



Video Coding



The Databrary Project

Agenda

- 12:00-1:00 Introduction to Databrary:
Video reuse & sharing
- 1:00-2:00 Policies & best practices for
sharing & managing video data
- 2:00-2:15 Break
- 2:15-3:00 Video Coding**
- 3:00-4:00 Questions & hands-on help

A large, stylized graphic element in the background consists of several overlapping, semi-transparent polygons in shades of yellow, gold, and grey. These shapes are oriented diagonally, creating a sense of depth and motion. They appear to be shards or petals of a larger object, possibly a flower or a broken shell, scattered across the slide.

Best practices in behavioral video coding

datavyu.org/user-guide/best-practices.html

User Guide ▶

BEST PRACTICES FOR CODING BEHAVIORAL DATA FROM VIDEO

Overview of Coding Process

Welcome to the Best Practices Guide. These guidelines are intended as general suggestions for how to code behavioral data from video. The guidelines will help you to make the most of Datavyu, but the general principles are applicable for coding with any software tool or even for coding with paper and pencil.

Datavyu is agnostic about what researchers code and how they code it. This makes the software very powerful and flexible, but it puts the responsibility of designing the spreadsheet and coding criteria on the user. For a beginner setting out to code behavioral data for the first time, or a more experienced coder who is new to Datavyu, figuring out where to start can be daunting. This guide will help you to get started and will provide a framework for thinking about coding behavioral data from video.

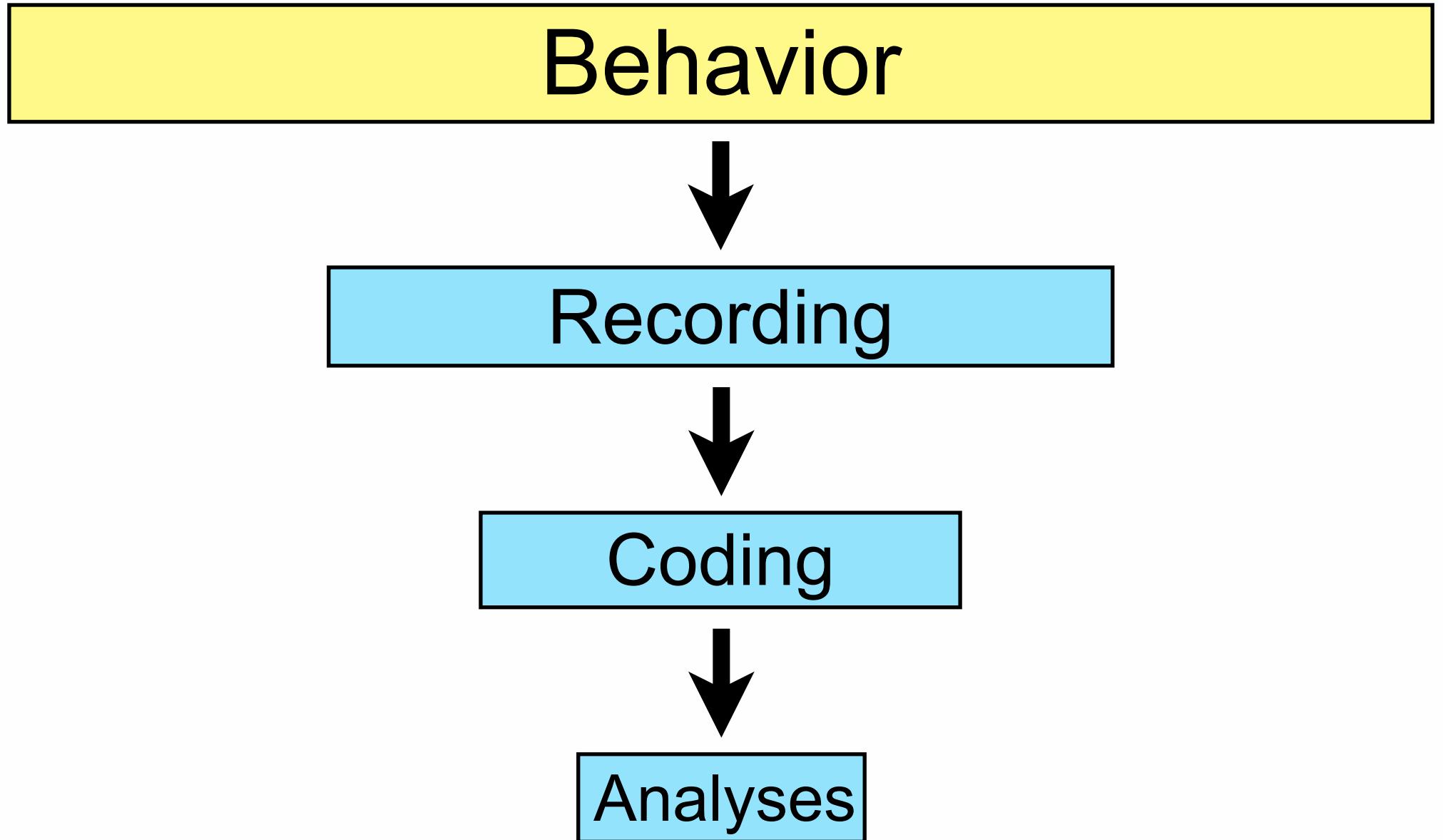
If you have questions or comments about behavioral coding, please go to the [Datavyu Support Forum](#). Other researchers may have run into the same problems, posted similar requests, or have offered similar suggestions for improving the coding process. Similarly, other researchers may benefit from hearing your questions and comments.

Datavyu

- [Software Guide](#)
- [Ruby API](#)
- [Best Practices for Coding Behavioral Data from Video](#)
 - [Video Coding as a Series of Filters](#)
 - [4 Steps of Video Coding](#)
- [Frequently Asked Questions](#)
- [Walkthrough Videos](#)
- [Coding Example](#)

[Download the docs](#) for offline viewing.

Video coding: A series of filters



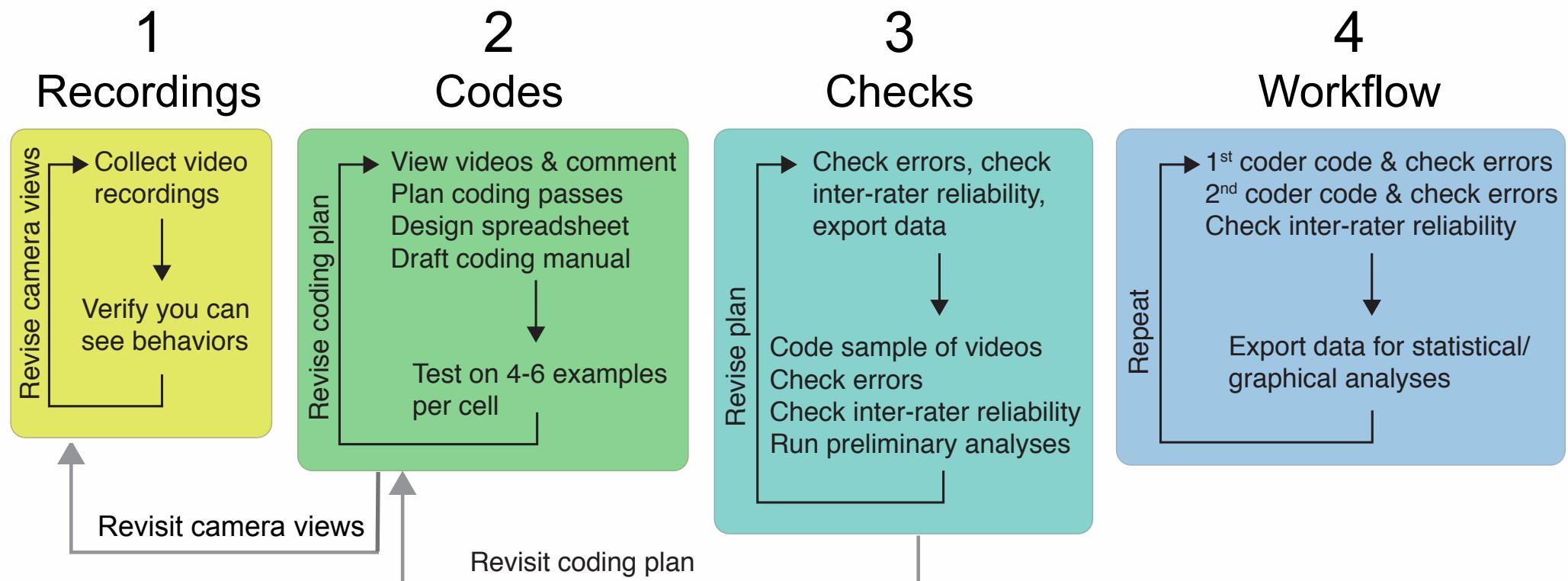
Coding is iterative

- ▶ Multiple steps
- ▶ Each step: Planning, testing, revising

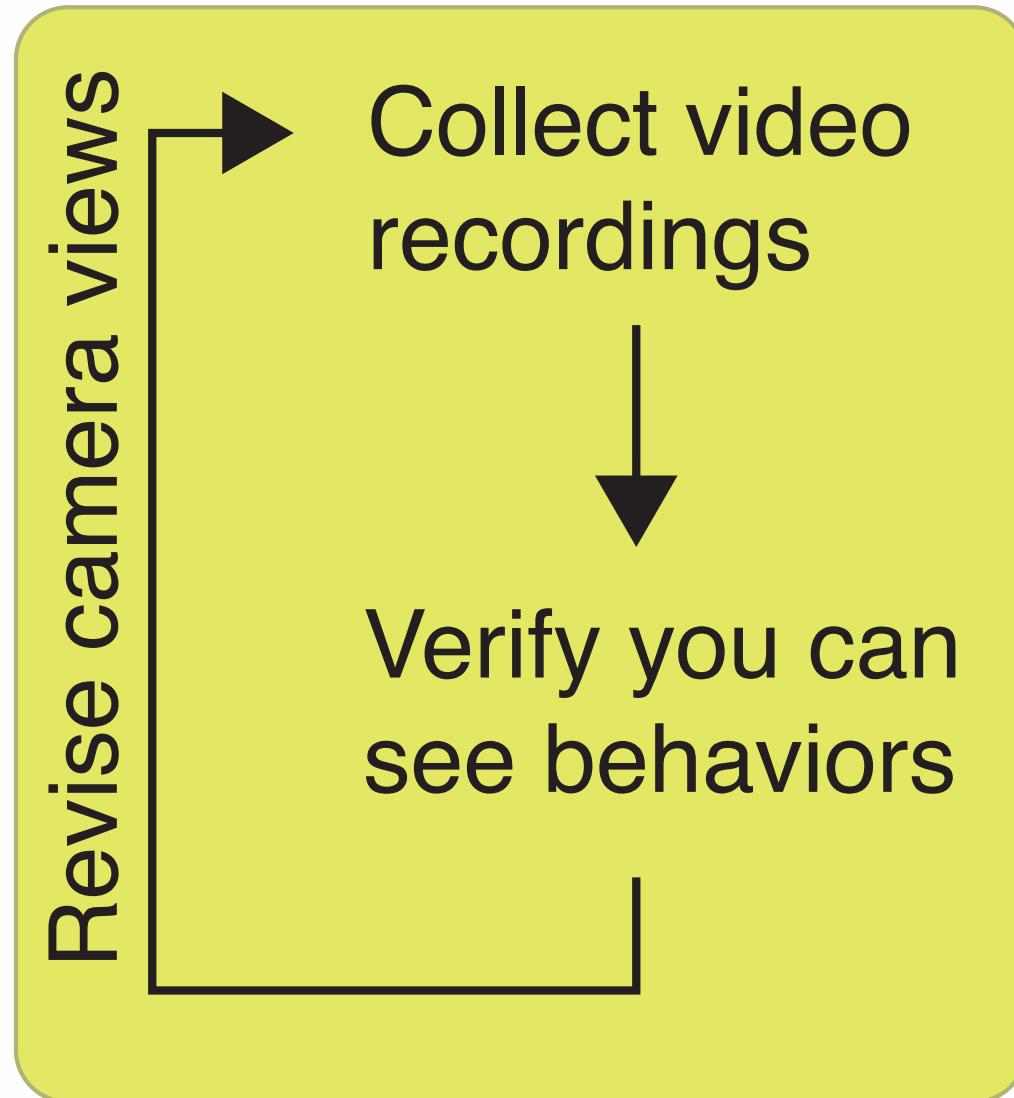
Coding is iterative

- ▶ Multiple steps
- ▶ Each step: Planning, testing, revising
- ▶ **Expect to revise! It's a good thing!**

4 steps of behavioral video coding



Step 1: Recordings



What it means to “see” behaviors

- ▶ If not on camera...never happened
 - ◀ Verify that you can see behaviors of interest at various viewing speeds
 - ◀ High contrast for small body parts
- ▶ Use visual cues (e.g., turn room lights on & off) to separate sections of video
 - ◀ Don't use sound!

Step 2: Codes

Revise coding plan

View videos & comment
Plan coding passes
Design spreadsheet
Draft coding manual



Test on 4-6 examples per cell

Before designing your coding scheme

- ▶ Watch segments of videos
- ▶ Write comments about what you see

Planning your codes

- ▶ Start simple
- ▶ Code in passes
 - ◀ Enable coders to move through the video file as fast as possible while focusing on **one** set of behaviors per coding pass

Planning your codes

- ▶ Use a coding pass to separate important sections of the session
 - ◀ Tasks, conditions
- ▶ First real pass: Your most important DV
 - ◀ If you could code only 1 thing, this is it!

“Coding manual”

- ▶ Documents what coders did & what new coders should do
 - ◀ Formalizes coders' decisions
 - ◀ Useful when revisiting data
 - ◀ Useful for sharing & repurposing data

<bang>

At any point during the trial, did S ever try to bang the container on the tabletop?

Banging the container means that S is holding the container in 1 or 2 hands and container makes contact with the surface at least 2x in short burst, constantly in motion. 2 contacts must be completed w/in 1 second.

y = yes

n = no

Drafting your coding manual

- ▶ Write the manual for a stranger
 - ◀ Avoid shorthand, acronyms, lab-specific terms
- ▶ More detailed documentation is better
 - ◀ o = object touch (**bad**)
 - ◀ o = object touch, must be detached object child can hold in hands, hand contact > 0.5s (**better**)
 - ◀ Include photos, video clips in manual

Test your coding scheme

- ▶ Code representative segments of videos
- ▶ Verify that codes work for all of your conditions, tasks, & age groups
- ▶ Verify that codes are not too grueling

Maximize gain, minimize pain

- ▶ Minimize demands on coder's attention
 - ◀ Don't divide coder's attention
 - ◀ Attend to one thing in one place
- ▶ Reduce memory load
 - ◀ No remembering letters (prompt instead)
 - ◀ No using 0-1 codes (letters instead)

Maximize gain, minimize pain

- ▶ Manual coding requires motor actions!
 - ◀ Minimize movements of hands & eyes
 - ◀ Minimize mousing
 - ◀ Use single-letter codes

Step 3: Checks

Revise plan

Check errors, check
inter-rater reliability,
export data



Code sample of videos
Check errors
Check inter-rater reliability
Run preliminary analyses

Careless errors

- ▶ All coders make careless errors
- ▶ Check for careless errors
 - ◀ Ensure no typos, all letters are legal
 - ◀ All durations within acceptable limits
 - ◀ No out of range values
 - ◀ All codes are logically compatible
 - ◀ No impossible relations

Errors in judgment

- ▶ Disagreement among coders
- ▶ Test inter-rater reliability
- ▶ How much video to check?
 - ◀ 25% of **each** participant
- ▶ “Best eyes” on entire dataset

Exporting data

- ▶ Be sure that you can export the data in the format you want for analyses
- ▶ Test it by exporting subset of data into your statistical spreadsheet

Step 4: Work flow

Repeat

→ 1st coder code & check errors
2nd coder code & check errors
Check inter-rater reliability



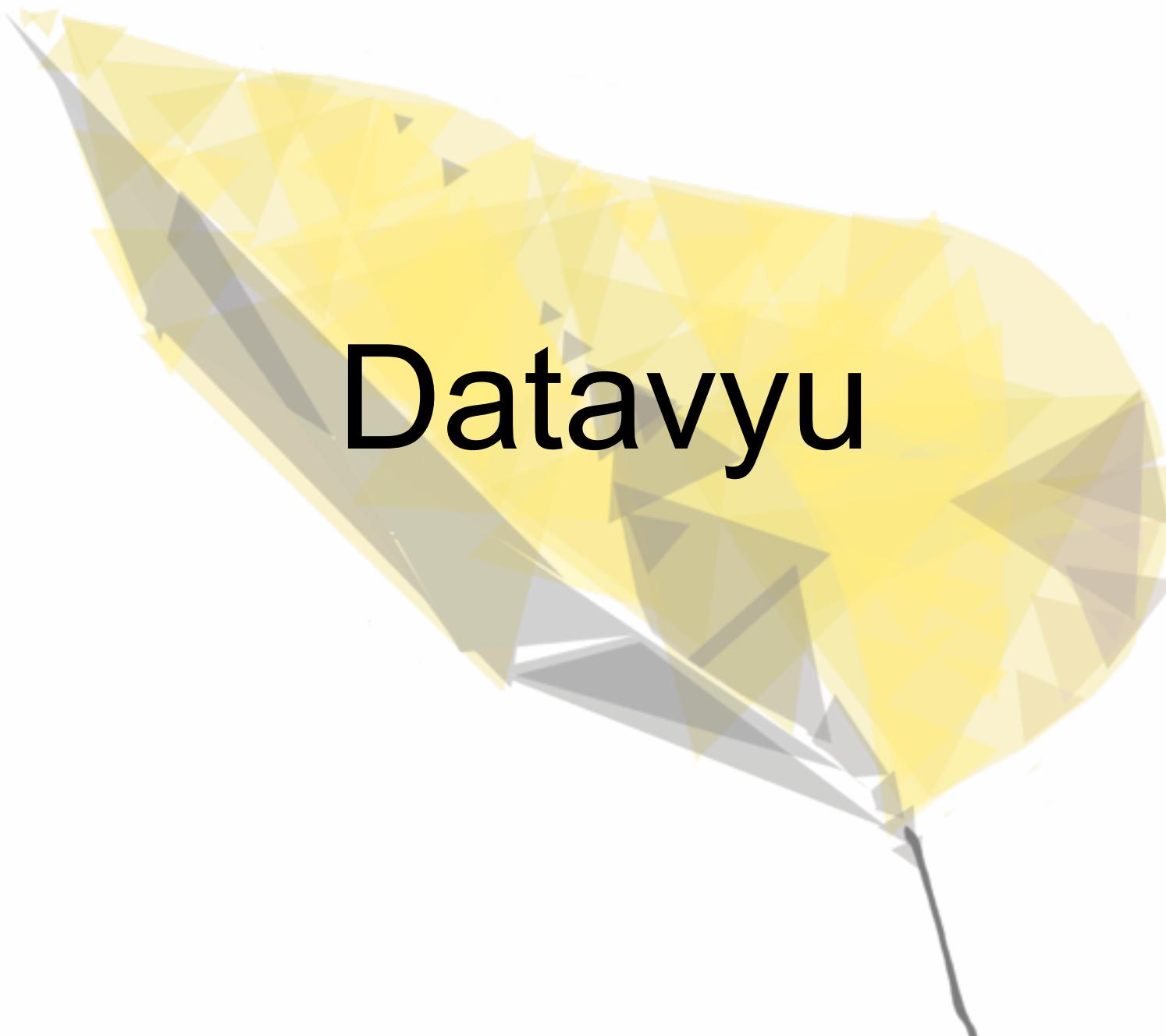
Export data for statistical/
graphical analyses

File organization

- ▶ Videos, spreadsheets, coding manual, exported data, etc.
- ▶ Establish naming convention for files
- ▶ Keep record of who coded what & when
- ▶ Keep record of reliability decisions
- ▶ Store videos on Databrary
 - ◀ When you're ready, share your videos!



**Questions?
Comments?**



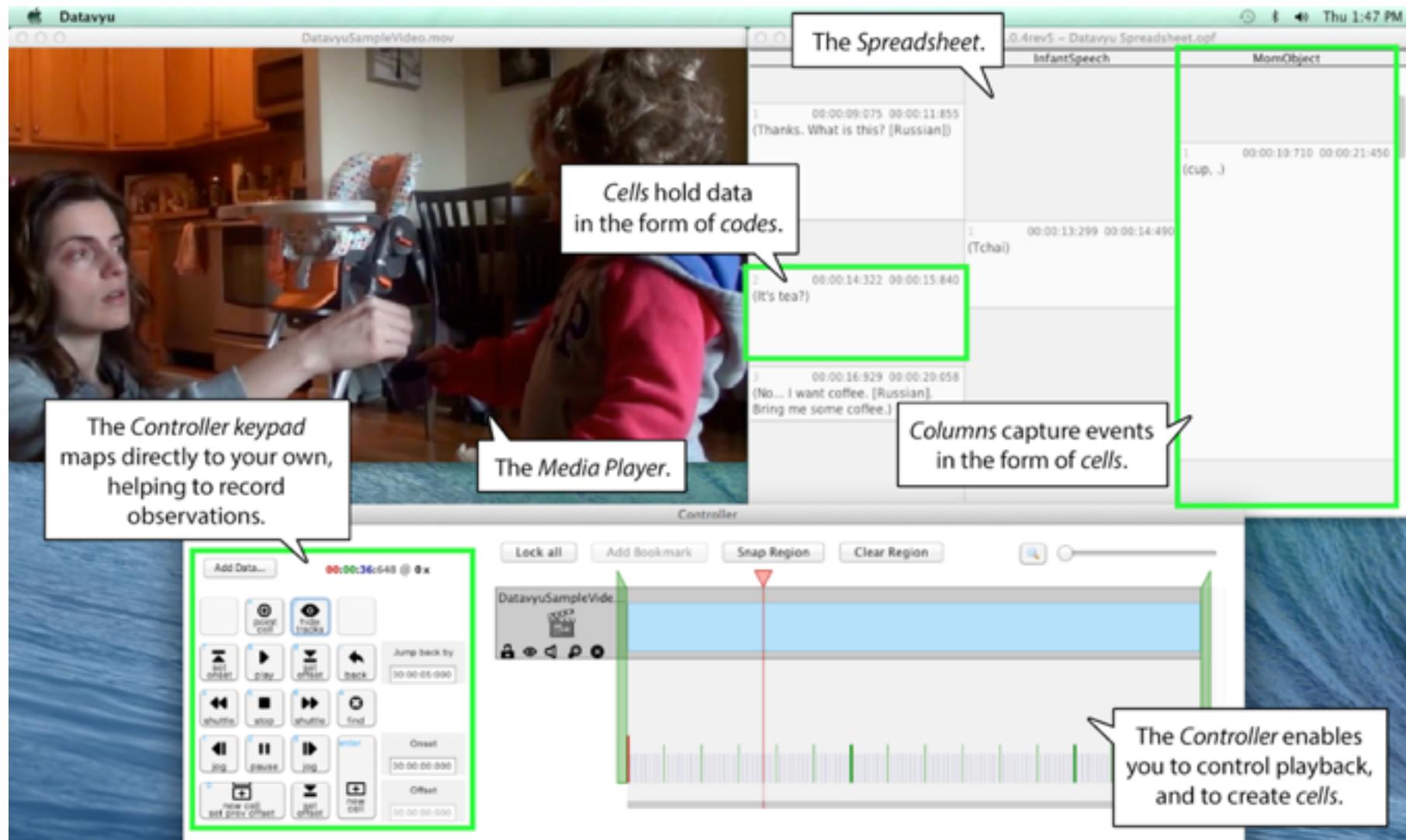
Datavyu



		baby talk (MATRIX)	MOM talk (MATRIX)
1	00:00:10:831 00:00:1: What do you have?		
1	00:00:14:916 00:00:15:220 tea		
2	00:00:16:282 00:00:2: It's tea? No I want coffee. Give coffee.		
3	00:00:33:386 00:00:3: And a spoon.		
2	00:00:37:695 00:00:37:695 5000		
2	00:00:37:695 00:00:37:695 here		00:00:37:697 00:00:3: Stir it. Stir it.
here	00:01:31:611 00:01:31:611		Click to start a new annotation

A video coding and
data visualization tool

Datavyu is agnostic about how you code your data



Rule of thumb

- ▶ Coding is repetitive, but it should not be painful
- ▶ If it feels grueling to code or if it's taking too long
 - ◀ Your codes are poorly planned
 - ◀ You are not taking advantage of Datavyu's functionality
 - ◀ There is a better way

How do children learn to open containers?



How do children learn to open containers?

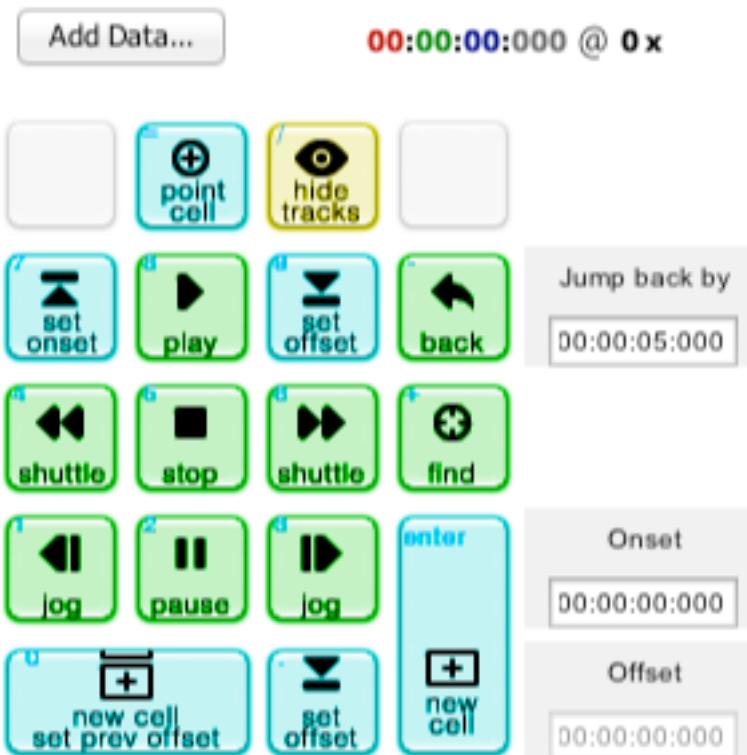




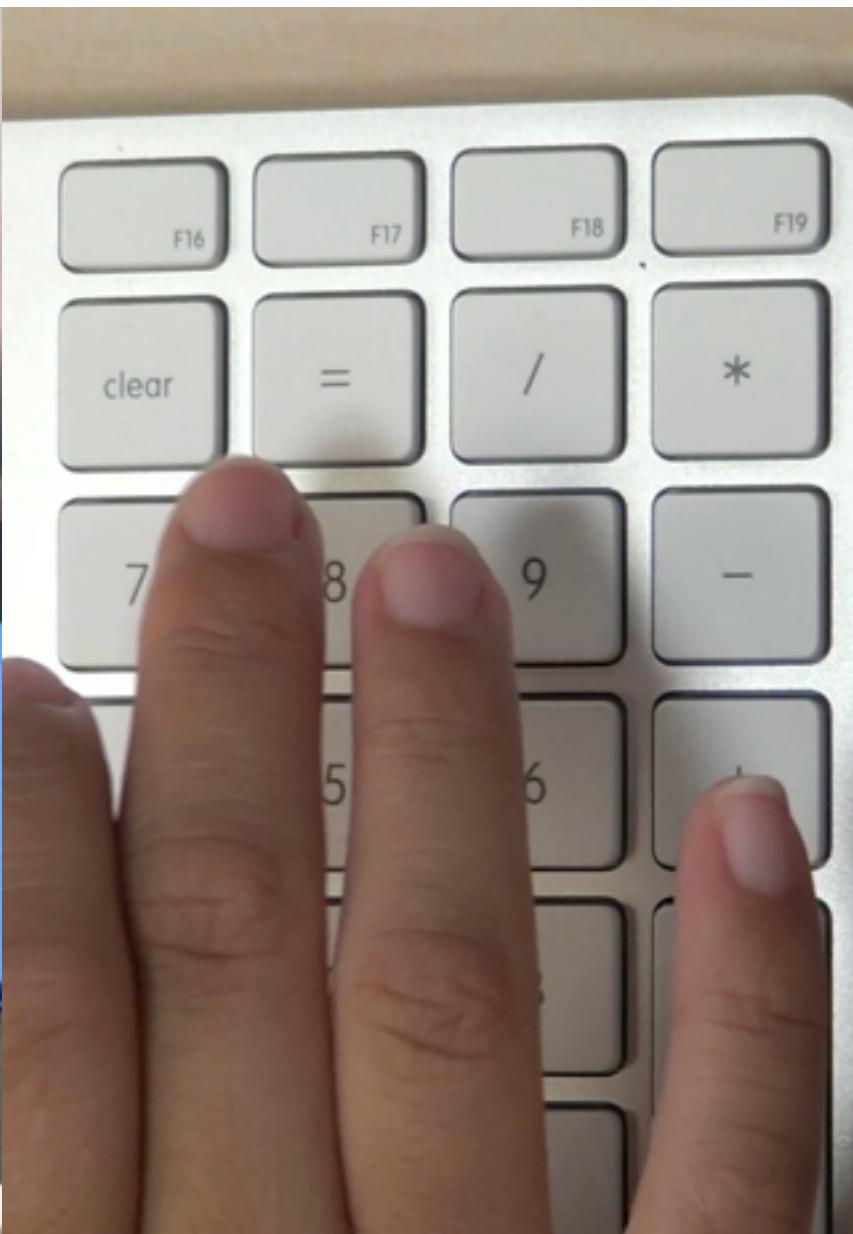
Playing the video

Easy video playback

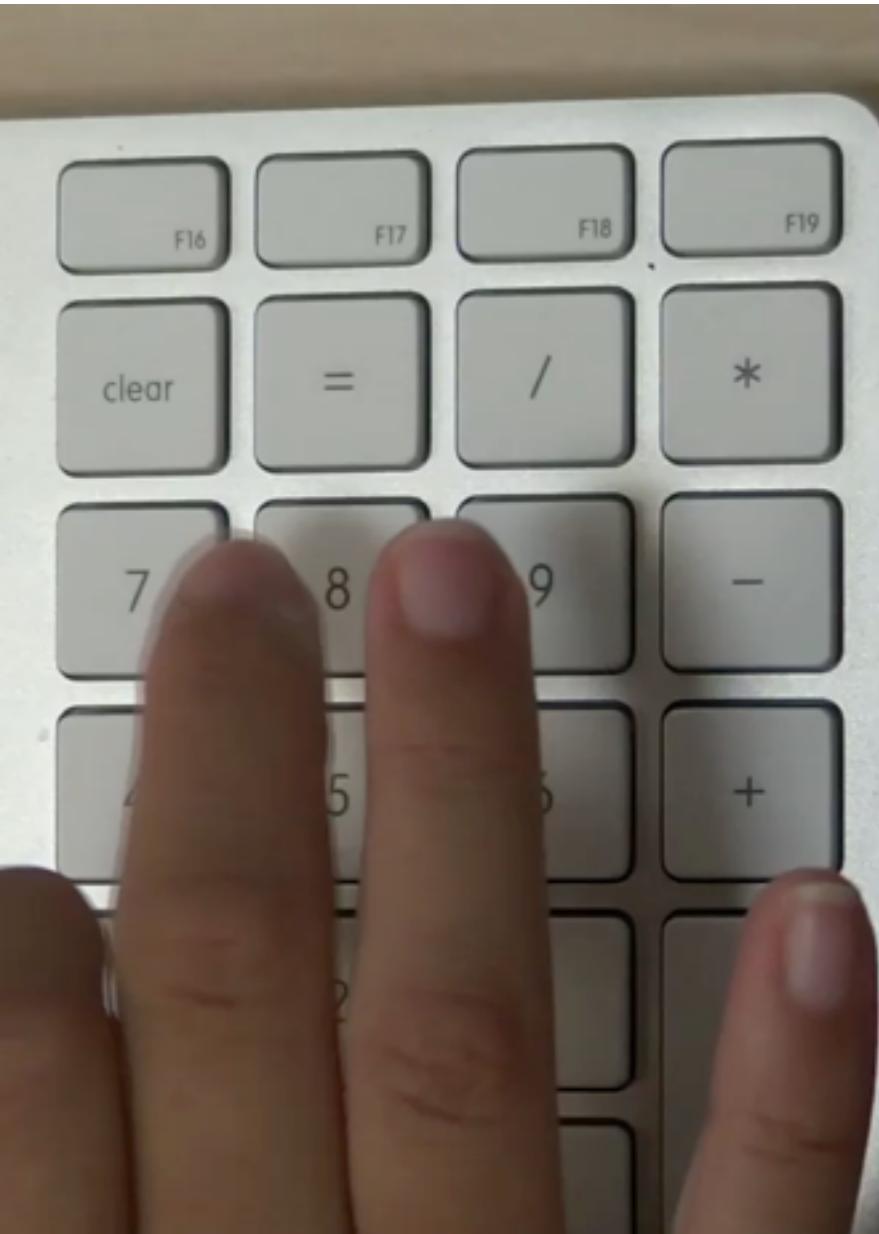
- ▶ Flexible control with just your finger tips
- ▶ Save energy & time



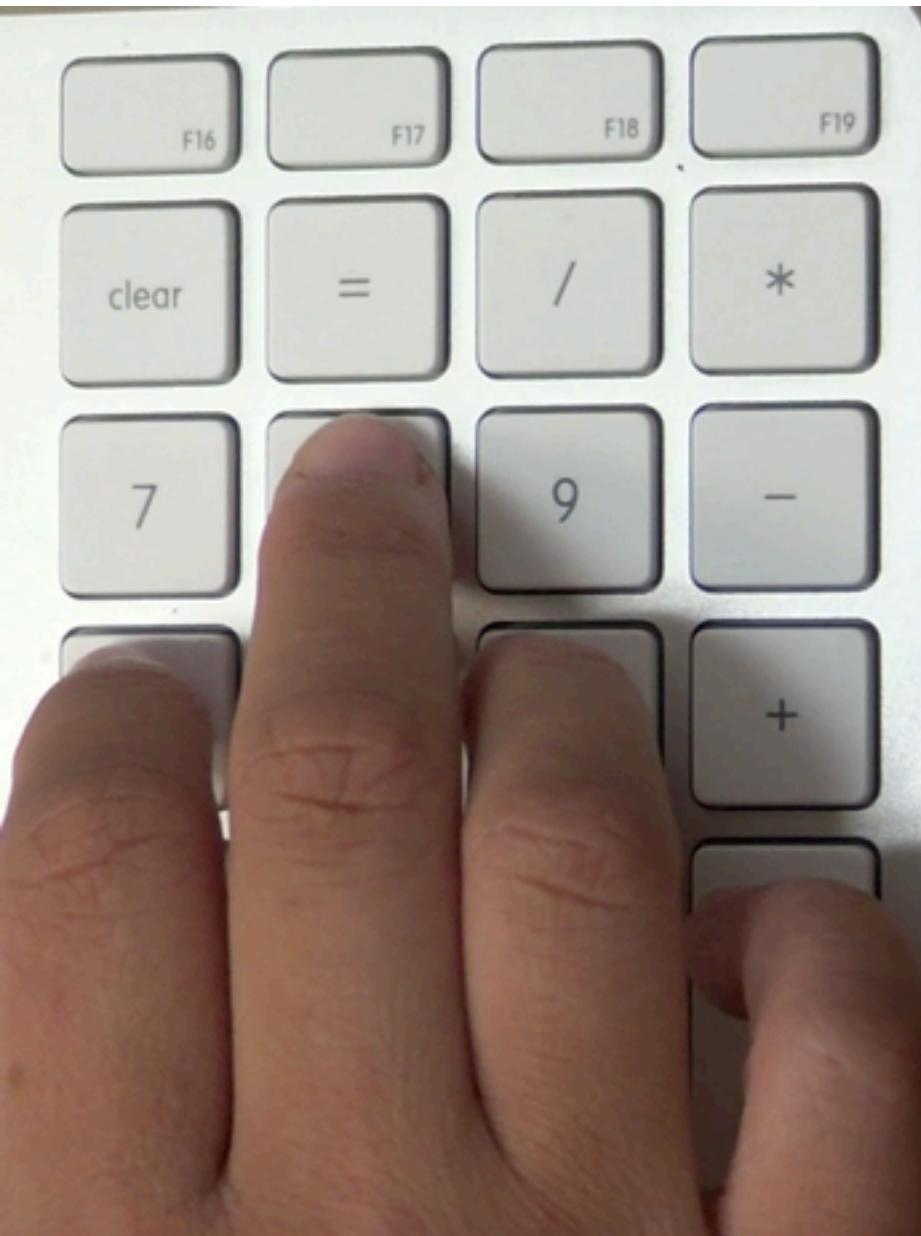
Maximize gain, minimize pain: Play at full speed



Maximize gain, minimize pain: Fast forward



Maximize gain, minimize pain: Play slowly



Maximize gain, minimize pain: Jog frame by frame



Maximize gain, minimize pain: Jump back if you missed it



Organizing the spreadsheet



Tabulated spreadsheet

Containers #15...			
id	task	trial	momtranscription
1 (overcap, 152, 11/19/2014, 12/12/2011, m, 5.70, 5.58)	1 (i) 2 (m) 3 (o) Click to create new cell	1 00:00:00:000 00:25:53:600 (1, <orient>, 2, <unscrew>,<pull>, <bang>, <shake>,<mouth>, <hit>, <othstrats>,<bidmom>, <bidexp>, t, n) 2 00:09:38:510 00:13:11:749 (2, <orient>, 13, <unscrew>,<pull>, <bang>, <shake>,<mouth>, <hit>, <othstrats>,<bidmom>, <bidexp>, s, n) 3 00:13:16:348 00:25:09:684 (3, <orient>, 3, <unscrew>,<pull>, <bang>, <shake>,<mouth>, <hit>, <othstrats>,<bidmom>, <bidexp>, c, n) 4 00:11:35:073 00:11:44:446 (4, <orient>, 12, <unscrew>,<pull>, <bang>, <shake>,<mouth>, <hit>, <othstrats>,<bidmom>, <bidexp>, s, n) 5 00:12:02:670 00:12:11:059 (5, <orient>, 6, <unscrew>,<pull>, <bang>, <shake>,<mouth>, <hit>, <othstrats>,<bidmom>, <bidexp>, s, n) 6 00:12:24:472 00:12:32:046 (6, <orient>, 8, <unscrew>,<pull>, <bang>, <shake>,<mouth>, <hit>, <othstrats>,	1 00:10:19:786 00:10:53:208 (Oh look what this one has inside what's inside of there? do you know what that is in there? Yeah you're whispering it? it's a cheerio that's right this one's sort of like a water bottle Zecky can you twist the top you have to keep twisting it over and over again are your little hands too little? here look watch yeah you do?) 2 00:10:55:197 00:11:07:080 (ooh a teeny one

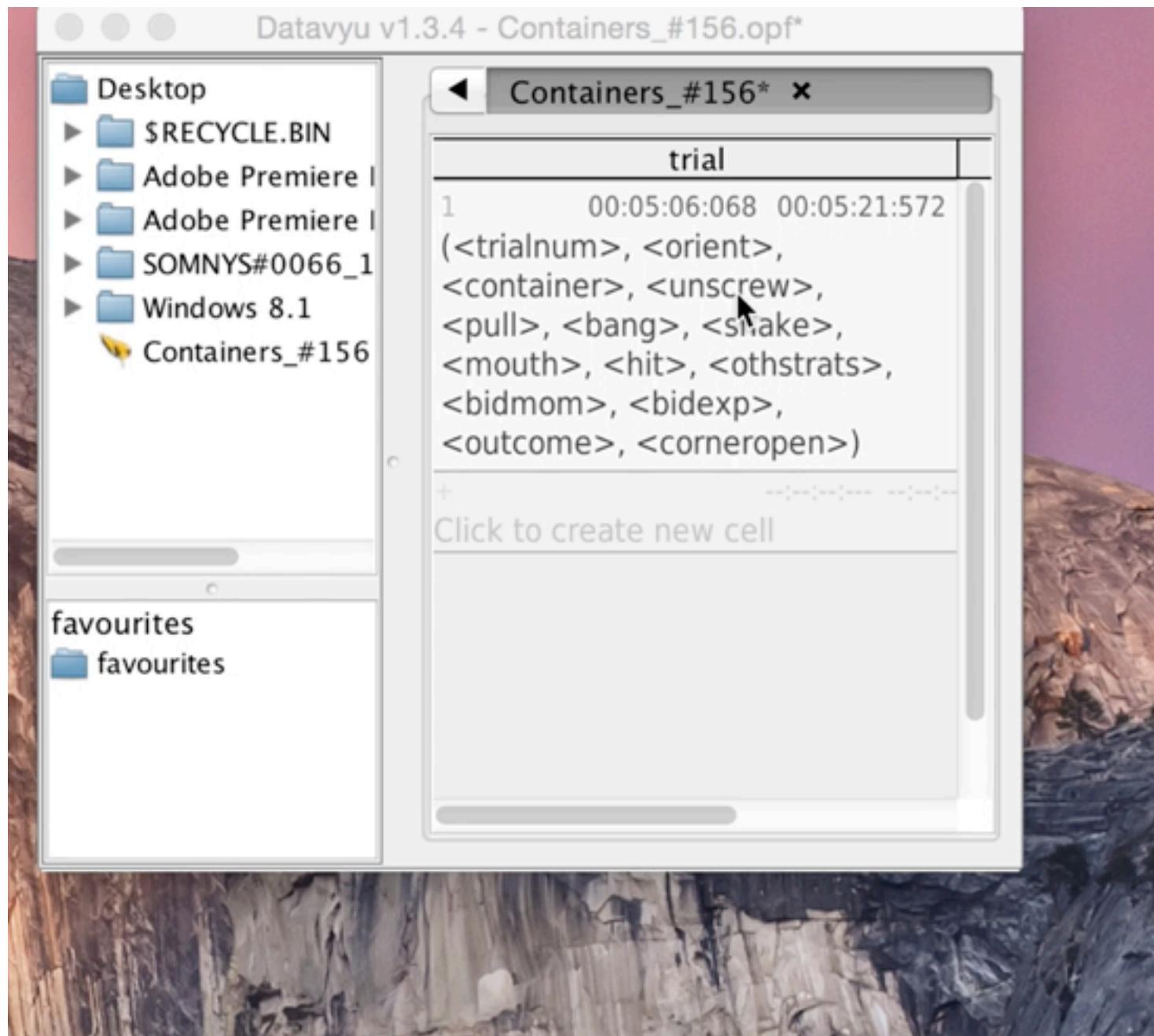
Tabulated spreadsheet

Containers_#15...				
id	task	trial	momtranscription	
1 (overcap, 152, 11/19/2014, 12/12/2011, m, 5.70, 5.58)	1 (i) 2 (m) 3 (o)	00:00:00:000 00:25:53:600 00:09:36:254 00:09:38:510 00:13:11:749 00:13:16:348 00:25:09:684	00:10:19:786 00:10:53:208 (1, <orient>, 2, <unscrew>,<pull>, <bang>, <shake>,<mouth>, <hit>, <othstrats>,<bidmom>, <bidexp>, t, n) 2 00:10:55:197 00:11:07:080 (2, <orient>, 13, <unscrew>,<pull>, <bang>, <shake>,<mouth>, <hit>, <othstrats>,<bidmom>, <bidexp>, s, n) 3 00:11:16:756 00:11:23:264 (3, <orient>, 3, <unscrew>,<pull>, <bang>, <shake>,<mouth>, <hit>, <othstrats>,<bidmom>, <bidexp>, c, n) 4 00:11:35:073 00:11:44:446 (4, <orient>, 12, <unscrew>,<pull>, <bang>, <shake>,<mouth>, <hit>, <othstrats>,<bidmom>, <bidexp>, s, n) 5 00:12:02:670 00:12:11:059 (5, <orient>, 6, <unscrew>,<pull>, <bang>, <shake>,<mouth>, <hit>, <othstrats>,<bidmom>, <bidexp>, s, n) 6 00:12:24:472 00:12:32:046 (6, <orient>, 8, <unscrew>,<pull>, <bang>, <shake>,<mouth>, <hit>, <othstrats>,	00:10:19:786 00:10:53:208 (Oh look what this one has inside what's inside of there? do you know what that is in there? Yeah you're whispering it? it's a cheerio that's right this one's sort of like a water bottle Zecky can you twist the top you have to keep twisting it over and over again are your little hands too little? here look watch yeah you do?) 2 00:10:55:197 00:11:07:080 (ooh a teeny one
Click to create new cell				

Temporal alignment: Nested events

	momgesture	momtranscription	momverbal	ctouch
1 (n, .)	00:06:37:912 00:06:46:197	1 (Try this one. Let's see. There's a little open.	1 (e)	1 (b)
2 (t, y)	00:06:46:198 00:06:46:946	2 Can you pull it up? Pull this way. It's gonna go.)	2 (e)	2 (l)
3 (s, .)	00:06:46:946 00:06:49:068	3 (Ok.	3 (n)	3 (b)
4 (a, y)	00:06:49:069 00:06:53:100	4 Was it...?	4 (a)	4 (l)
5 (s, .)	00:06:58:752 00:07:05:986	5 There you go.)	5 (n)	5 (b)
6 (s, .)	00:07:12:144 00:07:18:365	6 (Closer.	6 (a)	6 (l)
7 (n, .)	00:07:18:366 00:07:20:627	7 Okay. Can you do this one?	7 (n)	7 (b)
8 (l, y)	00:07:20:628 00:07:21:891	8 Go on the corner.)	8 (e)	8 (l)
9 (n, .)	00:07:21:892 00:07:26:760	9 (e)	9 (b)	9 00:09:52:076 00:09:52:313
10 (n, .)	00:07:31:532 00:07:37:776	10 (n)	10 (l)	10 00:09:52:314 00:09:53:299
11 (n, .)	00:07:43:216 00:07:50:254	11 (n)	11 (a)	11 (b)
		6 00:07:55:320 00:08:12:082		11 00:09:53:300 00:09:53:503

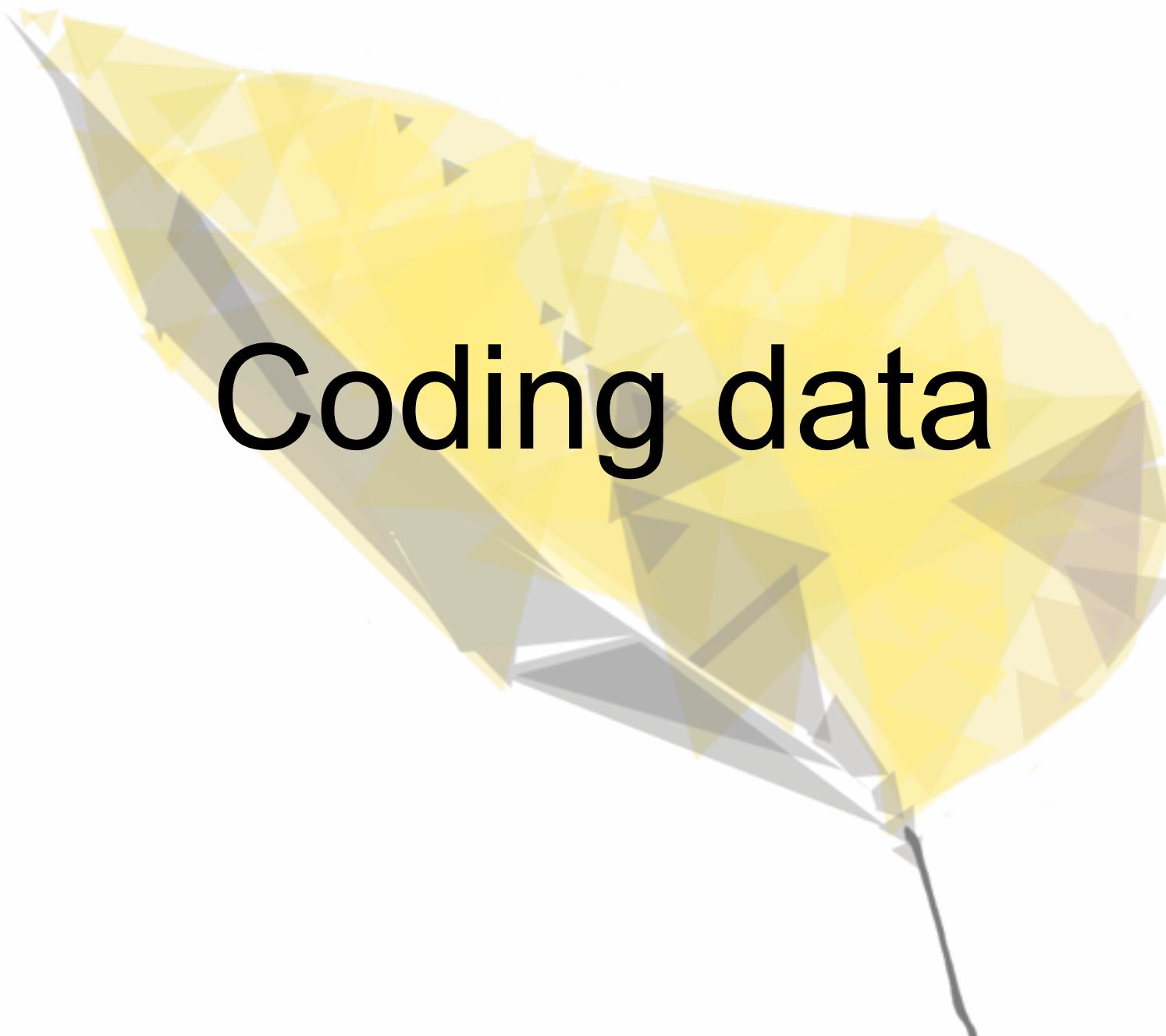
Flexible user defined codes



GET NEW ID CELL

id	
1	00:00:00:000 00:00:00:000 (<id>, <sex>, <tdate>, <bdate>, <heightm>, <thighhtm>, <weight>, <headsm>, <headftbm> <shoulderm>, <crumppm>, <kneesm>, <baseline>, <shoulderp>, <chestp>, <thighp>, <kneesp>, <shinp>, <race>, <ses>, <calibration>, <falls>, <stuck>, <walkonset>, <cruiseonset>, <crawlonset>, <bellycrawl>, <walker>, <crawled>, <trialcoder>)

id	
1	00:00:00:000 00:20:22:419 (22, m, 06/28/2012, 02/01/2011, 78.7, ., ., 18.1, 51.8, 62.3, ., ., 111, 85, 78, 49, 28.5, 12, w, 73.61, 4, n, n, 12/01/2011, 10/15/2011, 11/11/1911, 09/15/2011, n, y, vf)



Coding data

Code the structure of the study

id	task	trial
1 00:00:00:000 00:23:02:712 (screwtop, 100, 03/31/2014, 03/01/2012, m, 4.84, 5.00)	1 00:00:00:000 00:04:12:162 (i) 2 00:06:07:152 00:08:27:722 (m)	1 00:08:49:890 00:08:53:630 (1, u, b, n, y, n, n, n, n, n, n, s) 2 00:09:05:938 00:09:09:848 (2, u, b, n, y, n, n, n, n, n, n, s)
Click to create new cell	3 00:08:47:578 00:23:02:712 (o)	3 00:09:30:044 00:09:36:130 (3, r, 9, y, y, n, n, n, n, n, n, s)
Click to create new cell	+	4 00:09:47:520 00:09:56:190 (4, i, 14, y, n, n, n, n, n, n, n, s)
		5 00:10:22:914 00:10:37:636 (5, o, 3, y, n, n, n, n, n, n, n, s)

Code the structure of the study

id	task	trial
1 00:00:00:000 00:23:02:712 (screwtop, 100, 03/31/2014, 03/01/2012, m, 4.84, 5.00)	1 00:00:00:000 00:04:12:162 (i) 2 00:06:07:152 00:08:27:722 (m) 3 00:08:47:578 00:23:02:712 (o)	1 00:08:49:890 00:08:53:630 (1, u, b, n, y, n, n, n, n, n, n, s) 2 00:09:05:938 00:09:09:848 (2, u, b, n, y, n, n, n, n, n, n, s)
+ Click to create new cell	+ Click to create new cell	3 00:09:30:044 00:09:36:130 (3, r, 9, y, y, n, n, n, n, n, n, s)
		4 00:09:47:520 00:09:56:190 (4, i, 14, y, n, n, n, n, n, n, n, s)
		5 00:10:22:914 00:10:37:636 (5, o, 3, y, n, n, n, n, n, n, n, s)

Code the structure of the study

id	task	trial
1 00:00:00:000 00:23:02:712 (screwtop, 100, 03/31/2014, 03/01/2012, m, 4.84, 5.00)	1 00:00:00:000 00:04:12:162 (i) 2 00:06:07:152 00:08:27:722 (m)	1 00:08:49:890 00:08:53:630 (1, u, b, n, y, n, n, n, n, n, n, s)
+ Click to create new cell	3 00:08:47:578 00:23:02:712 (o)	2 00:09:05:938 00:09:09:848 (2, u, b, n, y, n, n, n, n, n, n, s)
	+ Click to create new cell	3 00:09:30:044 00:09:36:130 (3, r, 9, y, y, n, n, n, n, n, n, s)
		4 00:09:47:520 00:09:56:190 (4, i, 14, y, n, n, n, n, n, n, n, s)
		5 00:10:22:914 00:10:37:636 (5, o, 3, y, n, n, n, n, n, n, n, s)

Code in passes

trial	momgesture	momtranscription
1 00:08:49:890 00:08:53:630 (1, u, b, n, y, n, n, n, n, n, n, s)	1 00:06:37:912 00:06:46:197 (n, .)	1 00:06:37:912 00:06:53:100 (Try this one. Let's see. There's a little open.
2 00:09:05:938 00:09:09:848 (2, u, b, n, y, n, n, n, n, n, n, s)	2 00:06:46:198 00:06:46:946 (t, y)	Can you pull it up? Pull this way. It's gonna go.)
3 00:09:30:044 00:09:36:130 (3, r, 9, y, y, n, n, n, n, n, n, s)	3 00:06:46:946 00:06:49:068 (s, .)	2 00:06:58:752 00:07:05:986 (Ok.
4 00:09:47:520 00:09:56:190 (4, i, 14, y, n, n, n, n, n, n, n, s)	4 00:06:49:069 00:06:53:100 (a, y)	Was it...?
	5 00:06:58:752 00:07:05:986 (s, .)	There you go.)
	6 00:07:12:144 00:07:18:365 (s, .)	

Code in passes

trial	momgesture	momtranscription
1 00:08:49:890 00:08:53:630 (1, u, b, n, y, n, n, n, n, n, n, s)	1 00:06:37:912 00:06:46:197 (n, .)	1 00:06:37:912 00:06:53:100 (Try this one. Let's see. There's a little open.
	2 00:06:46:198 00:06:46:946 (t, y)	Can you pull it up? Pull this way. It's gonna go.)
2 00:09:05:938 00:09:09:848 (2, u, b, n, y, n, n, n, n, n, n, s)	3 00:06:46:946 00:06:49:068 (s, .)	2 00:06:58:752 00:07:05:986 (Ok.
	4 00:06:49:069 00:06:53:100 (a, y)	Was it...?
3 00:09:30:044 00:09:36:130 (3, r, 9, y, y, n, n, n, n, n, n, s)	5 00:06:58:752 00:07:05:986 (s, .)	There you go.)
	6 00:07:12:144 00:07:18:365 (s, .)	

Write free-form comments

► A note by a coder

◀ Free form

◀ Formalized

3 00:11:29:418 00:11:29:418
BABY POST REL: start sit here? KK
9/16/13 started sit when foot
flipped over/knee was basically
on ground AJ KK 920. Also coded
baby with one foot flat on ground
and one foot flat on platform as m

4 00:12:02:636 00:12:02:636
BABY POST REL: sit onset? these
upright/sit transitions are really
weird. KK 9/16/13 yes

Write free-form comments

720final free form coding.mov

Containers_#167.mp4

DataVyu v1.3.4 - Containers_#167.opf

Containers_#167

Comments

Click to create new cell

favourites

favourites

The image is a composite of several elements. At the top, there's a video player window titled "720final free form coding.mov" showing a child in a high chair. Below it is another video frame titled "Containers_#167.mp4" showing two adults. In the foreground, there's a close-up of a white computer keyboard. On the left side of the image, there's a screenshot of the DataVyu software interface, which includes a sidebar for "favourites" and a "Comments" panel.

Code events

The image is a composite of three distinct scenes. The top right scene shows a young child with light brown hair sitting in a high chair with a patterned cover, facing away from the camera towards two adults who are seated on the floor. The bottom right scene shows a close-up of a white computer keyboard with a person's hand resting on it. The left side of the image features a screenshot of a software application window titled "Containers_#167.opf". The window has a toolbar at the top with icons for file operations like "New", "Open", "Save", etc. Below the toolbar is a menu bar with "File", "Edit", "View", "Insert", "Format", "Tools", and "Help". The main area of the window is titled "Containers_#167" and contains a single item labeled "trial". A tooltip "Click to create new cell" is visible near the top left of the main area. At the bottom of the window, there is a status bar with the text "Containers_#167.mp4". The overall composition suggests a research or observational setting where data is being recorded and analyzed.

Build on prior passes

DataVu v1.3 - Containers_#167.opf

Containers_#167* x

trial	physical_instruction
1	00:01:11.060 00:01:31.392 (1, y, s)
2	00:01:41.797 00:02:14.980 (2, y, t)
3	00:02:17.560 00:02:27.288 (3, y, s)
4	00:02:37.428 00:02:49.524 (4, y, s)
5	00:03:06.384 00:03:14.106 (5, y, t)
6	00:03:46.030 00:04:21.902 (6, y, t)
7	00:04:23.800 00:04:35.536 (7, y, s)
8	00:04:52.094 00:04:54.032 (1, n, s)
9	00:05:12.120 00:05:14.500 (2, n, s)
10	00:05:30.140 00:06:00:162 (3, n, t)
11	00:06:18.590 00:06:19.814 (4, n, s)
12	00:06:33.856 00:07:04.218 (5, n, t)

Containers_#167.mp4

Data Viewer Controller

Lock all Add Bookmark Snap Region Clear Region

Containers_#167.mp4

A close-up view of a computer keyboard, likely an Apple keyboard, showing the layout of keys including the numeric keypad.

The DataVu software interface at the bottom right shows a timeline with several green vertical markers indicating specific points in the video sequence.

Check reliability

Datavyu v1.3.3 - Containers_#167.opf

Containers_#16... x + 10 Hidden Columns

	momgesture	momgesturerel
1	00:01:11:060 00:01:15:071 (n, .)	1 00:02:17:560 00:02:20:453 (n, .)
2	00:01:15:072 00:01:20:647 (m, .)	2 00:02:20:454 00:02:24:227 (m, .)
3	00:01:20:648 00:01:22:415 (m, .)	3 00:02:24:228 00:02:25:146 (a, .)
4	00:01:22:416 00:01:29:555 (n, .)	4 00:02:25:146 00:02:27:288 (s, .)
5	00:01:29:556 00:01:31:392 (a, .)	5 00:02:37:428 00:02:40:548 (e, .)

Sample
📍 MomgestureRelCheck.rb

Test Items

favourites

favourites

Check reliability

Datavyu v1.3.3 - Containers_#167.opf

Containers_#16... x + 10 Hidden Columns

	momgesture	momgesturerel
1	00:01:11:060 00:01:15:071 (n, .)	1 00:02:17:560 00:02:20:453 (n, .)
2	00:01:15:072 00:01:20:647 (m, .)	2 00:02:20:454 00:02:24:227 (m, .)
3	00:01:20:648 00:01:22:415 (m, .)	3 00:02:24:228 00:02:25:146 (a, .)
4	00:01:22:416 00:01:29:555 (n, .)	4 00:02:25:146 00:02:27:288 (s, .)
5	00:01:29:556 00:01:31:392 (n, .)	5 00:02:37:428 00:02:40:548 (s, .)

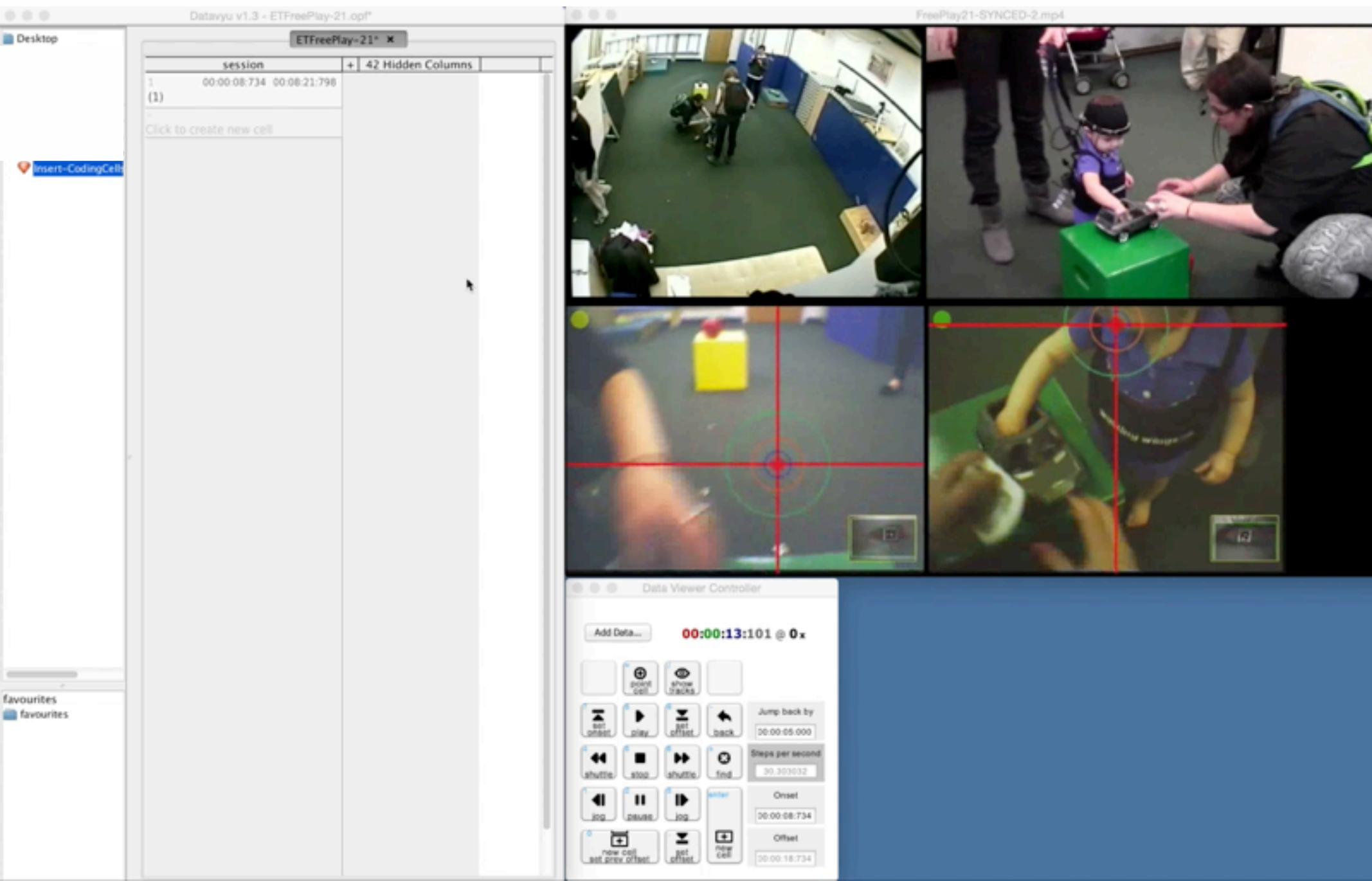
Sample
📍 MomgestureRelCheck.rb

Test Items

favourites

favourites

Capture time samples



Exporting with Datavyu scripts

Screenshot of the Datavyu interface showing a spreadsheet, video player, and timeline.

Spreadsheet: Shows a log of interactions with the child during a play session. The columns include ID, Montalk, Fixations, and Onset/Offset times.

ID	Montalk	Fixations	Onset	Offset
1	00:00:02:584 00:06:08:308 (1, 05/02/2013, 05/08/2014, m, m)	00:00:01:156 00:00:01:778 (Hello!)	00:01:58:830	00:02:00:05
2		00:00:03:536 00:00:06:664 (Look at that! Where's his nose? Oh!)	00:02:00:054	00:02:00:39
3		00:00:09:826 00:00:15:390 (Fell on the floor! Look guys! Woof! Woof! Woof! Woof!)	00:02:00:394	00:02:02:29
4		00:00:19:924 00:00:21:961 (Okay, where you want to go now?)	00:02:02:298	00:02:02:36
5		00:00:23:358 00:00:36:191 (Oh... It's an apple! Apple. Look at that! It's an apple! Where are the eyes? Do you see the eyes of the apple? No? Oh.)	00:02:02:368	00:02:02:53
6		00:00:39:848 00:00:41:656 (Fell on the floor?)	00:02:02:538	00:02:02:67
7		00:00:43:457 00:00:46:673 (Up and down. You want to put it down again?)	00:02:02:672	00:02:02:97
8		00:00:55:420 00:00:56:621 (It makes noise!)	00:02:02:978	00:02:03:04
9		00:01:04:974 00:01:08:934 (Shake shake shake shake shake! Shake shake shake!)	00:02:03:046	00:02:03:35
10		00:01:10:380 00:01:11:996 (Another shake shake shake?)	00:02:06:278	00:02:06:34
11		00:01:15:072 00:01:16:507 (Yeah, they're eyes.)	00:02:06:344	00:02:06:44
12		00:01:18:132 00:01:23:090 (Where is the nose? Can you see the nose? Press the nose!)	00:02:06:446	00:02:06:51
13		00:01:25:204 00:01:26:388 (Uh oh!)	00:02:06:514	00:02:07:19
14		00:01:28:876 00:01:29:972 (Yeah?)	00:02:07:194	00:02:07:36
15		00:01:32:888 00:01:47:109 (Give it to mommy. Can I	00:02:07:364	00:02:07:73

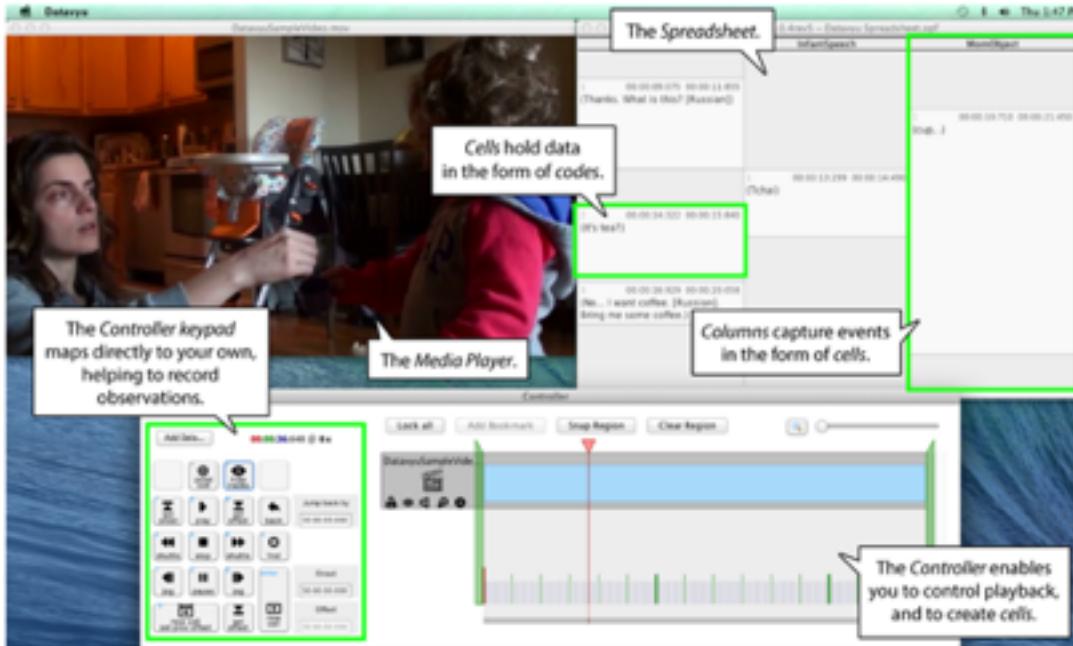
Video Player: Displays four video frames showing the child interacting with objects like a yellow toy and a dog. A red crosshair and green circles highlight specific points of interest.

Timeline: Shows the playback timeline with a red arrow indicating the current position at 00:01:57:334. Buttons for navigation and control are visible.

datavyu.com/user-guide/index.html

User Guide ▶

WELCOME TO DATAVYU'S DOCUMENTATION!



Datavyu is a complete software package for visualizing and coding behavioral observations from video data sources. Designed by - and for - behavioral scientists, Datavyu facilitates data coding and sharing through the ongoing [Databrary](#) data library project.

Datavyu

- Software Guide
- Ruby API
- Frequently Asked Questions
- Walkthrough Videos
- Coding Example

[Download the docs](#)
for offline viewing.

datavyu.com/support

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0 votes	1 answer	33 views	Scripts for better exports	09 Sep, 12:58 Shohan Hasan 191
0 votes	1 answer	35 views	Manual notation	08 Sep, 11:50 Vicky Foo 116
0 votes	2 answers	45 views	Built In Export Function on Multiple Files	02 Sep, 10:06 ccp10 21
0 votes	2 answers	126 views	Pattern-based validation of column/code	31 Aug, 14:36 jvoigt 1

184 questions
322 answers
Most recently updated questions

How support works:

- 1- **Search** to see if someone has already asked your question.
- 2a- Found someone who has already asked your question? Use the **thumb button to up vote** the question to make it easier for the next person to find.

Drop-in support hours

- ▶ Mondays, 2 pm - 4 pm
- ▶ Thursday, 11 am - 12 pm
- ▶ <https://bluejeans.com/databrary/>



**Questions?
Comments?**

Agenda

- 12:00-1:00** Introduction to Databrary:
Video reuse & sharing
- 1:00-2:00** Policies & best practices for
sharing & managing video data
- 2:00-2:15** Break
- 2:15-3:00** Video Coding
- 3:00-4:00** Questions & hands-on help