction of blood and body parts. Can be very shocking and grotesque. Applies more to movies than TV programs. Examples: The Godfather, Natural Born Killers, Pulp Fiction, Reservoir Dogs, Clockwork Orange, Thirteen Ghosts, Hannibal.]
802	17.09	8	Uncodeable [It is impossible to accurately discern the type of violence presented in the television program, video or movie from the information provided.]
777	16.56	9	NA; refused

TD19M17   "COMPETITIVE ELEMENT 19"   NUM(1.0)

Determine whether elements of competition are present in the television program, video or movie.

Examples include but are not limited to professional or amateur sports, amateur talent competitions, and unscripted programming that does not employ actors and that contains a competitive element.

Count	%	Value/Range	Code Value/Range Text
2,753	58.67	1	No Competitive Element
333	7.10	2	Has Competitive Element [Examples include: American Idol, The Voice, Survivor, Dancing With The Stars, professional sports.]

829	17.67	8	Uncodeable [It is impossible to accurately discern whether a competitive element is presented in the television program, video or movie from the information provided.]
777	16.56	9	NA; refused

TD19M18   "ONLINE ONLY CONTENT 19"   NUM(1.0)

Determine whether the response content is available online only.

This category describes video content that is distributed for public consumption via the internet only. Examples include music videos, instructional videos, and video blogs. The category is not exhaustive. For example, television and movie content produced and distributed by streaming services such as Netflix or Amazon Prime may not appear here.

Count	%	Value/Range	Code Value/Range Text
1,656	35.29	1	Not Internet Only
12	.26	2	App
8	.17	3	Internet
–	–	4	Vine/TikTok
4	.09	5	Website
268	5.71	6	Youtube
1,967	41.92	8	Uncodeable [It is impossible to accurately discern whether online content is present in the program from the information provided.]
777	16.56	9	NA; refused