

changes as of  
F 76

CULTURAL INDICATORS PROJECT  
MESSAGE SYSTEM ANALYSIS  
ARCHIVED RELIABILITY DATA - INSTRUMENT C (March 1976)

Data from years: 1969-1974

Data Sets: P1 Cartoon: DSN=U.P005386.CRPUNP1C (N=941)  
P1 General: DSN=U.P005386.CRPUNP1G (N=1034)  
P2 Cartoon: DSN=U.P005386.CRPUNP2C (N=941)  
P2 General: DSN=U.P005386.CRPUNP2G (N=1034)

DCB=(LRECL=80,RECFM=FB,BLKSIZE=6400)

Codebook: follows January 1976 codebook for Instrument C with the following exceptions:

<u>Cols.</u>	<u>Variable</u>	<u>Code</u>
24	Setting of Violent Action: Habitat	0 = none indicated 1 = urban (central city to suburb of large metropolitan area) 6 = mixed, combination 8 = small town, inhabited rural/rustic (village, farm, ranch) 9 = uninhabited, mobile
26-27	Number of Witnesses	blank - not recorded for 69-74
28-29	Number of Participants	blank - not recorded for 69-74
31	Familiarity of Opponents	1 = well know to each other outside of violent relationship 2 = not well known; strangers; no other relationship 5 X = accident, act of nature, impersonal agent blank - not recorded for 69-74 "CC"
74-76 79-80	Duration Card ID	

→ # 32  
# (BA)

# 30 humanity

6 = clearly official  
7 = clearly private

4 = mixed  
5 = acts of nature - accidents

<u>Cols.</u>	<u>Variables</u>	<u>Code</u>
34	continued	From 0 = no agent is involved 69-72: 1 = not involved in violence 2 = responds to the threat of violence in restrained, non-violent manner 3 = subjected to violence, cannot respond, victimized 4 = responds to threat of violence in a violent manner 5 = initiates violence in course of duty 6 = initiates violence, not in the course of duty 7 = mixed (67-68 ONLY)
35-43	*Weapons Used	0 = weapon is not used 1 = weapon is used
35	*Hand Gun	
36	*Other Firearm	
37	*Larger Military Instrument(s)	
38	*Explosive (non-military)	
39	*Club, bludgeon, or other hitting instrument	
40	*Knife, sword, or other slashing or stabbing instrument	
41	*Rope, chain or other lashing or binding instrument	
42	*Body - hand, foot, etc.	
43	*Other Objects	
44	Composite Weapons	0 = no weapon is used 1 = some type of weapon is used
45	*Recovery	0 = victim continued to function, recovers within scene, or no pain or suffering shown 1 = victim incapacitated in scene
46-47	Number Injured	1-96 = actual number 97 = injury normally expected but clear indications are absent 98 = mass, uncountable numbers 99 = cannot code 67-68 only: 1-7 = actual number 8 = 8 or more, can count 9 = mass
48-49	Number Killed	coded as for number of injured
50-73	Blank	
74-76	Duration of Violent Act	coded in seconds
77-79	Blank	
80	Card I.D.	'C'

Cultural Indicators Project  
Message System Analysis  
Archived Reliability Data  
Instrument C - (March 1976)

Data from years: 1969-1974

Data Sets: P 1 Cartoon: DSN=U.P005386.CRPUNPIC (N=941)  
P 1 General: DSN=U.P005386.CRPUNPIG (N=1034)  
P 2 Cartoon: DSN=U.P005386.CRPUNPAC (N=941)  
P 2 General: DSN=U.P005386.CRPUNPAG (N=1034)

DCB=(LRECL=80, RECFM=FB, BLKSIZE=6400)

Codebook: follows January 1976 Codebook for instrument C,  
with the following exceptions:

<u>cols.</u>	<u>Variable</u>	<u>Code</u>
24	Setting of Violent Action Habitat	0 = none indicated 1 = urban (centrality to suburbs of large metropolitan area) 6 = mixed, combination 8 = small town, inhabited rural/rustic (village, farm, ranch) 9 = uninhabited/mobile
26-27	Number of Witnesses	blank - not recorded for 69-74
28-29	Number of Participants	blank - not recorded for 69-74

28

## Familiarity of Opponents

1 = well known to each other outside of violent relationship

2 = not well known; strangers; no other relationship

4 = accident, act of nature, impersonal agent

79-80

Card I D

'cc'

CULTURAL INDICATORS PROJECT  
MESSAGE SYSTEM ANALYSIS  
CODEBOOK: INSTRUMENT C (VIOLENT ACTION)

(revised May, 1976)

(\* denotes variables NOT available for 1967-68)  
(\$ denotes variables NOT available for 1967, 68, 69)  
(@ denotes variables available from 1975)

PROGRAM AND IDENTIFICATION DATA

<u>Cols.</u>	<u>Variables</u>	<u>Code</u>
1-2	Year of Program	Last 2 digits of year of program
3-6	Program I.D. Number	4 digit I.D. number
7-10	Coder I.D.	
11-12	*Sequence No. of Violent Acts in Program	
13-14	Number of Violent Acts in Program	(total number for program)
15	Network	1 = ABC 2 = CBS 3 = NBC
16	Format	1 = cartoon 2 = TV play 3 = feature film
17	Type of Program	1 = crime 2 = western 3 = action-adventure 4 = other
18	New or Old Program	0 = new program 1 = old program
19	Day or Evening Program	0 = daytime program 1 = program begins at 7:00 PM 2 = program begins at 7:30 PM 3 = program begins at 8:00 PM 4 = program begins at 8:30 PM 5 = program begins at 9:00 PM 6 = program begins at 9:30 PM 7 = program begins at 10:00 PM 8 = program begins at 10:30 PM

<u>Cols.</u>	<u>Variables</u>	<u>Code</u>
20	Tone of Program	0 = cannot code 1 = comic 2 = mixed 3 = serious
21	Fall/Spring	0 = Fall 1 = Spring

VIOLENT ACTION DATA

22	*Tone of Violent Action	0 = cannot code 1 = mostly light, comic, humorous 2 = mixed, neither light nor serious, unclear 3 = mostly serious
23	Time of Violent Action	0 = cannot code 1 = past 2 = present 3 = future
24	Place of Violent Action	0 = cannot code 1 = U.S. only 2 = U.S. and other 3 = other only
25	Setting of Violent Action	0 = none indicated 1 = urban (central city to suburb of large metropolitan area) 2 = small town, inhabited rural/rustic (village, farm, ranch) 3 = uninhabited/mobile 4 = mixed
26-27	@Number of Witnesses	1-97 = actual number 98 = mass, uncountable numbers 99 = cannot code
28-29	@Number of Participants	1-97 = actual number 98 = mass, uncountable numbers 99 = cannot code
30	Humanity: Agents of Violence are:	0 = not identifiable; cannot code 1 = human, earthly 2 = "humanized" (speaking animals, machines, creatures) 3 = non-humanized animals, machines, creatures 4 = acts of nature, accidents 5 = mixed

<u>Cols.</u>	<u>Variables</u>	<u>Code</u>
31	*Familiarity of Opponents	0 = accident, act of nature, impersonal agent 1 = well known to each other outside of violent relationship 2 = not well known; strangers; no other relationship
32	*Agents of Law: Capacity	From 0 = no agent of law present 73: 1 = present, capacity and type of agent mixed or unclear 2 = only private (unofficial) agents 3 = only official agents, acts in only unofficial capacity 4 = only official, acts in mixed capacity 5 = only official, acts in only official capacity  From 69-72: 0 = no agent of law involved 1 = clearly official 2 = clearly private 3 = not clearly either, acts in both capacities, uncertain, mixed
33	Agents of Law: Necessity of Violence	0 = no agent of law involved 1 = commits no violence 2 = commits violence which appears necessary to achieve objectives 3 = commits violence which appears more than necessary to achieve objectives 4 = mixed (67-68 ONLY)
34	Agents of Law: Role in Violence	From 0 = no agent of law present 73: 1 = agent present, passive witness or observer 2 = agent present, witness, reacts non-violently 3 = agent present, witness, reacts violently - intervenes 4 = agent present, involved in violence, target, cannot respond 5 = agent present, involved in violence, target, responds non-violently 6 = agent present, involved in violence, target, responds violently 7 = agent present, initiates violence, in course of duty 8 = agent present, initiates violence, not in course of duty 9 = agent present, mixed situation

CULTURAL INDICATORS PROJECT  
 MESSAGE SYSTEM ANALYSIS  
 CODEBOOK: INSTRUMENT C (VIOLENT ACTION)

(revised February, 1977)

(\* denotes variables NOT available for 1967-68)  
 (# denotes variables available from 1973)  
 (@ denotes variables available from 1975)  
 (\$) denotes variables available from Fall 1976)

PROGRAM AND IDENTIFICATION DATA

<u>Cols.</u>	<u>Variables</u>	<u>Code</u>
1-2	Year of Program	Last 2 digits of year of program
3-6	Program. I.D. Number	4 digit I.D. number
7-10	Coder I.D.	
11-12	*Sequence No. of Violent Action in Program (administratively coded)	
13-14	Total Number of Violent Actions in Program	(total number for program)
15	Network	1 = ABC 2 = CBS 3 = NBC
16	Format	1 = cartoon 2 = TV play 3 = feature film
17	Type of Program	1 = crime 2 = western 3 = action-adventure 4 = other
18	New or Old Program	0 = new program 1 = old program <del>2 = 60 sec.</del>
19	Day or Evening Program	0 = daytime program 1 = program begins at 7:00 PM 2 = program begins at 7:30 PM 3 = program begins at 8:00 PM 4 = program begins at 8:30 PM 5 = program begins at 9:00 PM 6 = program begins at 9:30 PM 7 = program begins at 10:00 PM 8 = program begins at 10:30 PM

<u>Cols.</u>	<u>Variable</u>	<u>Code</u>
20	Sample	0 = fall 1 = spring
21	Tone of Program	0 = cannot code 1 = comic 2 = mixed 3 = serious

VIOLENT ACTION DATA

22-23	Sequence No. of Violent Action (coder assigned)	
24	\$Continuation (from F 76)	0 = isolated action 1 = continued action
25-28	#Duration of Violent Action (from 73) (in seconds)	
29	*Tone of Violent Action	0 = cannot code 1 = mostly light, comic, humorous 2 = mixed, neither light nor serious, unclear 3 = mostly serious
30	Time of Violent Action	0 = cannot code 1 = past 2 = present 3 = future
31	Place of Violent Action	0 = cannot code 1 = U.S. only 2 = U.S. and other 3 = other only
32	Setting of Violent Action  8 = small town, rural, rustic 9 = uninhabited, mobile	0 = none indicated 1 = urban (central city to suburb of large metropolitan area) 2 = small town (village farm, ranch) 3 = rural/rustic (village, farm, ranch) 4 = uninhabited (desert, etc.) 5 = mobile (ship, plane, train, etc.) 6 = mixed, combination
33-34	@Number of Witnesses (from 75)	1-97 = actual number 98 = mass, uncountable numbers 99 = cannot code
35-36	@Number of Participants (from 75)	1-97 = actual number 98 = mass, uncountable numbers 99 = cannot code

0-4 new one

Cols.

Variable

Code

37

Humanity; Agents of Violence are:

from 67  
576

- 0 = not identifiable; cannot code
- 1 = human, earthly
- 2 = "humanized" (speaking animals, machines, creatures)
- 3 = non-humanized animals, machines, creatures
- 5 = acts of nature, accidents (69-76 only)
- 4 = mixed

38

\$Accident, Act of Nature (from F76)

from 69-765

0 = not accident  
1 = accident

- 0 = neither of following
- 1 = accident
- 2 = "act of god" or "act of nature" in the sense of a natural calamity (e.g. flood, earthquake, lightning, etc.)
- 3 = mixed, describe

39

\$Crime (from F76)

- 0 = action not recognized as criminal act
- 1 = action is recognized as a criminal act

40

\*Familiarity

From F1976:

- 0 = cannot code
- 1 = single individual
- 2 = "participants" or "opponents" well known to each other outside of violent relationship
- 3 = "participants" or "opponents" are not well known, strangers, no other relationship
- 4 = mixed

From 1969-S1976:

- 5 = accident, act of nature, impersonal agent
- 0 = accident, act of nature, impersonal agent
- 2 = well known to each other outside of violent relationship
- 3 = not well known; strangers; no other relationship
- 4 = mixed

41

\*Agents of Law: Capacity

From 73:

(69-76) →

- 0 = no agent of law present
- 1 = present, capacity and type of agent mixed or unclear
- 2 = only private (unofficial) agents
- 3 = only official agents, acts in only unofficial capacity
- 4 = only official, acts in mixed capacity
- 5 = only official, acts in only official capacity

6 = clearly official } 69-74  
7 = clearly private }

Cols.	Variable	Code
41	continued	From 69-72:
		<ul style="list-style-type: none"> <li>0 = no agent of law involved</li> <li>1 = clearly official</li> <li>2 = clearly private</li> <li>3 = not clearly either, acts in both capacities, uncertain, mixed</li> </ul>
42	Agents of Law: Necessity of Violence	<ul style="list-style-type: none"> <li>0 = no agent of law involved</li> <li>1 = commits no violence</li> <li>2 = commits violence which appears necessary to achieve objectives</li> <li>3 = commits violence which appears more than necessary to achieve objectives</li> <li>4 = mixed (67-68 ONLY)</li> </ul>
	<p><i>from 76F:</i>  <i>necessity</i>  <i>4 = conflicting evidence</i>  <i>5 = cannot code</i></p> <p><i>from 67 to 576</i>  <i>bad. 2 &amp; 3.</i></p>	
43	Agents of Law: Role in Violence	From 73:
		<ul style="list-style-type: none"> <li>0 = no agent of law present</li> <li>1 = agent present, passive witness or observer</li> <li>2 = agent present, witness, reacts nonviolently</li> <li>3 = agent present, witness, reacts violently - intervenes</li> <li>4 = agent present, involved in violence, target, cannot respond</li> <li>5 = agent present, involved in violence, target, responds nonviolently</li> <li>6 = agent present, involved in violence, target, responds violently</li> <li>7 = agent present, initiates violence, in course of duty</li> <li>8 = agent present, initiates violence, not in course of duty</li> <li>9 = agent present, mixed situation</li> </ul>
		From 69-72:
		<ul style="list-style-type: none"> <li>0 = no agent is involved</li> <li>1 = not involved in violence</li> <li>2 = responds to the threat of violence in restrained, nonviolent manner</li> <li>3 = subjected to violence, cannot respond, victimized</li> <li>4 = responds to threat of violence in a violent manner</li> <li>5 = initiates violence in course of duty</li> <li>6 = initiates violence, not in the course of duty</li> <li>7 = mixed (67-68 ONLY)</li> </ul>

<u>Cols.</u>	<u>Variable</u>	<u>Code</u>
44-52	*Weapons or Means Used	0 = weapon is not used 1 = weapon is used
44	*Handgun	
45	*Other Firearm	
46	*Larger Military Instrument(s)	
47	*Explosive (non-military)	
48	*Club, bludgeon, or other hitting instrument	
49	*Knife, sword, or other slashing or stabbing instrument	
50	*Rope, chain or other lashing or binding instrument	
51	*Body - hand, foot, etc.	
52	*Other Objects	
53	Composite Weapons	0 = no weapon is used 1 = some type of weapon (not body) is used
54	*Recovery	0 = victim continued to function, recovers within scene, or no pain or suffering shown 1 = victim incapacitated in scene
55	\$Pain, Suffering (from 76 F)	0 = no pain or suffering shown 1 = pain or suffering shown
56-57	Number Injured	From 1969: 1-96 - actual number 97 = injury normally expected but clear indications are absent 98 = mass, uncountable numbers 99 = cannot code  67-68 only: 1-7 = actual number 8 = 8 or more, can count 9 = mass
58-59	Number Killed	coded as for number of injured
60-79	Blank	
80	Card I.D.	'C'

CULTURAL INDICATORS PROJECT  
MESSAGE SYSTEM ANALYSIS  
CODEBOOK: INSTRUMENT C (VIOLENT ACTION)

(revised Jan., 1976)

(\* denotes variables NOT available for 1967-68)  
(\$ denotes variables NOT available for 1967, 68, 69)  
(@ denotes variables available from 1975)

PROGRAM AND IDENTIFICATION DATA

<u>Cols.</u>	<u>Variables</u>	<u>Code</u>
1-2	Year of Program	Last 2 digits of year of program
<del>3-6</del>	Program I.D. Number	4 digit I.D. number
7-10	Coder I.D.	
11-12	*Sequence No. of Violent Acts in Program	
<del>13-14</del>	Number of Violent Acts in Program	(total number for program)
15	Network	1 = ABC 2 = CBS 3 = NBC
16	Format	1 = cartoon 2 = TV play 3 = feature film
17	Type of Program	1 = crime 2 = western 3 = action-adventure 4 = other
18	New or Old Program	0 = new program 1 = old program
19	Day or Evening Program	0 = daytime program 1 = program begins at 7:00 PM 2 = program begins at 7:30 PM 3 = program begins at 8:00 PM 4 = program begins at 8:30 PM 5 = program begins at 9:00 PM 6 = program begins at 9:30 PM 7 = program begins at 10:00 PM 8 = program begins at 10:30 PM

<u>Cols.</u>	<u>Variables</u>	<u>Code</u>
20	Tone of Program	0 = cannot code 1 = comic 2 = mixed 3 = serious

21	Blank	
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VIOLENT ACTION DATA

22	*Tone of Violent Action	0 = cannot code 1 = mostly light, comic, humorous 2 = mixed, neither light nor serious, unclear 3 = mostly serious
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23	Time of Violent Action	0 = cannot code 1 = past 2 = present 3 = future
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24	Place of Violent Action	0 = cannot code 1 = U.S. only 2 = U.S. and other 3 = other only
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25	Setting of Violent Action	0 = none indicated 1 = urban (central city to suburb of large metropolitan area) 2 = small town, uninhabited rural/rustic (village, farm, ranch) 3 = uninhabited mobile 4 = mixed
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*0-6*

26-27	@Number of Witnesses	1-97 = actual number 98 = mass, uncountable numbers 99 = cannot code
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28-29	@Number of Participants	1-97 = actual number 98 = mass, uncountable numbers 99 = cannot code
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30	Humanity: Agents of Violence are:	0 = not identifiable; cannot code (0-5) 1 = human, earthly 2 = "humanized" (speaking animals, machines, creatures) 3 = non-humanized animals, machines, creatures 4 X = acts of nature, accidents 5 X = mixed
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*as of 76F  
com dataset  
exists* →

<u>Cols.</u>	<u>Variables</u>	<u>Code</u>
31	*Familiarity of Opponents	<p>5 ✓ = accident, act of nature, impersonal agent</p> <p>2 ✓ = well known to each other outside of violent relationship</p> <p>3 ✓ = not well known; strangers; no other relationship</p>
32	*Agents of Law: Capacity	<p>From 0 = no agent of law present</p> <p>73: 1 = present, capacity and type of agent mixed or unclear</p> <p>2 = only private (unofficial) agents</p> <p>3 = only official agents, acts in only unofficial capacity</p> <p>4 = only official, acts in mixed capacity</p> <p>5 = only official, acts in only official capacity</p> <p>From 69-72: 0 = no agent of law involved</p> <p>1 = clearly official = 6</p> <p>2 = clearly private = 7</p> <p>3 = not clearly either, acts in both capacities, uncertain, mixed</p>
33	Agents of Law: Necessity of Violence	<p>0 = no agent of law involved</p> <p>1 = commits no violence</p> <p>2 = commits violence which appears necessary to achieve objectives</p> <p>3 = commits violence which appears more than necessary to achieve objectives</p> <p>4 = mixed (67-68 ONLY)</p>
34	Agents of Law: Role in Violence	<p>From 0 = no agent of law present</p> <p>73: 1 = agent present, passive witness or observer</p> <p>2 = agent present, witness, reacts non-violently</p> <p>3 = agent present, witness, reacts violently - intervenes</p> <p>4 = agent present, involved in violence, target, cannot respond</p> <p>5 = agent present, involved in violence, target, responds non-violently</p> <p>6 = agent present, involved in violence, target, responds violently</p> <p>7 = agent present, initiates violence, in course of duty</p> <p>8 = agent present, initiates violence, not in course of duty</p> <p>9 = agent present, mixed situation</p>

as of 0-5  
FX6

Cols.            Variables                            Code

34                    continued

From 0 = no agent is involved  
69-72: 1 = not involved in violence  
2 = responds to the threat of violence in restrained, non-violent manner  
3 = subjected to violence, cannot respond, victimized  
4 = responds to threat of violence in a violent manner  
5 = initiates violence in course of duty  
6 = initiates violence, not in the course of duty  
7 = mixed (67-68 ONLY)

35-43                \*Weapons Used

0 = weapon is not used  
1 = weapon is used

- 35                    \*Hand Gun
- 36                    \*Other Firearm
- 37                    \*Larger Military Instrument(s)
- 38                    \*Explosive (non-military)
- 39                    \*Club, bludgeon, or other hitting instrument
- 40                    \*Knife, sword, or other slashing or stabbing instrument
- 41                    \*Rope, chain or other lashing or binding instrument
- 42                    \*Body - hand, foot, etc.
- 43                    \*Other Objects

44                    Composite Weapons

0 = no weapon is used  
1 = some type of weapon is used

45                    \*Recovery

0 = victim continued to function, recovers within scene, or no pain or suffering shown  
1 = victim incapacitated in scene

46-47                Number Injured

1-96 = actual number  
97 = injury normally expected but clear indications are absent  
98 = mass, uncountable numbers  
99 = cannot code

67-68  
only: 1-7 = actual number  
8 = 8 or more, can count  
9 = mass

48-49                Number Killed                            coded as for number of injured

50-73                Blank

74-76                Duration of Violent Act                coded in seconds

77-79                Blank

80                    Card I.D.                                    'C'