**NLP Dictionary**

**Please note that designations \_1, \_2, \_3 mean Act 1, 2, or 3 in the particular TV episode.** This was determined based on length of words in each script to get a sense of how emotions may have varied per story.

Sd\_div\_mean = This transportation measurement, developed by affiliated researchers, aims to assess how quickly a consumer becomes immersed in a story—both mentally and emotionally. It evaluates the extent to which they lose awareness of their surroundings and become absorbed in the narrative. Typically, an episode will have an initial transitional period to help the audience acclimate to the story's setting. By dividing the standard deviation of overall emotion scores by the mean, this measurement captures the shifts, variability, and intensity of emotions throughout the experience.

**Sd\_sum** = The sum of the standard deviation per act, which aids us in understanding the amount of emotion variance for each act.

**Sd\_scaled** = The standard deviation scaled across all emotions for ease of comparison.

**Anger** = The amount of anger contained in the act.

**Surprise** = The amount of surprise contained in the act.

**Disgust** = The amount of disgust contained in the act.

**Sadness** = Thea mount of sadness contained in the act.

**Neutral** = The amount of neutrality contained in the act.

**Fear** = The amount of fear contained in the act.

**Joy** = The amount of joy contained in the act.

**Positive** = The amount of positivity contained in the act.

**Negative** = The amount of negativity contained in the act.

**Engaged** = There is high psychological involvement or emotional investment, including greater use of personal pronouns, more emotional words, and greater cognitive processing contained in the act.

**Not Engaged** = There is low psychological involvement or emotional investment, including lesser use of personal pronouns, less emotional words, and less cognitive processing contained in the act.

**WC** = Total word count contained in the act.

**Analytic** = The amount of analytical, formal, or logical discussion contained in the act.

Clout = The amount of social status, confidence, or leadership discussion contained in the act.

Authenticity = The amount t of honest, non-filtered, non-regulated discussion contained in the act.

Tone = The higher the tone, the more positive the tone in the act (below 50 is considered negative).

WPS = The amount of words per sentence on average contained in the act.

Six letter = Percentage of words longer than six letters contained in the act.

Dic = Percentage of words that were captured as dictionary words.

Cogprocess = An aggregate measurement that looks at the amount of words that reflect active information processing and mental activities, including causation contained in the act.

Insight = One of the key elements within the cognitive process measurement that considers realizations contained in the act.

Cause = Another key element within the cognitive process measurement that examines causation between two elements contained in the act.

Discrep = A key element of the cognitive process measurement that considers what should, could, or would have happened, but never did, (exploring counterfactuals) contained in the act.

Tentative = A key element in the cognitive processes that looks at whether something could or could not happen (e.g. maybe, perhaps) contained in the act.

Certain = A key element in the cognitive processes that looks at absolute language (e.g. always, never) contained in the act.

Differ (Is this differentiate?) = An element that considers differentiation between two elements such as (hasn’t , but, else) contained in the act.

Perceptual = This is an aggregate measurement of terms that describe perception, such as look, heard, and feeling contained in the act.

See = A key aspect of perception that looks at amount of text around viewing or seeing contained in the act.

Hear = A key aspect of perception that looks at the amount of text around hearing or listening.

Feel = A key aspect of perception that looks at references to touch or feeling contained in the act.

Drives = This is an aggregate measurement that looks at different motivations contained in an act.

Affiliation = This aspect looks at relations and affiliations such as ally, friend, or being social that are contained in an act.

Achieve = This aspect considers the ability to win, earn success, and be better that is contained in an act.

Power = This examines power dynamics and structures including superiority and bullying contained in an act.

Reward = This examines the types of rewards that are discussed including receiving something, prizes, and benefits that are contained in an act.

Risk = This examines the different types of dangers and doubts that are contained in an act.

Relativity = This aggregate measure extends toward spatial relationships such as area, bend, and exit that are contained in an act.

Motion = This examines the ability to move, including arrive, car, and go, that are contained in an act.

Space = This examines directions in space, including down, and in that are contained in an act.

Time = This examines time durations, including end, until and season contained in an act.