Narrative _Data_Wrangling

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1. No structure (**NS**)- only one clause with or without a verb.
2. Descriptive story (**DS**)- a series of clauses that do not report actions constrained by temporality.
3. Action story (**AC**)- includes actions *with a temporal order*, but story events are not causally organized.
4. Reactive story (**RS**)- includes actions that are causally organized.
5. Incomplete goal-based story (**IGB**)- contains a goal statement, but no attempt or outcome following the goal.
6. Incomplete goal-based with attempt (**IGBA**)- contains a goal statement, and attempt(s), but not outcome following the goal.
7. Complete goal-based story with one episode implicit goal (**GB1-IG**)- includes temporal and causal structure, as well as *implicitly*-stated goal of the protagonist, *one* series of attempts to achieve the goal, and an outcome of these attempts.
8. Complete goal-based story with one episode explicit goal (**GB1-EG**)- includes temporal and causal structure, as well as *explicitly*-stated goal of the protagonist, *one* series of attempts to achieve the goal, and an outcome of these attempts.
9. Complete goal-based story with multiple episodes implicit goal (**GBM-IG**)- includes *multiple* goal-attempt-outcome sequences and frequently more than one *implicitly*-stated goal.
10. Complete goal-based story with multiple episodes explicit goal (**GBM-EG**)- includes *multiple* goal-attempt-outcome sequences. with at least one of the goals stated *explicitly*.

```r
#read in data for narrative outcomes
Narrative_Results_Simple <- read_xlsx("~/KristenWorkingDirectory/Play_Narrative/PN_Datasets/Narrative/CS
```

```
## New names:
## * `` -> `...1`
## * `` -> `...2`
## * `` -> `...4`
## * `` -> `...5`
## * `` -> `...7`
## * `` -> `...8`
## * `` -> `...10`
## * `` -> `...11`
```

```r
# convert ordinal/abbreviations to ordinal/numeric data
# Define the abbreviation-to-number mapping
replacements <- c("NS" = "1", "DS" = "2", "AC" = "3", "RS" = "4", "IGB" = "5", "IGBA" = "6", "GB1-IG" =
```