**SCORING AN EXPLORATION EXPERIMENT**

* Sometimes the bird already enters the exploration area while the doors are still being opened, in that case start the experiment 0.5 seconds before the bird enters.
* When bird moves to the exploration side for the **first** time, press: the movement as a MOVE\_HOME (movements are always scored based on the side that they make the move from), LATENCY, T\_NEW, 5\_PERCHES, and any relevant location events. Also add relevant location events: for example, if the bird lands on perch5, start PERCH5, and if it moves to another part of cage (top/middle/bottom), start that one. The next movement in the exploration side, or from exploration side back to home side, will be a MOVEMENTS. Each time the bird returns to exploration side **after this**, remember to press T\_NEW and 5\_PERCHES (if not reached yet) back on alongside with any relevant location events.
* When bird moves back to the home area for the **first** time after exploring, press: BACK\_HOME. This automatically stops recording time spent in the exploration side (T\_NEW), and time to visit 5 perches (5\_PERCHES), if not yet reached. Each time the bird again returns to the home side **after thi**s, you need to manually turn off T\_NEW, 5\_PERCHES, and any relevant location event (e.g. PERCH4 or whatever place the bird moved from back to home side).

**BEHAVIOURS AND THEIR SCORING INSTRUCTIONS**

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| **Code** | **Type** | **Description (Boris)** | **Detailed instructions for scoring** |
| latency | duration | first time entering new area | The time it takes for the bird to enter the exploration side (whole body, no need to land). |
| 5perches | duration | time from entering to visit the 5th perch | The time it takes for the bird to visit all 5 perches out of the time it spends on the exploration side. Press on whenever bird enters the exploration side (whole body), turn off whenever bird goes back to home side. Turn off for the rest of the experiment when bird has visited all 5 perches, or the experiment ends. |
| ground | duration | time spent on ground | On when bird has both feet on the cage floor (on either side of the cage). |
| perch1 | duration | time spent on perch1 | On when bird has at least one leg on perch1, off when bird leaves the perch (both legs off) |
| perch2 | duration | time spent on perch2 | On when bird has at least one leg on perch2, off when bird leaves the perch (both legs off) |
| perch3 | duration | time spent on perch3 | On when bird has at least one leg on perch3, off when bird leaves the perch (both legs off) |
| perch4 | duration | time spent on perch4 | On when bird has at least one leg on perch4, off when bird leaves the perch (both legs off) |
| perch5 | duration | time spent on perch5 | On when bird has at least one leg on perch5, off when bird leaves the perch (both legs off) |
| movements | event | number of hops and flights in novel area | Any movement made in/from the exploration side, between perches/ground/fence. NOT a movement if the bird flies off the perch/fence/ground it’s sitting on, and lands back after a loop in the air. |
| back\_home | event | first time when going back to home side after entering novel area | The first time when bird returns to the home side (whole body on that side). Only recorded once. |
| T\_new | duration | total time spent in new area | On whenever bird enters (whole body) the exploration side, off whenever bird goes back to home side. |
| move\_home | event | number of movements in home side whole period | Any movement made in/from the home side, between perches/ground/fence. NOT a movement if the bird flies off the perch/fence/ground it’s sitting on, and lands back to the same one. |
| Bill | duration | bill opened | On when bird opens beak (every time, even for short bits or singing/vocalizing etc), off when beak closes. |
| Top | duration | Top part cage | On when most of the bird is in the top part of the cage (above the bottom edge of the upper cage latch). Try to account for camera angle, too. |
| Middle | duration | Middle part cage | On when most of the bird is in the middle part of the cage (between the bottom edge of the upper cage latch and the top edge of the lower cage latch). Try to account for camera angle, too. |
| Bottom | duration | Bottom part cage | On when most of the bird is in the bottom part of the cage (below the top edge of the lower cage latch). Try to account for camera angle, too. |
| Snap | event | Bill snaps | When bird does a beak snap (not just a snap from closing the beak that has been open for a longer time or in a yawn). |
| Ruffle | event | Ruffling up feathers | When the bird does a full body feather ruffle from tail to head/middle body (i.e. more than a tail shake). |
| Fence | duration | Bird against mesh | On when bird has at least one leg on the fence (i.e. the mesh front of the cage). |

A bird standing on a cage

AI-generated content may be incorrect.