Using PSECoder 2.2

PSECoder 1.0 was originally designed by Miriam Frisch and Oliver Schultheiss, with software programming by Jan Kretschmer. I am grateful to Carola Walther, Martin Köllner, and Kevin Janson of the Human Motivation and Affective Neuroscience Laboratory for spotting the bugs of the previous version and to Julian Schultheiss for implementing the bug fixes in PSECoder 2.2.

Bug fixes in PSECoder 2.2:

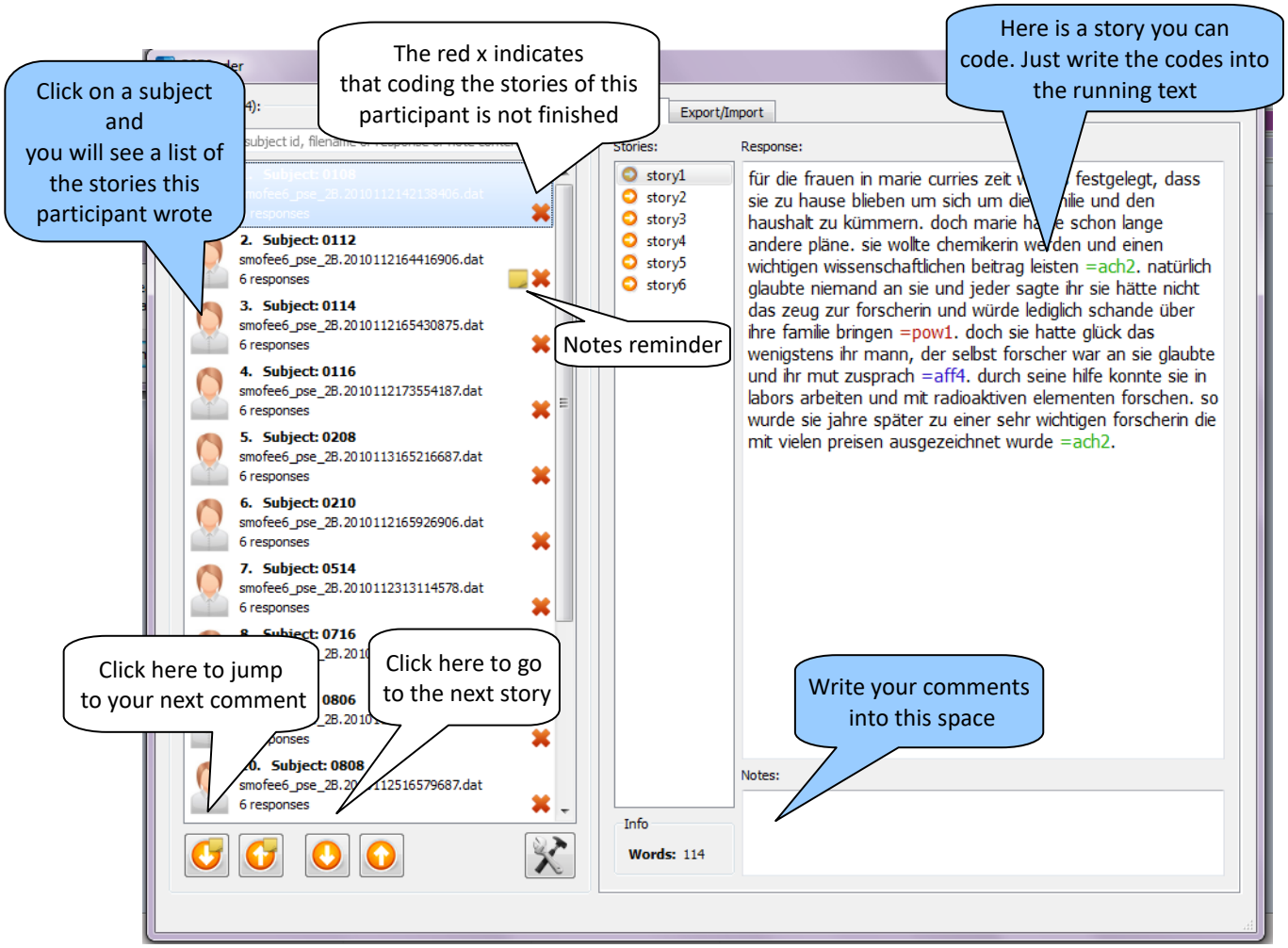
- Reimport of stories from Word now ensures that all (edited) stories are imported (the previous version reimported only some stories but not others).
- Umlaute (ä, ö, ü) and special German letters (ß) are now properly recognized and displayed. (Starting with Inquisit 5.0, such letters were replaced by weird typographical sign combinations which also led to inflated word counts.)

The following instructions pertain to the coding of PSE stories based on files generated with Millisecond Software's Inquisit, versions 2 through 5 (https://www.millisecond.com/download/library/picturestoryexercise/). PSECoder will probably not work with PSE files generated by other software, unless it uses the same or a similar data file structure as Inquisit (see also below under "Change settings").

Starting

1. File preparation: Create a new folder into which you copy all Inquisit PSE files that you wish to code as one batch (Warning: the **Inquisit files will be altered**, so make sure that you work with a **copy** of your original files - do not touch the original files with PSECoder!)
2. Open PSECoder by clicking on the batch file labelled "**run PSECoder**" and open the new folder into which you have copied your Inquisit PSE files. Alternatively, click on the folder PSECoder and then click on PSECoder.exe
3. Select all the files from the new folder with Inquisit PSE files (Ctrl+A) and drop them into the start page of the PSECoder.
4. The program will tell you if all Inquisit files are in working order.
5. On the left side of PSECoder you can see all **selected subjects** and on the right side the **coding window** or the **export/import function**

Here is an illustrated example of PSECoder's graphical user interface:

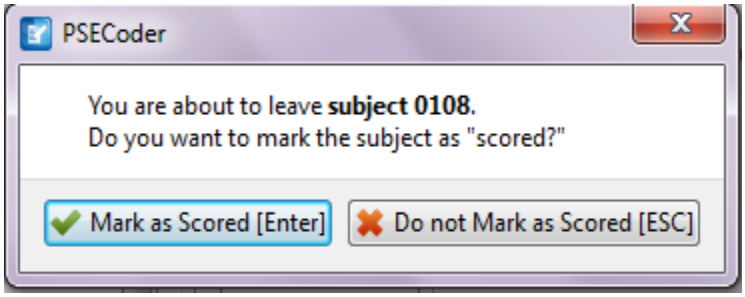


Coding

PSE codes and code colors (categories for affiliation, achievement and power corresponding to the categories described in Winter's (1994) Running Text System) **are preset**. If you want to modify the codes names or use other codes or colors, you need to go to "Change Settings" and customize them (see Change Settings)

- Double-click on the first subject and start **writing your codes directly into the text** in the window displaying the subject's story (right side).
- We recommend that PSE codes follow this format: =xxx (for example =ach1). If you write your PSE codes into the text exactly as they are defined under "Settings", the code will become colored. The **color** signals that this code is automatically recognized by the software and can be **exported** to a data file.
- **Warning:** Do not write anything else than the codes prespecified under Settings into the subject's actual story, because this would alter the story's word count.
- To go to the **next story**, use the arrow buttons (lower left-hand side) or click on the desired story under "Stories".

- If you want to **go to another subject**, PSECoder will ask you if you are finished coding this subject's stories. You can mark the subject as scored (a green check mark will appear in the subject's window) or not scored (red x), depending on whether you are done here or need to continue coding this subject's stories.



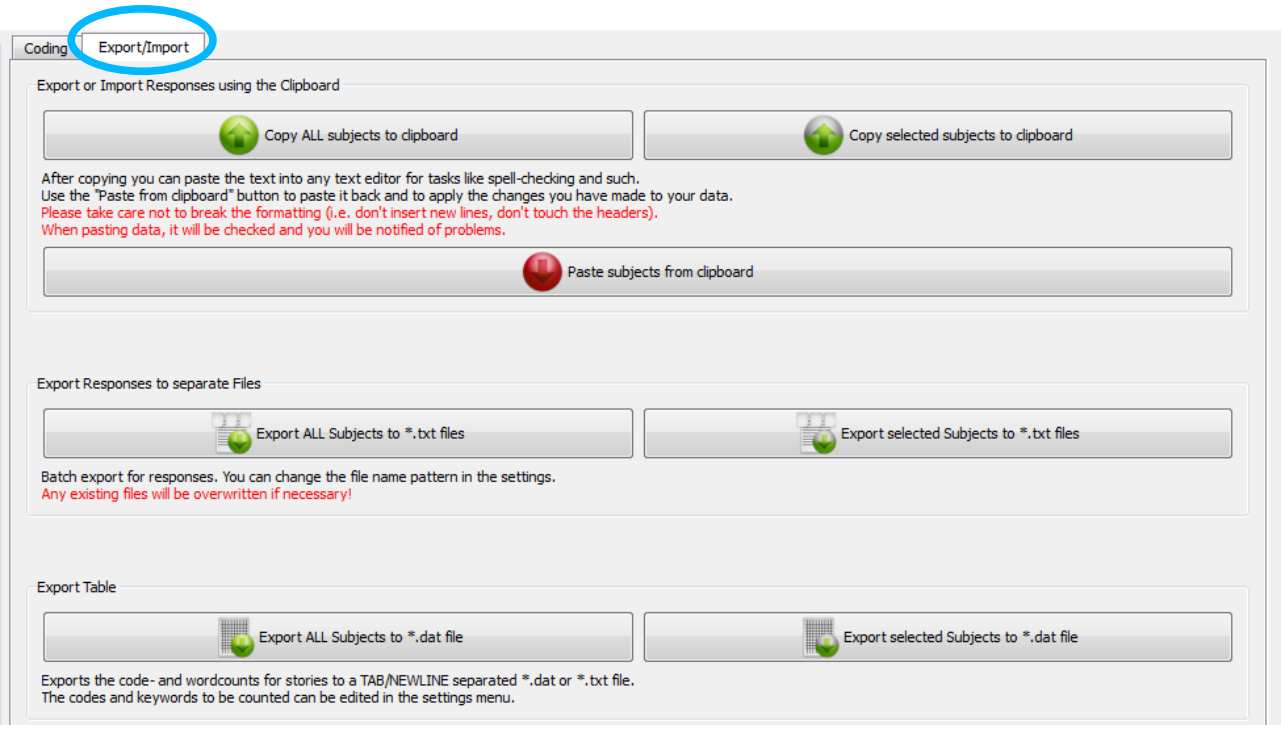
- **Note**:
  If you are **not sure about a code or want to comment** on something in the text, use the *Notes* window under the subject's response and write your comment (Warning: Do not write anything else than the codes into the subject's actual story, because this would alter the story's word count). To flag commented stories, a little **yellow note** will be listed next to the subject in the subject window and in front of the commented story in the story window.

Saving and Restarting

The program **saves all additions, changes, and codings in real-time** in your Inquisit files. So you do not need to worry about saving your work when exiting PSECoder.

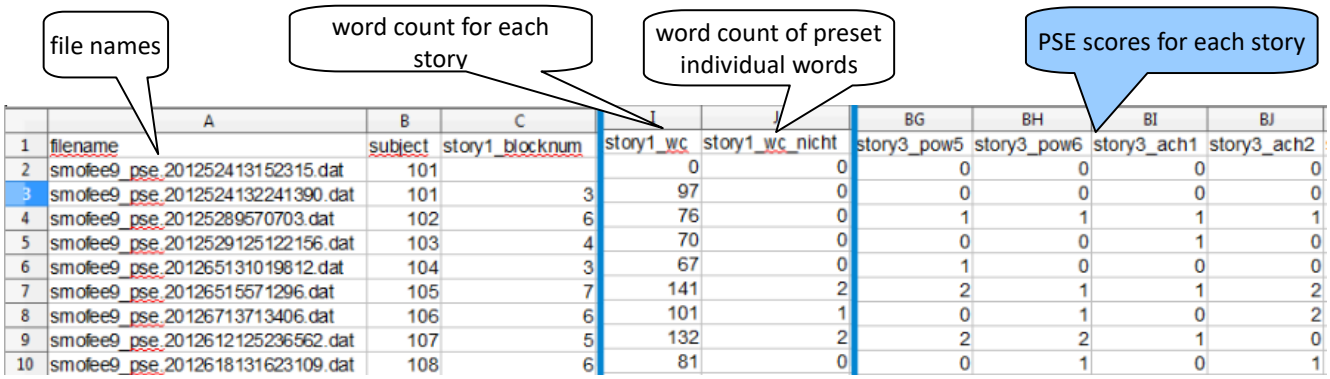
- If you want to **take a break**, just close the PSECoder and restart it later as described before. You will see each subject's status as finished or not finished, your notes, and of course the codes you have already inserted into the stories.

Export/ Import



- "Export or import responses using the **clipboard**":
  Use this function if you want to copy subjects' responses and paste them into a text editor. After clicking one of the two buttons, all relevant responses are saved into the clipboard and you can paste (Ctrl+V) its contents into a text editor (e.g., Word). You can also paste the stories back (for instance, after **spell-checking** the stories in the text editor) by copying all (Ctrl+A, Ctrl+C) and clicking, in PSECoder, "Paste subjects from clipboard". Please note that for this function to work properly, the format of the pasted stories must not be altered in the text editor. So please leave all contextual information, including each story's header line and sequential position, unchanged in the text editor.
- "Export responses to **separate files**":
  If you are interested in extracting the **raw subject responses** into separate files, each per file, use this function. This is useful if you have run all stories through a spell-checker and now want to export them as individual files for further analyses using Pennebaker's LIWC software or other types of software. You need to **create a new folder** for the files and save them there to avoid interference with the Inquisit files that PSECoder uses.
  (Warning: if you coded the responses already, the coding information will be saved in the files as well; so make sure that you export the **original uncoded responses**).

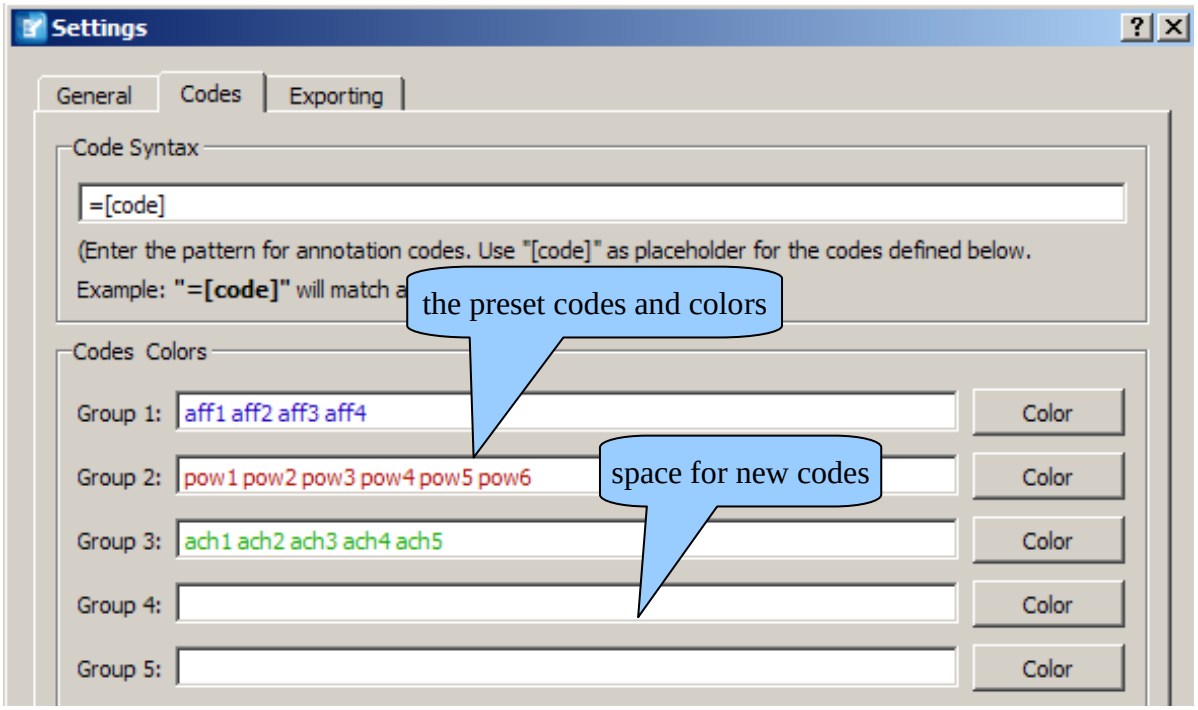
- “**Export table**”:
  This option is for **extracting your codes** into an **ASCII-table** in which the codes and the word count of the stories are saved (see example below). You can then import this file into your **statistics software** to calculate overall motive scores and use them in your analyses.



	A	B	C	I	J	BG	BH	BI	BJ
1	filename	subject	story1_blocknum	story1_wc	story1_wc_nicht	story3_pow5	story3_pow6	story3_ach1	story3_ach2
2	smofee9_pse.201252413152315.dat	101		0	0	0	0	0	0
3	smofee9_pse.2012524132241390.dat	101	3	97	0	0	0	0	0
4	smofee9_pse.20125289570703.dat	102	6	76	0	1	1	1	1
5	smofee9_pse.2012529125122156.dat	103	4	70	0	0	0	1	0
6	smofee9_pse.201265131019812.dat	104	3	67	0	1	0	0	0
7	smofee9_pse.20126515571296.dat	105	7	141	2	2	1	1	2
8	smofee9_pse.20126713713406.dat	106	6	101	1	0	1	0	2
9	smofee9_pse.2012612125236562.dat	107	5	132	2	2	2	1	0
10	smofee9_pse.2012618131623109.dat	108	6	81	0	0	1	0	1

Change settings

- “General”:
  Here you can change the predefined settings of how the stories should be **loaded into** PSECoder (for example if you are using another software than Inquisit)
- “Codes”:
  All of the **PSE codes for working with Winter's 1994 running text system are predefined**. If you want to extend, change or delete them, click on the tool button “codes” and make the desired modifications



- "Exporting": Use this option to change details in the saved files.
  - "**Word Counting**": this option allows you to count several words you are interested in (e.g., negation words representing activity inhibition)
  - "**File Naming scheme**": if you want the change the way files are named when using the function "Export responses to **separate files**", redefine the scheme here.

I hope that this information will help you making the best use of PSECoder. If you have any questions regarding PSECoder, including requests for bug fixes or future features, please contact me.

Please note that each laboratory using the PSECoder is responsible for verifying its proper function in the context of the tasks it is being used for before deeming its various types of output as valid.

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The previous version of this manual was penned by Miriam Frisch and Oliver Schultheiss. The present version represents an edited and updated text.

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