Traits:

--some trait “subtraits” have been broken into a second trait (i.e. C1 or J6)

--these “subtraits” have been given half weight to reflect ST’s original coding

--distances between traits were decided by me intuitively

-- in a situation where two traits are present, it is given a new code number but a distance of .5 from either of the two included other traits (see ST\_Traits.csv)

**A: Number of Women**

A1- 1- One

A2- 2- Two

A3- 3- Two at Beginning, then one

A4- 4- Three

A5- 5- Five

**B: Introductory Action**

0-0- Trait not present

B1-1- Wish for Star Husband

B2-2 Pursuit of porcupine

B1, B2-3 Wish for Star Husband and pursuit of porcupine

B1, B2a-4 wish for star husband and sun and moon dispute

B2, B2a -5 pursuit of porcupine and sun and moon dispute

B3a - 6 girls carried to sky world by supernatural being

B3b - 7 elopement

B3c - 8 girls run away to sky world

C: Circumstances of Introductory Action

0-0- Not mentioned

C1/C1a/C1b-1 Sleeping/Lying out at night

C2a/C2b/C2c- 2 performing task

C1, C2a/C2b - 3 both sleeping out and performing task

C3- 4 misc. circumstances

C1: sleeping out

0- not sleeping out/no further specification (C1)

C1a - 1 sleeping on an arbor

C1b - 2 stars seen through roof

C2: performing task

0- not performing task/no further specification

C2a - 1 digging roots

C2b - 2 gathering wood

C2c - 3 miscellaneous tasks

**D: Method of Ascent**

0 - 0 not indicated

D1 - 1 Stretching Tree

D1a - 2 Warning from Friend

D1, D1a - 3 Stretching Tree and warning from friend

D2 - 4 Translation during sleep

D3 - 5 carried through air with closed eyes

D3a - 6 carried through air by hair

D5 - 7 carried in basket

D6 - 8 transportation in whirlwind

D3, D7 - 9 carried through air plus transportation by feather

(judgement call that these are all equidistant from each other)

**E: Identity of Husband**

0-0 not indicated

E1 -1 Moon

E1a - 2 Moon and Sun

E2 - 3 Sun

E3 - 4 Star

E4 - 5 Thunder

E5 - 6 Porcupine

E6 - 7 Man

E7 - 8 Whirlwind

(non-celestial options i.e.porcupine and man are distance 2 from everything else including each other)

**F:Distinctive Qualities of Husband**

0-0 none given

F1 - 1 Old Man

F2 - 2 Young Man

F3 - 3 Middle-aged Man

F4 - 4 Old man and Young Man in accordance with size

F4a - 5 Old man’s eye water and young man’s war paint

F6 - 6 Red Star sun and white star moon

F7 - 7 Dim star chief, bright star his servant

F8 - 8 one sided man

F9 - 9 meteor like man

F10 - 10 Hunters

F4, F10 - 11 Hunters and old man/young man

F4a, F10 - 12 hunters and eye water/war paint

F5, F10 - 13 hunters and different colored blankets

(complicated trait distances-- see .csv)

**G: Birth of Son**

0 -1 No

G1- 2 Yes

H: Taboo Broken in Upper World

0-0 No taboo broken

H1/H1a/H1b/H1c- 1 Digging or disturbing ground

H2 - 2 Looking

H1/H1a, H3 - 3 Digging and shooting at meadow lark

H4 - 4 making noise before squirrel

H1b, H4 -5 digging and making noise before squirrel

H1: Type of digging/disturbing ground

0 no digging in trait H or unspecified digging (H1)

H1a- 1 Digging roots

H1b - 2 moving large rock

H1c - 3 digging in valleys

**I: discovery of skyhole**

0-0 trait not present

I1 - 1 by own efforts

I2 - 2 at another’s suggestion

I3 - 3 with another’s assistance

I1, I4 - 4 own efforts and a gust of wind through skyhole

(1 2 away from 2 and 3, 2 and 3 only one away from each other)

**J: Assistance in Descent**

0-0 lacking

J1/J1a/J1b - 1 spider

J2 -2 old woman

J3 - 3 old man

J4 - 4 husband

J6/J6a/J6b/J6c (includes single instance of J5, J6a, J6b) - 5 bird

J1: type of spider

0 not spider or not specified

J1a - 1 spider woman

J1b - 2 spider man

J6: type of bird

0 not a bird or bird not specified (J6)

J6a- 1 buzzard

J5, J6a, J6b - 2 sister of star, buzzard, and hawk

J6c- 3 eagle

**K: means of descent**

0 - 0 no descent

K1 - 1 descent but means not specified

K2 - 2 basket

K3(a-i) - 3 rope

K4 - 4 ladder

K5, K3 - 5 bucket and rope

K6 - 6 falling

K7a/K7b -7 descent with taboo

K3, K2 -8 basket and rope

K2, K7 -9 basket and taboo

K3, K7 -10 rope and taboo

K3: type of rope

0 no rope or not specified (K3)

K3a -1 skin rope

K3b - 2 sinew rope

K3c - 3 wool rope

K3d - 4 spider rope (string)

K3e -5 vine rope

K3f -6 root rope

K3g - 7 grass rope

K3h - 8 weed rope

K3i - 9 bark rope

(executive decision no type of rope is more similar to any other kind of rope)

K7: type of descent taboo

0 no taboo or not specified (K7)

K7a-1 Looking taboo

K7b-2 stirring/moving taboo

**L: results of descent**

0-0 lacking

L1 -1 safe descent

L1a - 2 safe descent, later killed

L2 - 3 woman/women killed

L2a - 4 woman/women killed, later revived

L3 - 5 woman killed, son saved

L1, L4 -6 safe descent, one woman falls

M1: Heavenly Body explanatory elements

0-0 none given

M1a - 1 Moon

M1b - 2 stars

M3: Plant and Animal explanatory elements

0-0 none given

M3 - 1 unspecified

M3a -2 origin of turnips

M3c - 3 animal markings

M3d - 4 shape of animal

M3c, M3b - 5 animal markings and origin of animal

M: Other explanatory elements

0-0 none

M2 - 1 geographical features

M2, M5b - 2 geographical features and why young women dislike old husbands

M4a, M5a - 3 sun dance ceremony and time of human gestation

M4b - 4 backward state of the Indian

M6a - 5 treatment of wound

M7a - 6 origin of taboos

M7b - 7 painting on lodges

M7 - 8

**N: Sequel**

0-0 no sequel

N1 - 1 star boy sequel

N1a - 2 boy becomes transformer

N2 - 3 trickster animals under tree

N3 - 4 sky war sequel

N4 - 5 origin myth sequel

N5 - 6 buffalo husband sequel

N6 - 7 return to sky as sequel

A few notes

--what I’ve done:

Set up a network of Star husband tale

So for context: this is a famous study, culmination of this historical geographic school which traces stories based on how they chance--

--you have a whole bunch of story variants

--the presence and absence of certain traits showing how it moved

--ST already coded up

--calculate a more specific distance *measure* based on his coding schema-- a number not just a type or a sense

--tried to incorporate all the elements of his coding -- various trait types

--I’m currently working on manipulating the weights of each trait to get it to coincide with his intuition, under the assumption that as the person who has greater understanding of the story in its context, I trust his typing scheme

--what I’m doing is evaluating quantitatively how much importance he was placing on each trait or motif -- should give a better sense of what’s most important for story structure

--eventually there are two main calculations I’d like to do on the network once I get it into a useful place-- the first is clustering to get the story types and understand the range within those types

--there are already distribution maps so this is a more rigorous version of that

Tracing diffusion:

--one way is to build a tree -- connect everyone to the next most similar

--other ways from virology: reconstruct the probable path of diffusion of specific motifs