

CULTURAL INDICATORS PROJECT

MESSAGE SYSTEM ANALYSIS

PORTRAYAL OF THE ELDERLY

Data Archive Manual and Trend Frequences

Fall 1969 to Fall 1977

Section A: The Program

September, 1979

Nancy Signorielli, Ph.D.

with the assistance of

Debra Giffen and Kendall Whitehouse

The Annenberg School of Communications
University of Pennsylvania

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Data Archive Manual- Fall 1969 to Fall 1977

Section B: The Characters

(In Five Volumes)

Volume I: Program Data and Demographics

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	Supportiveness
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LIST OF VOLUMES

VOLUME I: Program Data and Demographics

VOLUME II: Descriptive Features of the Character

VOLUME III: Death and Illness

VOLUME IV: Activities

VOLUME V: Portrayal, Family Interaction, and Personality Traits

INTRODUCTION

These five volumes provide basic data concerning the televised depiction of elderly characters. The data come from the coding of network television drama from Fall, 1969 through Fall, 1977.

Definitions

The term "network television drama" includes all fictionalized programming presented on the three major networks in the prime-time and weekend daytime (children's) hours. Most of the data pertains to characters -- all those who play leading roles, or have a speaking part, in the dramas. Some of the data in the first volume, however, deals with programs rather than with characters per se. By "program" is meant a single fictional story presented in dramatic form. A half-hour cartoon show might therefore contain three ten-minute plots; each ten-minute plot would constitute a separate "program", and each would be separately analyzed.

The data in these tables focus on the elderly. Elderly characters include those characters whose social age was coded as "older adult", plus all characters with coded chronological ages of 60 years and over. On some tables, data are presented only for elderly characters -- generally those labelled as "old" and those who are "settled adults" with chronological ages of 60 years or more. However, in many cases variables were coded for characters of all social ages. Where these data are available, they are presented for the purpose of comparison.

Organization

This archive is divided into five volumes.

VOLUME I: Program Data and Demographics contains information on the programs from which these data were collected. It also features tables dealing with the demographic status of characters. Information necessary for understanding the tables in all five volumes is also provided.

VOLUME II: Descriptive Features of the Character presents general information on characters, for example romantic status, place of residence, and dramatic role.

VOLUME III: Death and Illness covers all the types of illnesses that may afflict characters and contains variables probing into the portrayal of death.

VOLUME IV: Activities presents information on characters' participation in a variety of activities. Examples of activities are participating in sports and listening to music.

VOLUME V: Portrayal, Family Interaction, and Personality Traits contains information on the programs' portrayal of characters, the way others treat characters, relationships between characters and their families, and characters' personality traits. Personality traits are character ratings on five point bi-polar scales of warmth, attractiveness, powerfulness and other characteristics.

Types of Tables

Most of the data are presented in crosstabular form. Personality traits, however, appear in a "breakdown" format, with the mean, standard deviation, and variance presented for all characters and then broken down by sub-groups.

For every variable in this archive, there are a number of tables. Each variable has tables presented for all programs, prime-time programs only, and weekend daytime (children's) shows only. In each program category, the data is further divided into separate information for males, for females, and for all characters irrespective of sex.

The scope of the rest of the information available for any particular variable depends on the type of variable and the source of the data.

Some variables, for example personality traits, were coded only for major characters. Major characters are those who play leading roles in the dramas. The rest of the characters are minor characters -- all those who speak but do not play leading roles. Since there is often not enough characterization provided for accurate coding of minor characters, variables dealing with more complex aspects of portrayal are usually coded only for major characters. Hence, some variables will include tables for all characters (majors plus minors), and for major characters only. Other variables will only provide information for major characters. Each character type, however, will feature separate data for each program period, further divided by sex.

The amount of information provided for a particular item also varies with the source of the data. Data in these volumes come from three separate data sets. Each of these data sets includes both Cultural Indicators and Age and Aging variables, but the specific variables and the scope of age groups covered may differ. For example, one data set contains information on all major

characters of any social age that appear in programs containing an elderly character. Tables from this source will feature information on all social age groups. The other two data sets are composed of elderly characters. Tables from these sources will apply only to elderly characters. In either case, the data is subdivided by program period, sex, and possibly by character status.

For a more detailed description of the contents of each data set, the user is referred to the file documentation section following the recording instruments.

Guide to Contents

The contents of the entire five volumes are listed in the first volume's Table of Contents. In each of the other volumes, the user will find a Table of Contents for that volume only.

Variables are listed in order of their appearance. In the first volume, the variables Sample Year through Time of Broadcast are administratively coded program variables. The next set of variables (Place of Program through AOA Setting) are not administratively coded, but still pertain to programs rather than to characters. The remainder of the variables in the first volume and in the other volumes use the character, rather than the program, as the unit of analysis.

Recording Instruments

For a full description of the variables, definitions, and codes, the user should consult the recording instruments in Volume I. The first instrument contains Cultural Indicators variables -- those included in our annual coding of network drama. The second instrument, Age and Aging variables, covers those items specifically designed for elderly characters. Both instruments have a major character section and a section of variables also coded for minor characters.

Form of Data

The data described herein currently exist in two forms -- the original card decks and three SPSS system files. Documentation is provided only for the SPSS system files. The user familiar with SPSS (see Nie, Hull, Jenkins, Steinbrenner and Bent, Statistical Package for the Social Sciences, Second Edition, New York: McGraw-Hill, 1975) will find the mnemonic variable labels used to generate these system files in the section immediately following

the recording instruments.

Reliability

The reliability of variables in all five volumes can be found in the section following file documentation. Variables coded administratively were not subject to reliability analysis.

RECORDING INSTRUMENTS

Cultural Indicators Variables

-Major Characters

-Minor Characters

SECTION B: RECORDING INSTRUMENT FOR THE LEADING CHARACTER RECORDING UNIT

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	Chronological Age	3	8
	Social Age	4	8
	Race	5	8
	Nationality	6	8
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VII. Criminality and Violence:	Crime Committed	29	11
	Violence by Character	30	11
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VIII. Personality Traits		32-51	11-12

Recording Unit: The Leading Character

Character to be analyzed for each program are all those who play leading roles representing the principal types essential to the story.

Analyze each character on a separate form.

Write in the character's full name and/or anything else that may be necessary to precisely identify him if you do not have a proper name. For example, hair color may be required to distinguish between two parking lot attendants who are not named in the program, have speaking or essential roles, and are otherwise similar. In such a case, "Attendant #1" and "Attendant #2" are unsatisfactory. "Dark-haired attendant" and "light haired attendant" would be the appropriate designations.

Describe the character's occupation as precisely as possible. Be specific. Avoid overly broad labels, e.g. driver, clerk. When there are complicated situations, explain the difficulties. Rather than sticking a label on a character, describe the job the character performs. It is better to say "writes novels", rather than "writer"; "owns and operates bar" is preferable to "self-employed" or "manager".

(The occupation descriptions are important, not only for coding the character's occupation, but also for matching characters in the reliability analysis. For example, pair 1 lists a character designated as "driver", pair 2 has a character called "messenger". These might be the same character. We would be able to match them easily if pair 1 had given an occupation description like "delivers messages for the mob.")

1. HUMANITY
 0 = cannot code, explain
 1 = human
 2 = humanized speaking animal, machine, thing, or creature
 3 = non-humanized animal, machine, thing, or creature
2. SEX
 0 = cannot code, explain
 1 = male
 2 = female
 3 = other, no sex
3. CHRONOLOGICAL AGE
 Record chronological age as known or estimated (from 01 thru 99).
 If the age of the character is indeterminate or mixed, code "00"
 and write in.
4. SOCIAL AGE
 0 = cannot code, various ages, ageless, other; write in
 1 = pre-adolescent, and adolescent period
 2 = young adult (few or no family responsibilities; can be from
 late teens to middle thirties)
 3 = settled adult (family, established in career)
 4 = elderly, old
5. RACE
 0 = cannot code, explain
 1 = white
 2 = other, write in
6. NATIONALITY
 0 = cannot code, explain
 1 = U.S.
 2 = other, write in
7. RELIGIOUS AFFILIATION
 0 = cannot code
 1 = Protestant
 2 = Catholic
 3 = other religious, write in
8. SOCIO-ECONOMIC STATUS
 0 = cannot code; other, write in
 1 = clearly upper
 2 = middle
 3 = clearly lower
9. FIELD OF ACTIVITY MOST CLOSELY RELATED TO OCCUPATION
 0 = no discernable occupational activity; uncertain, other,
 mixed; write in
 1 = entertainment, art, sports, mass media
 2 = agriculture, farming, nature, animals
 3 = business, industry, finance, transport, private agency
 4 = government, courts, law; official authority
 5 = health, medicine, social welfare and services
 6 = education (student, teacher, etc.)
 7 = science
 8 = religion
 9 = illegal activity

10 thru 14. For each of these items code: 0 = if the character is not afflicted by the aspect
 * 1 = if the character is afflicted by the aspect
 *

10. PHYSICAL HANDICAP, defect, abnormality (organic)

Note: This item refers to objectively recognizable physical handicaps. Do not consider social or psychological handicaps, or subjectively perceived physical handicaps such as buck teeth, crossed eyes, tendency to obesity, etc. Handicaps must be physical and conform to common parlance such as "Hire the Handicapped" etc.

11. PHYSICAL ILLNESS; injury requiring treatment

Note: This item refers only to illness or injury that require treatment. Minor illness or injuries, in themselves, do not qualify unless some treatment is called for, shown or discussed in the program. Thus a common cold, or bump on the head, should only be considered here if, for example, some remedy (aspirin, ice pack, etc.) is prescribed, taken or considered. Major illnesses or injuries can be coded without reference to treatment.

12. MENTAL ILLNESS, abnormality

13. DRUG ADDICTION

14. ALCOHOLISM

15. MARITAL STATUS

0 = cannot code; write in
 1 = apparently never been married, no impending marriage
 2 = impending marriage
 3 = presently married
 4 = separated
 5 = formerly but no longer married (divorced, widowed)
 6 = mixed; write in
 7 = presently cohabiting, "living with" someone; must be of the opposite sex
 8 = presently involved in a homosexual or lesbian relationship

16. HOMEMAKER

A homemaker is one whom the program shows as providing housekeeping and similar functions, without pay, for other members of the household. Thus for example, neither maids nor people living alone should be coded as homemaker. Note that the definition requires that the character be shown in some housekeeping activity. A "housewife" for example, should not be coded as a homemaker unless she is seen performing some housekeeping duty.

0 = cannot code; character is not shown as homemaker
 1 = character is shown as homemaker

17. PARENTS - Are the character's parents or parent seen or referred to in the program? (also includes legal guardians)

0 = cannot code; explain
 1 = yes, parent(s) are seen
 2 = yes, parent(s) are referred to but not seen
 3 = no reference to parent(s)

18. CHILDREN - NATURAL

0 = cannot code; no information; has never had children
 1 = character does have, or has had, a child of his own

19. CHILDREN - MINOR

Does the character have minor children, natural or otherwise, living with him or her, or for whom he or she is responsible? Code appropriately, and write in the number of children beside your code.

0 = cannot code; character has no dependent children
 1 = character has permanent, ongoing, legal responsibility for minors (natural or adoptive parents, legal guardians)
 2 = character has otherwise limited responsibility for minors (babysitter, governess, day-care)
write in

20. OTHER RELATIVES

Are blood or legal relations of the character, other than the character's parents, children or spouse, seen or referred to in the program?

- 0 = cannot code; explain
- 1 = yes, other relatives are seen
- 2 = yes, other relatives are referred to, but not seen
- 3 = no reference to other relatives

21. FAMILY LIFE - Is family or family life important to character?

- 0 = cannot code; explain
- 1 = yes
- 2 = no

22. SEXUAL ORIENTATION

- 0 = cannot code; explain
- 1 = no evidence or reference to character's sexual orientation
- 2 = specific behavioral or other evidence that character is heterosexual
- 3 = specific behavioral or other evidence that character is bisexual, or the evidence is mixed or inconclusive
- 4 = specific behavioral or other evidence that character is homosexual or lesbian

23. ROMANTIC INVOLVEMENT - Is the character involved in a romantic relationship(s). If so, record whether the romance is mutual or one-sided according to the following codes:

- 0 = cannot code; explain
- 1 = character is not involved in any romance
- 2 = character is involved in a mutually romantic relationship
- 3 = character is involved in a one-sided romance as the object of another's romantic affection
- 4 = character is involved in a one-sided romance as the "unrequited lover"
- 5 = mixed, more than one of the above; explain

24. SEX APPEAL of Character

- 0 = cannot code, explain
- 1 = none, clearly not a sexy type
- 2 = attractive, but not portrayed as sexy
- 3 = sex appeal, but not played up
- 4 = sex appeal obviously played up; provocative clothing, postures, sexually inviting behaviors, verbalizations, etc.

25. SERIOUSNESS

- 0 = cannot code, explain
- 1 = mostly light, comic
- 2 = neither; mixed, unclear
- 3 = mostly serious

26. TYPE

- 0 = cannot code, explain
- 1 = "good" - protagonist, positive or hero type
- 2 = mixed, neither, uncertain
- 3 = "bad" - antagonist, villain type

27. SUCCESS

- 0 = cannot code, explain
- 1 = clearly successful
- 2 = both, mixed, uncertain
- 3 = clearly unsuccessful

Note: In evaluating a character's success, consider only the main goal to be achieved by the character, or the main obstacle to be overcome by the character, as established by the plot. This means, for example: (a) if the character has setbacks in peripheral areas, and/or has preliminary setbacks regarding his/her main goal/obstacle, but nevertheless ultimately succeeds, code the character as "1"; (b) if the character succeeds in peripheral areas and/or enjoys preliminary success regarding his/her main goal/obstacle, but nevertheless ultimately fails, code the character as "3"; (c) if the plot does not clearly establish criteria by which a character's success can be evaluated, or if the success is less than total, code the character "2".

28. HAPPINESS

- 0 = cannot code, explain
- 1 = clearly happy
- 2 = both, mixed, uncertain
- 3 = clearly unhappy

Note: In determining a character's happiness, consider his overall situation and behavior, independent of other aspects such as success. (Characters on occasion may be happy even in the midst of failure - i.e. their relevant success in terms of the plot may be irrelevant to their own happiness.)

29. CRIME COMMITTED BY CHARACTER

A criminal act is one recognized as such (i.e. as illegal) in the play.

- 0 = character does not commit a criminal act
- 1 = character does commit a criminal act

30. VIOLENCE COMMITTED BY CHARACTER

Does the character commit any violence? If so, code the highest degree.

- 0 = no violence committed
- 1 = non-fatal; does not appear to kill anyone
- 2 = fatal; kills or appears to kill, or fatal consequence indicated

31. VIOLENCE SUFFERED BY CHARACTER: VICTIMIZATION

Is the character subjected to any violence? If so, code the results.

- 0 = character not subjected to violence
- 1 = non-fatal, nor seriously hurt, recovers or recovery indicated
- 2 = fatal; dies violent death, or fatal result is indicated

32 thru 51. PERSONALITY TRAITS

Items 32 thru 51 will be used to describe the character. Each item represents a personality trait that should be coded as outlined below.

If you feel that the character is VERY CLOSELY DESCRIBED by one end of the scale (or the other end of the scale), you should place your check-mark and code as follows:

UNFAIR X : _____ : _____ : _____ : _____ FAIR CODE 1

OR

UNFAIR _____ : _____ : _____ : _____ : X FAIR CODE 5

If the character is SOMEWHAT DESCRIBED by one side as opposed to the other (but is not really neutral), you should check and code as follows:

UNFAIR _____ : X : _____ : _____ : _____ FAIR CODE 2

OR

UNFAIR _____ : _____ : _____ : X : _____ FAIR CODE 4

The direction toward which you check, of course, depends upon which of the two ends of the scale is most descriptive of the character you are coding.

If you consider the character to be NEUTRAL on the scale, both sides of the scale are EQUALLY DESCRIPTIVE of the character, or if the scale is IRRELEVANT or unrelated to the character, then you should code and mark as follows:

UNFAIR _____ : _____ : X : _____ : _____ FAIR CODE 3

Please make all marks in the MIDDLE of the appropriate space.

THIS NOT THIS

UNFAIR _____ : X : _____ X _____ : _____ FAIR

Please write the appropriate code number on the recording sheet.

Mark every scale.

Mark each scale only once.

32.	REPULSIVE	_____	:	_____	:	_____	:	_____	:	_____	ATTRACTIVE
33.	UNFAIR	_____	:	_____	:	_____	:	_____	:	_____	FAIR
34.	UNSOCIABLE	_____	:	_____	:	_____	:	_____	:	_____	SOCIABLE
35.	COLD	_____	:	_____	:	_____	:	_____	:	_____	WARM
36.	WEAK	_____	:	_____	:	_____	:	_____	:	_____	STRONG
37.	POWERLESS	_____	:	_____	:	_____	:	_____	:	_____	POTENT
38.	SHORT	_____	:	_____	:	_____	:	_____	:	_____	TALL
39.	STUPID	_____	:	_____	:	_____	:	_____	:	_____	SMART
40.	IRRATIONAL	_____	:	_____	:	_____	:	_____	:	_____	RATIONAL
41.	UNSTABLE	_____	:	_____	:	_____	:	_____	:	_____	STABLE
42.	BUNGLING	_____	:	_____	:	_____	:	_____	:	_____	EFFICIENT
43.	FEMININE	_____	:	_____	:	_____	:	_____	:	_____	MASCULINE
44.	ELDERLY	_____	:	_____	:	_____	:	_____	:	_____	YOUTHFUL
45.	UNHAPPY	_____	:	_____	:	_____	:	_____	:	_____	HAPPY
46.	POOR	_____	:	_____	:	_____	:	_____	:	_____	RICH
47.	DIRTY	_____	:	_____	:	_____	:	_____	:	_____	CLEAN
48.	VIOLENT	_____	:	_____	:	_____	:	_____	:	_____	PEACEFUL
49.	UNSUPPORTIVE	_____	:	_____	:	_____	:	_____	:	_____	SUPPORTIVE
50.	UNAGGRESSIVE	_____	:	_____	:	_____	:	_____	:	_____	AGGRESSIVE
51.	UNASSERTIVE	_____	:	_____	:	_____	:	_____	:	_____	ASSERTIVE

Note RE: SUPPORTIVE: consider how the character acts toward his "own group", e.g. family, friends, associates, team, etc.

SECTION B*: RECORDING INSTRUMENT FOR THE MINOR CHARACTER RECORDING UNIT

	<u>Variable</u>	<u>Item</u>	<u>Page</u>
I. Demographic	Humanity	1	14
	Sex	2	14
	Chronological Age	3	14
	Social Age	4	14
	Race	5	14
II. Occupation:	Field of Activity	6	14
III. Home and Family:	Marital Status	7	14
	Homemaker	8	14
	Children: Natural	9	14
	Children: Minor	10	15
IV. General Role:	Type	11	15
	Success	12	15
V. Violence:	Violence by Character	13	15
	Victimization of Character	14	15
VI. Sex:	Sex Appeal of Character	15	15

Recording Unit: The Minor Characters

Characters to be analyzed by this section are all speaking characters except those already analyzed as leading characters.

Use as many E* forms as necessary. Up to 3 minor characters may be analyzed on each form.

Write in the character's full name and/or anything else that may be necessary to precisely identify him. For example, hair color may be required to distinguish between two parking lot attendants who are not named in the program, have speaking roles, and are otherwise similar. In such a case, "Attendant #1" and "Attendant #2" are unsatisfactory; "Dark-Haired Attendant" and "Light-Haired Attendant" would be the appropriate designations.

Describe the character's occupation as precisely as possible. Be specific. Avoid overly broad labels, e.g., driver, clerk. When there are complicated situations, explain the difficulties. Rather than sticking a label on a character, describe the job the character performs. It is better to say "writes novels" rather than "writer", "owns and operates a bar" is preferable to "self-employed" or "manager".

(The occupation descriptions are important, not only for coding the character's occupation, but also for matching characters between the first and second codings. For example, pair 1 lists a character designated "messenger"; pair 2 has a character called "driver". These might be the same character. We would be able to match them easily if pair 2 had given an occupation description like "delivers messages for the mob.")

1. HUMANITY
 0 = cannot code, explain
 1 = human
 2 = humanized speaking animal, machine, thing or creature
 3 = non-humanized animal, machine, thing or creature
2. SEX
 0 = cannot code, explain
 1 = male
 2 = female
 3 = other, no sex
3. CHRONOLOGICAL AGE
 Record chronological age as known or estimated (from 01 thru 99).
 If the age of the character is indeterminate or mixed, code "00"
 and write in.
4. SOCIAL AGE
 0 = cannot code, various ages, ageless, other; write in
 1 = pre-adolescent and adolescent period
 2 = young adult (few or no family responsibilities; can be from
 late teens to mid 30's)
 3 = settled adult (family, settled in career)
 4 = elderly, old
5. RACE
 0 = cannot code, explain
 1 = white
 2 = other; write in
6. FIELD OF ACTIVITY MOST CLOSELY RELATED TO OCCUPATION
 0 = no discernable occupational activity; uncertain, other,
 mixed, write in
 1 = entertainment, art, sports, mass media
 2 = agriculture, farming, nature, animals
 3 = business, industry, finance, transport, private agency
 4 = government, courts, law; official authority
 5 = health, medicine, social welfare and services
 6 = education (student, teacher, etc.)
 7 = science
 8 = religion
 9 = illegal activity
7. MARITAL STATUS
 0 = cannot code, write in
 1 = apparently never been married, no impending marriage
 2 = impending marriage
 3 = presently married
 4 = separated
 5 = formerly but no longer married (divorced, widowed)
 6 = mixed; write in
 7 = presently cohabiting, "living with" someone; must be of
 the opposite sex
 8 = presently involved in a homosexual or lesbian relationship
8. HOMEMAKER
 A homemaker is one whom the program shows as providing housekeeping and similar functions, without
 pay, for other members of the household. Thus for example, neither maids nor people living alone
 should be coded as homemakers. Note that the definition requires that the character be shown in
 some housekeeping activity. A "housewife for example, should not be coded as a homemaker unless
 she is seen performing some housekeeping duty.
 0 = cannot code; character is not shown as homemaker
 1 = character is shown as homemaker
9. CHILDREN - NATURAL
 0 = cannot code; no information; has never had children
 1 = character does have, or has had, a child of his own

10. CHILDREN - MINOR

Does the character have minor children, natural or otherwise, living with him or her, or for whom he or she is responsible? Code appropriately, and write in the number of children beside your code.

- 0 = cannot code; character has no dependent children
- 1 = character has permanent, ongoing, legal responsibility for minors (natural or adoptive parents, legal guardian)
- 2 = character has otherwise limited responsibility for minors (babysitters, governess, day-care, etc.); write in

11. TYPE

- 0 = cannot code, explain
- 1 = "good"; protagonist, positive or hero type
- 2 = mixed, neither, uncertain
- 3 = "bad"; antagonist, villain type

12. SUCCESS

- 0 = cannot code, explain
- 1 = clearly successful
- 2 = both, mixed, uncertain
- 3 = clearly unsuccessful

Note: In evaluating a character's success, consider only the main goal to be achieved by the character, or the main obstacle to be overcome by the character, as established by the plot. This means, for example: (a) if the character has setbacks in peripheral areas, and/or has preliminary setbacks regarding his/her main goal/obstacle, but nevertheless ultimately succeeds, code the character as "1"; (b) if the character succeeds in peripheral areas and/or enjoys preliminary success regarding his/her main goal/obstacle, but nevertheless ultimately fails, code the character as "3"; (c) if the plot does not clearly establish criteria by which a character's success can be evaluated, or if the success is less than total, code the character "2".

13. VIOLENCE COMMITTED BY CHARACTER - Does the character commit any violence? If so, code the highest degree.

- 0 = no violence committed
- 1 = non-fatal; does not appear to kill anyone
- 2 = fatal; kills or appears to kill, or fatal consequences are indicated

14. VIOLENCE SUFFERED BY CHARACTER: VICTIMIZATION

Is the character subjected to any violence? If so, code the results.

- 0 = character not subjected to violence
- 1 = non-fatal, not seriously hurt, recovers or recovery indicated
- 2 = fatal; dies violent death, or fatal result is indicated

15. SEX APPEAL of Character

- 0 = cannot code, explain
- 1 = none, clearly not a sexy type
- 2 = attractive, but not portrayed as sexy
- 3 = sex appeal, but not played up
- 4 = sex appeal obviously played up; provocative clothing, postures, sexually inviting behavior, verbalization, etc.

Age and Aging Variables

-Major Characters

-Minor Characters

SECTION B: RECORDING INSTRUMENT FOR THE MAJOR CHARACTER RECORDING UNIT

	<u>Variable</u>	<u>Item</u>
I. Occupation and Income:	Occupation of Character	
	Employment Status of Character	1
	Source of Income	2
II. Living Situation:	Character's Place of Residence	3
	Type of Institutional Setting	4
	Cohabitants	5
	Short-Term Institutional Stay	6
III. Death and Dying:	Death of Character	7
	Cause of Character's Death	8
	Pain Suffered by Character in Death	9
	Place of Character's Death	10
	References to Character's Death and/or Dying	11
	References to Actual Death and/or Dying of Others by Character	12
	Use of Life-Support Machinery on Character	13
IV. Mental Health of Character:	Symptoms	14-18
	Treatment of Mental Problems	19
	Specific references	20-26
V. Physical Health of Character:	Physical Disorders	27-43
	Handicaps	44-47
	Restricted Mobility	48
	Physical Pain	49
	Treatment of Physical Disorders	50
	Character's Smoking	51
	Character's Drinking	52
VI. Activities of the Character:	Activities of the Elderly	53-77
	Solitary Activity	78
VII. Self Image of Character:	Character's Self Image	79
	Fulfillment in Life	80
	Character's Self Pity	81
VIII. Treatment and Portrayal of Elderly Character:	View of Character's Body	82
	General Prejudice	83
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	Age-Specific Derogatory References	95
	Living in the Past	96
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	Family's Attitude	98
	Character's Attitude	99
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	Family Decision Making	106
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Recording Unit: The Major Character

Characters to be analyzed in this section are all those who play leading roles representing the principal types-essential to the story.

Elderly characters are selected on the basis of two content items -- a character's Social Age and chronological age. Elderly characters include those characters who have been categorized as being past the most active and prime years of life, as well as past middle age. The elderly also include characters who have been classified as having a chronological age of 60 or more.

General Coding Instructions

Write in the character's name as he/she is identified on the character list you have been given for the program. If the name is in error, put the correct name in parenthesis. Remember that by "name" we mean any term used to identify character such as "man on street". If you have a character called "man on street" and you find out the man's name is Ralph, put that information on the B form as such: "CHARACTER NAME: man on street (we find out his name is Ralph)". It would be especially helpful to us for you to identify more specifically names such as "attendant #1", if that is possible. If no proper name is given, a more descriptive "name" would be helpful, such as "attendant with the dark hair who opens car door".

When you come across characters who have been mistakenly coded as elderly on the character list for the program OR who are not on the elderly list but obviously should be (a mistake was originally made coding the age of the character and character should be elderly) OR characters that are listed twice but both "names" refer to the same character (for instance, "man on street" appeared twice in program and one time he was called "Ralph"; it is clear to you that this is one in the same character) OR characters who appear on the list of elderly characters for the program but who you cannot find in the program, **SPEAK TO THE STAFF BEFORE YOU CODE THESE CHARACTERS.** The decision will be made by the staff and not the coders.

Describe the character's occupation as precisely as possible. Be specific. Avoid overly broad labels such as "driver", "clerk". When there are complicated situations, explain the difficulties. Rather than sticking a label on a character, describe the job the character performs. It is better to say "writes novels", rather than "writer", "owns and operates a bar" is preferable to "self-employed" or "manager".

In the "COMMENTS" section of the B form, any information important to the understanding of the portrayal of the character should be noted. Especially information that may be missed because there is no variable to cover it. **THIS IS VERY IMPORTANT** so don't skip over this section lightly.

Fill in the program I.D. number, your coder-pair number and the character I.D. number on all forms.

OCCUPATION OF CHARACTER -- write in the character's occupation as specifically as possible. Character does not have to be seen working at occupation in order for you to know what he/she does.

1. EMPLOYMENT STATUS OF CHARACTER -- Is there a reference to the character's employment status?

- 0 = cannot code, write in
- 1 = no reference made to employment status
- 2 = specific information that the character is retired and **not** working
- 3 = specific information that character is semi-retired and is working part-time
- 4 = character seems to be employed in a full-time job
- 5 = character seems to be self-employed
- 6 = character is a housewife
- 7 = other, mixed, write in

2. SOURCE OF INCOME -- What is the source of the character's income?

- 0 = cannot code, no reference made to character's source of income
- 1 = specific information that character has no income
- 2 = specific information that character's source of income is social security
- 3 = specific information that character's source of income is other governmental assistance (welfare, aid to dependent children, etc.)
- 4 = specific information that character's source of income is an employment pension, retirement income
- 5 = specific information that character's source of income is support from family
- 6 = character's source of income is personal wealth or investment
- 7 = character's source of income is from part-time or full-time job
- 8 = character's source of income is from illegal means
- 9 = other, mixed, write in

3. CHARACTER'S PLACE OF RESIDENCE -- Where does the character live?

- 0 = cannot code, write in
- 1 = character's residence is not discernible
- 2 = character lives in a home, apartment, condominium, etc.
- 3 = specific information that character moved into residence of other family member(s), not necessarily during course of show
- 4 = character lives in planned senior citizen residential community
- 5 = character lives in institutional (hospital-type) setting
- 6 = mixed, other, write in

4. TYPE OF INSTITUTIONAL SETTING -- What type of institutional setting (if any) does the character live in?

- 0 = cannot code, write in
- 1 = character's residence not discernible
- 2 = character does not live in an institutional setting
- 3 = character lives in personal care or nursing home
- 4 = character lives in long-term medical hospital
- 5 = character lives in long-term mental hospital
- 6 = mixed, other (such as prison), write in

5. COHABITANTS -- Who does the character live with on a steady basis?

- 0 = cannot code, write in
- 1 = not discernible who character lives with
- 2 = character lives alone
- 3 = character lives only with spouse
- 4 = character lives with spouse and family
- 5 = character lives only with family
- 6 = character lives only with family (with or without spouse) and others
- 7 = character lives with only elderly people (not family members)
- 8 = character lives with various age groups (not family members)
- 9 = mixed, combination of above, write in

6. SHORT-TERM INSTITUTIONAL STAY -- During the course of the program, is the character seen in a short-term institutional setting?

- 0 = cannot code, write in
- 1 = the character is not seen in a short-term institutional setting
- 2 = character is seen in a short-term nursing or personal care home
- 3 = character is seen in a short-term medical hospital
- 4 = character is seen in a short-term mental hospital
- 5 = mixed, other (such as prison), write in

7. DEATH OF CHARACTER -- Is there evidence that the character dies?

- 0 = cannot code, write in
- 1 = character does not die
- 2 = character dies alone (with no one at the "death bed")
- 3 = character dies in the presence of family and/or friends
- 4 = character dies in the presence of others (non-family/friends)
- 5 = character dies in the presence of family/friends and others

8. CAUSE OF CHARACTER'S DEATH -- What is the cause of the character's death?

- 0 = cannot code, write in
- 1 = character does not die
- 2 = character dies from short-term illness
- 3 = character dies from long-term illness
- 4 = character dies as a result of an accident or catastrophe
- 5 = character dies as a result of a violent attack by others
- 6 = character commits suicide
- 7 = other, write in

9. PAIN SUFFERED BY CHARACTER IN DEATH -- Does the character suffer before death?

- 0 = cannot code, write in
- 1 = character does not die
- 2 = character dies but cannot tell if there is pain
- 3 = character suffers little pain or no pain in death
- 4 = character suffers some pain in death
- 5 = character suffers severe pain in death

10. PLACE OF CHARACTER'S DEATH -- Where does the character die?

- 0 = cannot code, write in
- 1 = character does not die
- 2 = character dies in a residential setting
- 3 = character dies in an institutional setting (also includes in an ambulance)
- 4 = character dies elsewhere (on vacation, in the street, etc.), write in

11. REFERENCES TO CHARACTER'S DEATH AND/OR DYING -- Does anyone, character included, make any reference to the character's death or dying?

- 0 = cannot code, write in
- 1 = no reference to character's death or dying
- 2 = character makes reference to own death or dying
- 3 = other people make reference to character's death or dying
- 4 = character and others make reference to character's death or dying

12. REFERENCES TO ACTUAL DEATH AND/OR DYING OF OTHERS BY CHARACTER -- Does character make reference to people that are ACTUALLY dead or dying?

- 0 = cannot code, write in
- 1 = character does not make reference to actual death or dying of others
- 2 = character does make reference to actual death or dying of others

13. USE OF LIFE-SUPPORT MACHINERY ON CHARACTER -- Is life-support machinery used to keep the character alive?

- 0 = cannot code, write in
- 1 = life-support machinery is not used on the character
- 2 = life-support machinery is used on the character, write in who ordered its use and if the plug is pulled, who requested it

- 0 = cannot code, write in
- 1 = character does not exhibit
- 2 = character exhibits occasionally
- 3 = character exhibits often
- 4 = character appears to be mentally ill and exhibits as a result of mental illness
- 5 = character exhibits ONLY as a result of drugs or alcohol

14. MEMORY LOSS, absent-mindedness

15. INAPPROPRIATE SPEECH OR LAUGHTER, such as babbling, talking nonsense (no malapropisms)

16. LOSS OF CONTACT WITH REALITY

17. SYMPTOMS such as hallucinations, delusions, excessive anxiety, inability to control emotions, obsessive and compulsive behavior, depression, hypochondria, paranoia, phobia, other, write in each symptom

18. LOSS OF POWERS OF CONCENTRATION such as nodding off during conversation, losing train of thought, etc.

19. TREATMENT OF MENTAL PROBLEMS -- During the course of the program, does the character actually or intend to seek out and/or receive treatment for a mental problem (whether or not the character has a real or imagined problem)? Code the highest degree of treatment.

- 0 = cannot code, write in
- 1 = no reference made to mental problem
- 2 = character has a mental problem but does not seek or receive medical treatment or counseling
- 3 = character has a mental problem and treats self without apparent medical supervision, write in type of treatment
- 4 = character has a mental problem and seeks or receives other than medical treatment (such as faith healers, religious counseling, etc.), write in type of treatment
- 5 = character has a mental problem and seeks or receives medical treatment or counseling

20 thru 26. Are there any SPECIFIC references (correct or incorrect) describing the character as any of the following?

- 1 = there are no specific references
- 2 = there are specific references

20. PARANOID

21. SENILE

22. SCHIZOPHRENIC

23. PSYCHOTIC

24. NEUROTIC

25. HYPOCHONDRIAC

26. OTHER SPECIFIC REFERENCES, write in

27 thru 43. PHYSICAL DISORDERS -- Is a specific (or very obvious) reference made to the character being afflicted with any of the following?

- 0 = cannot code, write in
- 1 = character is not or has never been afflicted
- 2 = character is or has been afflicted

27. CANCER

28. HEART DISEASE

29. HIGH BLOOD PRESSURE

30. STROKE

31. ARTHRITIS/RHEUMATISM/GOUT (must be more specific than just an old person's walk)

32. DIABETES

33. RESPIRATORY AILMENTS excluding pneumonia (such as emphysema, asthma)

- 34. DIGESTIVE DISORDERS (such as ulcers, colitis, gas pains, stomach problems, etc.)
- 35. INFECTIOUS DISEASES excluding pneumonia (such as the flu, common cold, etc.)
- 36. PNEUMONIA
- 37. OBESITY (fat enough to restrict activity or endanger health)
- 38. SKIN DISEASES (such as psoriasis, bed sores, etc.)
- 39. BROKEN BONES OR FRACTURES
- 40. AMPUTATIONS
- 41. BACK PROBLEMS
- 42. DENTAL PROBLEMS
- 43. OTHER, write in

44 thru 47. Is the character afflicted with any of the following handicaps? Code the highest degree of affliction.

- 0 = cannot code, write in
- 1 = character is not afflicted
- 2 = character is afflicted slightly
- 3 = character is afflicted moderately
- 4 = character is afflicted severely

- 44. PARALYSIS
- 45. SIGHT IMPAIRMENT
- 46. HEARING IMPAIRMENT
- 47. SPEECH IMPAIRMENT

48. RESTRICTED MOBILITY -- Is the character's physical mobility restricted in any way?

- 0 = cannot code, write in
- 1 = character's mobility is unrestricted
- 2 = character's mobility is slightly restricted but can walk unaided (limps, shuffles, etc.)
- 3 = character's mobility is somewhat restricted and character usually walks with "one-handed" aid (one cane, one crutch)
- 4 = character's mobility is moderately restricted and character walks with "two-handed" aid (two canes, two crutches, walker)
- 5 = character's mobility is severely restricted and character is necessarily confined to a wheelchair
- 6 = character's mobility is completely restricted because character is bedridden
- 7 = other, mixed, write in

49. PHYSICAL PAIN SUFFERED BY CHARACTER -- Does the character suffer pain during the course of the program? Code the highest degree.

- 0 = cannot code, write in
- 1 = character suffers no pain
- 2 = character suffers some pain
- 3 = character suffers severe pain

PHYSICAL

50. TREATMENT OF CURRENT OR RECURRENT PHYSICAL PROBLEMS AND/OR SEVERE HANDICAPS -- Does the character actually or intend to seek out and/or receive medical treatment for a CURRENT or RECURRENT physical disorder or severe handicap (whether or not the character has a real or imagined problem)? Code the highest degree of treatment.

- 0 = cannot code, write in
- 1 = no reference made to current or recurrent physical disorders or severe handicaps
- 2 = character has a current or recurrent physical disorder/handicap and does not seek or receive medical treatment
- 3 = character has a current or recurrent physical disorder/handicap and treats self without apparent medical supervision, write in type of treatment
- 4 = character has a current or recurrent physical disorder/handicap and seeks or receives other than medical treatment (such as faith healers, psychic surgeons, etc.), write in treatment
- 5 = character has a current or recurrent physical disorder/handicap and seeks or receives medical treatment

51. CHARACTER'S SMOKING -- Does the character smoke?

- 0 = cannot code, write in
- 1 = no reference to character's smoking or character does not smoke
- 2 = specific information that character smokes
- 3 = specific information that character smokes excessively
(i.e., character is a chain smoker)

52. CHARACTER'S DRINKING -- Does the character drink alcoholic beverages?

- 0 = cannot code, write in
- 1 = no reference to character's drinking or character does not drink
- 2 = specific information that character drinks
- 3 = character appears to be an alcoholic
- 4 = specific information that character is an alcoholic

53 thru 77. ACTIVITIES OF THE ELDERLY -- Does the character engage in any of the following activities?

- 0 = cannot code, write in
- 1 = character does not engage in this activity
- 2 = character engages in this activity

53. WATCHING TELEVISION

54. GOING OUT TO VISIT PEOPLE

55. BEING VISITED BY PEOPLE

56. GARDENING, working around the yard, painting outside of home, etc.

57. READING AND/OR WRITING

58. DRIVING OR RIDING IN A CAR or recreational vehicle

59. DANCING

60. LISTENING TO RADIO, RECORDS OR MUSIC

61. ACTIVITIES OF SECULAR CLUBS OR ORGANIZATIONS

62. USING PUBLIC TRANSPORTATION

63. GOING FOR A WALK

64. "HANGING OUT" (such as buying a cup of coffee in a diner and sitting there all day)

65. SINGING, PLAYING A MUSICAL INSTRUMENT

66. GOING TO SPORTING AND ARTISTIC EVENTS (such as plays, films, baseball games, opera)

67. GOING TO LECTURES AND ADULT EDUCATION CLASSES

68. SHOPPING

69. GENERAL IDLENESS (such as napping, staring out window, sitting on porch, etc.)

70. HOUSEKEEPING CHORES (such as cooking or serving that involves some preparation, cleaning house, etc.)

71. PARTICIPATION IN SPORTS (such as playing golf, running, exercise, yoga, etc.)

72. PLAYING NON-PHYSICAL GAMES (such as cards, checkers, bridge, etc.)

73. GOING OUT TO RESTAURANTS, NIGHTCLUBS AND BARS

74. SERIOUS RELIGIOUS ACTIVITIES (such as attending church, praying, saying grace, etc.)

75. TRAVEL OR GOING OUT OF TOWN (such as taking overnight vacations, business trips, etc.)

76. WORKING AT AN OCCUPATION

77. OTHER PREVALENT ACTIVITIES (include here only activities that the character engages in frequently), write in

78. SOLITARY ACTIVITY -- Does the character generally engage in activities by his/herself?

- 0 = cannot code, write in
- 1 = never
- 2 = rarely
- 3 = sometimes
- 4 = usually
- 5 = always

79. CHARACTER'S SELF IMAGE -- What type of self image does the character generally have?

- 0 = cannot code, write in
- 1 = no reference made to character's self image
- 2 = character has a positive self image
- 3 = character has a mixed self image
- 4 = character has a negative self image

80. FULFILLMENT IN LIFE -- Are any specific references made to the character having had a fulfilling life?

NOTE: more weight should be given to character's own opinion as to fulfillment. If someone says character has had a fulfilling life but character disagrees, than code would be unfulfilling.

- 0 = cannot code, write in
- 1 = there is no reference to character's fulfillment in life
- 2 = there are references to character's life as being fulfilling
- 3 = there are mixed references to character's fulfillment in life
- 4 = there are references to character's life as unfulfilling

81. CHARACTER'S SELF PITY -- Does the character show evidence of self pity?

- 0 = cannot code, write in
- 1 = character does not show evidence of self pity
- 2 = character shows evidence of self pity

82. VIEW OF CHARACTER'S BODY -- Are any references made about the character's body or physical appearance?

- 0 = cannot code, write in
- 1 = there are no references to the character's body
- 2 = there are positive references about the character's body
- 3 = there are mixed references or references that are neither good nor bad
- 4 = there are negative references about the character's body

83. GENERAL PREJUDICE -- Does the character encounter any prejudicial treatment in any of the following areas?

- 0 = cannot code, write in
- 1 = character encounters no discrimination
- 2 = character encounters discrimination in attempting to obtain employment or in a current or previously-held job
- 3 = character encounters discrimination in housing
- 4 = character encounters economic discrimination (for example, not being able to get a loan)
- 5 = other, mixed, write in

84 thru 87. TREATMENT OF ELDERLY CHARACTER BY OTHERS -- Code the following statements according to this scale:

- 0 = cannot code, write in
- 1 = never
- 2 = rarely
- 3 = sometimes
- 4 = usually
- 5 = always

84. Character is treated by others as being INFERIOR to other characters.

85. Character is treated by others in a PATRONIZING MANNER (for example, character is not taken seriously by others)

86. Character is treated by others with DISRESPECT.

87. Character is treated by others with PITY.

88 thru 94. PORTRAYAL OF THE ELDERLY CHARACTER -- Code the following statements according to this scale:

- 0 = cannot code, write in
- 1 = never
- 2 = rarely
- 3 = sometimes
- 4 = usually
- 5 = always

88. Character is portrayed as USEFUL TO OTHERS

89. Character is portrayed as LONELY

90. Character is portrayed as a NUISANCE

91. Character is portrayed as STUBBORN

92. Character is portrayed as ECCENTRIC

93. Character is portrayed in a FOOLISH MANNER, buffoonish, "making fun of the elderly"

94. Character is portrayed in a DEROGATORY MANNER, degrading, belittling

95. AGE-SPECIFIC DEROGATORY REFERENCES -- Are any age-specific derogatory references made about the character?

- 0 = cannot code, write in
- 1 = no age-specific derogatory references made
- 2 = age-specific derogatory references made directly to character, write in all references
- 3 = age-specific derogatory references are made, but not directly to character (behind his/her back or not in presence of character), write in all references
- 4 = character makes age-specific derogatory references about his/herself write in all references
- 5 = mixed, combination of above, write in all references

96. LIVING IN THE PAST -- Does the character consistently engage in discussion and/or activities which are meant to recall past memories?

- 0 = cannot code, write in
- 1 = character does not dwell on the past to any significant extent
- 2 = mixed
- 3 = character consistently dwells on the past

97. CHARACTER'S FAMILY -- Does the character currently have a family? If so, code the highest degree of involvement.

- 0 = cannot code, write in
- 1 = no reference made to character's currently having a family
- 2 = specific information that character currently has no family
- 3 = character has a family but does not interact with them
- 4 = character has a family and interaction is referred to but not seen
- 5 = character has a family and is seen interacting with them

98. FAMILY'S ATTITUDE -- What is the family's general attitude toward the character?

- 0 = cannot code, write in
- 1 = no reference made to character's currently having a family
- 2 = specific information that character currently has no family
- 3 = character has family but there is no reference to supportiveness
- 4 = character has family and family's attitude is supportive of character
- 5 = character has family and family's attitude is both supportive and unsupportive
- 6 = character has family and family's attitude is unsupportive of character

99. CHARACTER'S ATTITUDE -- What is the character's general attitude toward the family?

- 0 = cannot code, write in
- 1 = no reference made to character's currently having a family
- 2 = specific information that character currently has no family
- 3 = character has family but there is no reference to supportiveness
- 4 = character has family and character's attitude is supportive of family
- 5 = character has family and character's attitude is both supportive and unsupportive
- 6 = character has family and character's attitude is unsupportive

100 thru 105. IMPACT OF THE CHARACTER AND THE FAMILY -- Code the following questions according to this scale:

- 0 = cannot code, write in
- 1 = no reference made to character's currently having a family
- 2 = specific information that character currently has no family
- 3 = character has family but unknown if there is an impact
- 4 = character has family and there is information that there is no impact
- 5 = generally, there is a contribution made
- 6 = generally, there is both a contribution and drain made
- 7 = generally, there is a drain made

100. How does the character affect the FINANCIAL RESOURCES of the family?

101. How does the character affect the EMOTIONAL STATE of the family?

102. How does the character affect the LEISURE TIME (including lightening the workload) of the family?

103. How does the family affect the FINANCIAL RESOURCES of the character?

104. How does the family affect the EMOTIONAL STATE of the character?

105. How does the family affect the LEISURE TIME (including lightening the workload) of the character?

106. FAMILY DECISION MAKING -- Does the character participate in decisions concerning the family?

- 0 = cannot code, write in
- 1 = no reference made to character's currently having a family
- 2 = specific information that character currently has no family
- 3 = character has family but participation unknown
- 4 = character has family and never participates in decision making
- 5 = character has family and rarely participates in decision making
- 6 = character has family and sometimes participates in decision making
- 7 = character has family and usually participates in decision making
- 8 = character has family and always participates in decision making

107. FAMILY ACTIVITIES -- Does the character participate in family activities?

- 0 = cannot code, write in
- 1 = no reference made to character's currently having a family
- 2 = specific information that character currently has no family
- 3 = character has family but participation unknown
- 4 = character has family and never participates in family activities
- 5 = character has family and rarely participates in family activities
- 6 = character has family and sometimes participates in family activities
- 7 = character has family and usually participates in family activities
- 8 = character has family and always participates in family activities

108. FAMILY CONTROL -- Does the character attempt to direct the actions of the family or run the lives of family members?

- 0 = cannot code, write in
- 1 = no reference made to character's currently having a family
- 2 = specific information that character currently has no family
- 3 = character has family but unknown if character attempts control
- 4 = character has family and never attempts control
- 5 = character has family and rarely attempts control
- 6 = character has family and sometimes attempts control
- 7 = character has family and usually attempts control
- 8 = character has family and always attempts control

109 thru 122. PERSONALITY TRAITS -- Items 109 thru 122 will be used to describe the character's personality. Each item represents a personality trait that should be coded as outlined below.

If you feel that the character is VERY CLOSELY DESCRIBED by one end of the scale (or the other end of the scale), you should place your check-mark and code as follows:

FOLLOWER X : _____ : _____ : _____ : _____ LEADER (Code 1 - very much a follower)

OR

FOLLOWER _____ : _____ : _____ : _____ : X LEADER (Code 5 - very much a leader)

If the character is SOMEWHAT DESCRIBED by one side of the scale as opposed to the other (but is not really neutral), you should check and code as follows:

FOLLOWER _____ : X : _____ : _____ : _____ LEADER (Code 2 - somewhat a follower)

FOLLOWER _____ : _____ : _____ : X : _____ LEADER (Code 4 - somewhat a leader)

If you consider the character to be NEUTRAL on the scale, both sides of the scale are EQUALLY DESCRIPTIVE of the character, or if the scale is IRRELEVANT or unrelated to the character, then you should code and mark as follows:

FOLLOWER _____ : _____ : X : _____ : _____ LEADER (Code 3 - neither a follower nor a leader, both a follower and a leader, or scale is irrelevant to character)

Please make all marks in the MIDDLE of the appropriate space.

THIS NOT THIS

FOLLOWER _____ : X : _____ : _____ : X LEADER

Please write the appropriate code number on the recording sheet.

Mark every scale.

Mark each scale only once.

109.	FOLLOWER	_____	:	_____	:	_____	:	_____	:	_____	LEADER
110.	DEPENDENT	_____	:	_____	:	_____	:	_____	:	_____	INDEPENDENT
111.	UNPLEASANT	_____	:	_____	:	_____	:	_____	:	_____	PLEASANT
112.	FRUGAL	_____	:	_____	:	_____	:	_____	:	_____	EXTRAVAGANT
113.	LETHARGIC	_____	:	_____	:	_____	:	_____	:	_____	ENERGETIC
114.	OLD-FASHIONED	_____	:	_____	:	_____	:	_____	:	_____	MODERN
115.	UNADAPTIVE	_____	:	_____	:	_____	:	_____	:	_____	ADAPTIVE
116.	UNAMBITIOUS	_____	:	_____	:	_____	:	_____	:	_____	AMBITIOUS
117.	PESSIMISTIC	_____	:	_____	:	_____	:	_____	:	_____	OPTIMISTIC
118.	CRUEL	_____	:	_____	:	_____	:	_____	:	_____	KIND
119.	FOOLISH	_____	:	_____	:	_____	:	_____	:	_____	WISE
120.	FRAGILE	_____	:	_____	:	_____	:	_____	:	_____	TOUGH
121.	HUMBLE	_____	:	_____	:	_____	:	_____	:	_____	PROUD
122.	SELFISH	_____	:	_____	:	_____	:	_____	:	_____	UNSELFISH

123. ROMANTIC INVOLVEMENT -- Is the character involved in a romantic relationship(s)? If so, record whether the romance is mutual or one-sided according to the following scale.

- 0 = cannot code, write in
- 1 = character is not involved in any romance
- 2 = character is involved in a mutually romantic relationship
- 3 = character is involved in a one-sided romance as the object of another's romantic affection
- 4 = character is involved in a one-sided romance as the "unrequited lover" in the relationship
- 5 = mixed; more than one of the above, write in

SECTION B*: RECORDING INSTRUMENT FOR THE MINOR CHARACTER RECORDING UNIT

	<u>Variable</u>	<u>Item</u>
I. Walk-on Characters:	Walk-On	1
II. Occupation of Character:	Occupation of Character Employment Status of Character	2
III. Living Situation:	Character's Place of Residence Type of Institutional Setting Short-Term Institutional Stay	3 4 5
IV. Death and Dying:	Death of Character Cause of Character's Death References to Character's Death and/or Dying References to Actual Death and/or Dying of Others by Character	6 7 8 9
V. Mental Health of Character:	Symptoms Senility Other Specific References	10-14 15 16
VI. Physical Health of Character:	Physical Disorders Handicaps Restricted Mobility Character's Smoking Character's Drinking	17-28 29-32 33 34 35
VII. Activities of the Character:	Activities of the Elderly Solitary Activity	36-53 54
VIII. Self Image of Character:	Character's Self Pity	55
IX. Treatment and Portrayal of the Character:	General Prejudice Portrayal of the Elderly Character Age-Specific Derogatory References Living in the Past	56 57-62 63 64
X. Family and Marital Status:	Character's Family Marital Status	65 66

Recording Unit: The Minor Character

Characters to be analyzed by this section are all speaking characters except those already analyzed as major characters.

Elderly characters are selected on the basis of two content items -- a character's Social Age and chronological age. Elderly characters include those characters who have been categorized as being past the most active and prime years of life, as well as past middle age. The elderly also include characters who have been classified as having a chronological age of 60 or more.

General Coding Instructions

Write in the character's name as he/she is identified on the character list you have been given for the program. If the name is in error, put the correct name in parenthesis. Remember that by "name" we mean any term used to identify character such as "man on street". If you have a character called "man on street" and you find out the man's name is Ralph, put that information on the B form as such: "CHARACTER NAME: man on street (we find out his name is Ralph)". It would be especially helpful to us for you to identify more specifically names such as "attendant #1", if that is possible. If no proper name is given, a more descriptive "name" would be helpful, such as "attendant with the dark hair who opens car door".

When you come across characters who have been mistakenly coded as elderly on the character list for the program OR who are not on the elderly list but obviously should be (a mistake was originally made coding the age of the character and character should be elderly) OR characters that are listed twice but both "names" refer to the same character (for instance, "man on street" appeared twice in program and one time he was called "Ralph"; it is clear to you that this is one in the same character) OR characters who appear on the list of elderly characters for the program but who you cannot find in the program, **SPEAK TO THE STAFF BEFORE YOU CODE THESE CHARACTERS.** The decision will be made by the staff and not the coders.

Describe the character's occupation as precisely as possible. Be Specific. Avoid overly broad labels such as "driver", "clerk". When there are complicated situations, explain the difficulties. Rather than sticking a label on a character, describe the job the character performs. It is better to say "write novels" rather than "writer", "owns and operates a bar" is preferable to "self-employed" or "manager".

In the "COMMENTS" section of the B form, any information important to the understanding of the portrayal of the character should be noted. Especially note information that may be missed because there is no variable to cover it. **THIS IS VERY IMPORTANT** so don't skip over this section lightly.

Fill in the program I.D. number, your coder-pair number and the character I.D. number on all forms.

OCCUPATION OF CHARACTER -- write in the character's occupation as specifically as possible. Character does not have to be seen working at occupation in order for you to know what he/she does.

1. WALK-ON -- A walk-on character is defined as a character who appears very infrequently in the show and who is not significant to the plot of the program. Is this character a walk-on?

- 1 = no, character is not a walk-on character
- 2 = yes, the character is a walk-on character

2. EMPLOYMENT STATUS OF CHARACTER -- Is there a reference to the character's employment status?

- 0 = cannot code, write in
- 1 = no reference made to employment status
- 2 = specific information that the character is retired and not working
- 3 = specific information that character is semi-retired and is working part-time
- 4 = character seems to be employed in a full-time job
- 5 = character seems to be self-employed
- 6 = character is a housewife
- 7 = other, mixed, write in

3. CHARACTER'S PLACE OF RESIDENCE -- Where does the character live?

- 0 = cannot code, write in
- 1 = character's residence is not discernible
- 2 = character lives in a home, apartment, condominium, etc.
- 3 = specific information that character moved into residence of other family member(s), not necessarily during course of show
- 4 = character lives in planned senior citizen residential community
- 5 = character lives in institutional (hospital-type) setting
- 6 = mixed, other, write in

4. TYPE OF INSTITUTIONAL SETTING -- What type of institutional setting (if any) does the character live in?

- 0 = cannot code, write in
- 1 = character's residence is not discernible
- 2 = character does not live in an institutional setting
- 3 = character lives in personal care or nursing home
- 4 = character lives in long-term medical hospital
- 5 = character lives in long-term mental hospital
- 6 = mixed, other (such as prison), write in

5. SHORT-TERM INSTITUTIONAL STAY -- During the course of the program, is the character seen in a short-term institutional setting?

- 0 = cannot code, write in
- 1 = the character is not seen in a short-term institutional setting
- 2 = character is seen in a short-term nursing or personal care home
- 3 = character is seen in a short-term medical hospital
- 4 = character is seen in a short-term mental hospital
- 5 = mixed, other (such as prison), write in

6. DEATH OF CHARACTER -- Is there evidence that the character dies?

- 0 = cannot code, write in
- 1 = character does not die
- 2 = character dies alone (with no one at the "death bed")
- 3 = character dies in the presence of family and/or friends
- 4 = character dies in the presence of others (non-family/friends)
- 5 = character dies in the presence of family/friends and others

7. CAUSE OF CHARACTER'S DEATH -- What is the cause of the character's death?

- 0 = cannot code, write in
- 1 = character does not die
- 2 = character dies from short-term illness
- 3 = character dies from long-term illness
- 4 = character dies as a result of an accident or catastrophe
- 5 = character dies as a result of a violent attack by others
- 6 = character commits suicide
- 7 = other, write in

8. REFERENCES TO CHARACTER'S DEATH AND/OR DYING -- Does anyone, character included, make any reference to the character's death or dying?
- 0 = cannot code, write in
 1 = no reference to character's death or dying
 2 = character makes reference to own death or dying
 3 = other people make reference to character's death or dying
 4 = character and others make reference to character's death or dying
9. REFERENCES TO ACTUAL DEATH AND/OR DYING OF OTHERS BY CHARACTER -- Does character make references to people that are ACTUALLY dead or dying?
- 0 = cannot code, write in
 1 = character does not make reference to actual death or dying of others
 2 = character does make reference to actual death or dying of others
- 10 thru 14. Does the character exhibit any of the following?
- 0 = cannot code, write in
 1 = character does not exhibit
 2 = character exhibits occasionally
 3 = character exhibits often
 4 = character appears to be mentally ill and exhibits as a result of mental illness
 5 = character exhibits ONLY as a result of drugs or alcohol
10. MEMORY LOSS, absent-mindedness
11. INAPPROPRIATE SPEECH OR LAUGHTER, such as babbling, talking nonsense (no malapropisms)
12. LOSS OF CONTACT WITH REALITY
13. SYMPTOMS such as hallucinations, delusions, excessive anxiety, inability to control emotions, obsessive and compulsive behavior, depression, hypochondria, paranoia, phobia, other, write in each symptom
14. LOSS OF POWERS OF CONCENTRATION such as nodding off during conversation, losing train of thought, etc.
15. SENILITY -- Are there are SPECIFIC references (correct or incorrect) describing the character as being senile?
- 1 = there are no specific references
 2 = there are specific references
16. OTHER SPECIFIC REFERENCES -- Are there any SPECIFIC references (correct or incorrect) describing the character (such as paranoid, neurotic, psychotic, etc.)?
- 1 = there are no other specific references
 2 = there are other specific references, write in each reference
- 17 thru 28. PHYSICAL DISORDERS -- Is a specific (or very obvious) reference made to the character being afflicted with any of the following?
- 0 = cannot code, write in
 1 = character is not or has never been afflicted
 2 = character is or has been afflicted
17. CANCER
18. HEART DISEASE
19. HIGH BLOOD PRESSURE
20. STROKE
21. ARTHRITIS/RHEUMATISM/GOUT (must be more specific than just an old person's walk)
22. RESPIRATORY AILMENTS excluding pneumonia (such as emphysema, asthma)
23. PNEUMONIA
24. DIGESTIVE DISORDERS (such as ulcers, colitis, stomach problems, gas pains, etc.)

- 25. OBESITY (fat enough to restrict activity or endanger health)
- 26. BROKEN BONES OR FRACTURES
- 27. BACK PROBLEMS
- 28. OTHER, write in

29 thru 32. Is the character afflicted with any of the following handicaps? Code the highest degree of affliction.

- 0 = cannot code, write in
- 1 = character is not afflicted
- 2 = character is afflicted slightly
- 3 = character is afflicted moderately
- 4 = character is afflicted severely

- 29. PARALYSIS
- 30. SIGHT IMPAIRMENT
- 31. HEARING IMPAIRMENT
- 32. SPEECH IMPAIRMENT

33. RESTRICTED MOBILITY -- Is the character's physical mobility restricted in any way?

- 0 = cannot code, write in
- 1 = character's mobility is unrestricted
- 2 = character's mobility is slightly restricted but can walk unaided (limps, shuffles, etc.)
- 3 = character's mobility is somewhat restricted and character usually walks with "one-handed" aid (one cane, one crutch)
- 4 = character's mobility is moderately restricted and character walks with "two-handed" aid (two canes, two crutches, walker)
- 5 = character's mobility is severely restricted and character is necessarily confined to a wheelchair
- 6 = character's mobility is completely restricted because character is bedridden
- 7 = other, mixed, write in

34. CHARACTER'S SMOKING -- Does the character smoke?

- 0 = cannot code, write in
- 1 = no reference to character's smoking or character does not smoke
- 2 = specific information that character smokes
- 3 = specific information that character smokes excessively (i.e., character is a chain smoker)

35. CHARACTER'S DRINKING -- Does the character drink alcoholic beverages?

- 0 = cannot code, write in
- 1 = no reference to character's drinking or character does not drink
- 2 = specific information that character drinks
- 3 = character appears to be an alcoholic
- 4 = specific information that character is an alcoholic

36 thru 53. ACTIVITIES OF THE ELDERLY -- Does the character engage in any of the following activities?

- 0 = cannot code, write in
- 1 = character does not engage in this activity
- 2 = character engages in this activity

- 36. WATCHING TELEVISION
- 37. GOING OUT TO VISIT PEOPLE
- 38. BEING VISITED BY PEOPLE
- 39. READING AND/OR WRITING
- 40. DRIVING OR RIDING IN A CAR or recreational vehicle

41. DANCING
42. LISTENING TO RADIO, RECORDS OR MUSIC
43. USING PUBLIC TRANSPORTATION
44. "HANGING OUT" (such as buying a cup of coffee in a diner and sitting there all day)
45. SHOPPING
46. HOUSEKEEPING CHORES (such as cooking or serving that involves some preparation, cleaning house, etc.)
47. PARTICIPATION IN SPORTS (such as playing golf, running, exercise, yoga, etc.)
48. PLAYING NON-PHYSICAL GAMES (such as cards, checkers, bridge, etc.)
49. GOING OUT TO RESTAURANTS, NIGHTCLUBS AND BARS
50. SERIOUS RELIGIOUS ACTIVITIES (such as attending church, praying, saying grace, etc.)
51. TRAVEL OR GOING OUT OF TOWN (such as taking overnight vacations, business trips, etc.)
52. WORKING AT AN OCCUPATION
53. OTHER PREVALENT ACTIVITIES (include here only activities that the character engages in frequently), write in

54. SOLITARY ACTIVITY -- Does the character generally engage in activities by his/herself?

0 = cannot code, write in
 1 = never
 2 = rarely
 3 = sometimes
 4 = usually
 5 = always

55. CHARACTER'S SELF PITY -- Does the character show evidence of self pity?

0 = cannot code, write in
 1 = character does not show evidence of self pity
 2 = character shows evidence of self pity

56. GENERAL PREJUDICE -- Does the character encounter any prejudicial treatment in any of the following areas?

0 = cannot code, write in
 1 = character encounters no discrimination
 2 = character encounters discrimination in attempting to obtain employment or in a current or previously held job
 3 = character encounters discrimination in housing
 4 = character encounters economic discrimination (for example, not being able to get a loan)
 5 = other, mixed, write in

- 57 thru 62. PORTRAYAL OF THE ELDERLY CHARACTER -- Code the following statements according to this scale:

0 = cannot code, write in
 1 = never
 2 = rarely
 3 = sometimes
 4 = usually
 5 = always

57. Character is portrayed as LONELY
58. Character is portrayed as a NUISANCE
59. Character is portrayed as STUBBORN
60. Character is portrayed as ECCENTRIC.
61. Character is portrayed in a FOOLISH MANNER, buffoonish, "making fun of the elderly"
62. Character is portrayed in a DEROGATORY MANNER, degrading, belittling

63. AGE-SPECIFIC DEROGATORY REFERENCES -- Are any age-specific derogatory references made about the character?

- 0 = cannot code, write in
- 1 = no age-specific derogatory references made
- 2 = age-specific derogatory references made directly to character, write in all references
- 3 = age-specific derogatory references are made, but not directly to character (behind his/her back or not in presence of character), write in all references
- 4 = character makes age-specific derogatory references about his/herself, write in all references
- 5 = mixed, combination of above, write in all references

64. LIVING IN THE PAST -- Does the character consistently engage in discussion and/or activities which are meant to recall past memories?

- 0 = cannot code, write in
- 1 = character does not dwell on the past to any significant extent
- 2 = mixed
- 3 = character consistent dwells on the past

65. CHARACTER'S FAMILY -- Does the character currently have a family? If so, code the highest degree of involvement.

- 0 = cannot code, write in
- 1 = no reference made to character's currently having a family
- 2 = specific information that character currently has no family
- 3 = character has a family but does not interact with them
- 4 = character has a family and interaction is referred to but not seen
- 5 = character has a family and is seen interacting with them

66. MARITAL STATUS -- Code the character's marital status according to the following codes:

NOTE: in order to code "1" for this variable, you must see that the character is living alone or in a non-family/non-romantic situation (for example, with a roommate). If you don't see homelife and no mention is made of marital status, you must use the "0" code.

- 0 = cannot code, write in
- 1 = single, no impending marriage, no evidence in the program that the character has ever been married
- 2 = impending marriage
- 3 = presently married
- 4 = separated
- 5 = formerly but no longer married (divorced, widowed)
- 6 = mixed, write in
- 7 = presently cohabiting, "living with" someone of the opposite sex
- 8 = presently involved in a homosexual or lesbian relationship

FORM OF DATA

FORM OF DATA

Description of SPSS System Files

Data in tables included in these five volumes come from three SPSS system files. These Data Sets are:

OLDBCARD-- Contains data on major elderly (older adult, or 60 years and over) characters. Includes all Cultural Indicators variables and all Age and Aging variables. File name = BCARD

OLDBBCARD-- Contains data on all elderly characters (both major and minor). Includes those Cultural Indicators variables and Age and Aging variables that were coded for both major and minor characters. File name = BBCARD

ENEBCARD-- Contains data on all major characters of all social ages who appear in programs containing an elderly character. Includes all Cultural Indicators variables and some of the Age and Aging variables. File name = BCARD

The Subfiles are:

OLDBCARD (File = BCARD)-- B69F, B70F, B71F, B72F, B73F, B74F, B75F, B75S, B76S, B76F, B77F

OLDBBCARD (File = BBCARD)-- F69BB, F70BB, F71BB, F72BB, F73BB, F74BB, F75BB, S75BB, S76BB, F76BB, F77BB

ENEBCARD (File = BCARD)-- ELDERLY, NEMAJOR, NEMINOR

List of Variables (see p.4I for explanation of codes*)

<u>Instrument No.</u>	<u>SPSS Mnemonic</u>	<u>Relative Position in File</u>		
		<u>OLDBCARD (BCARD)</u>	<u>OLDBBCARD (BBCARD)</u>	<u>ENEBCARD (BCARD)</u>
*	SFYEAR	194	102	100
*	NETWORK	8	8	7
*	FORMAT	9	9	8
*-R	FORM	195	103	101
*	PGMTYPE	10	10	9
*-R	CWAA	196	104	102
*	NEWOLD	11	11	10
*	DAYEVE	12	12	11
P-2	PLACE	13	13	12
P-3	DATE	14	14	13
P-4	SETTING	15	15	14
AA-P-1	AOASET	16	16	
*	STATUS		18	
AA-m-1	WALKON		19	
CI-1	HUMANITY	18	20	16
CI-2	SEX	19	21	17

Instrument No.	SPSS Mnemonic	Relative Position in File		
		OLDBCARD (BCARD)	OLDBBCARD (BBCARD)	ENEBCARD (BCARD)
CI-3	CHRONAGE	20	22	18
CI-4	SOCAGE	21	23	19
CI-5	RACE	22	24	20
CI-6	NATIONAL	23		21
CI-7	RELIGION	24		22
CI-8	SEC	25		23
AA & CI-N	OCCUPAT	26	25	24
CI-N	EMPLOY	27	26	25
CI-9	FIELD	28	27	26
CI-10	HANDICAP	29		27
CI-11	PILL	30		28
CI-12	MILL	31		29
CI-13	DRUG	32		30
CI-14	ALCOHOL	33	106	31
CI-15	MARRY	34	28	32
CI-16	HOMEMAKE	35	29	33
CI-17	PARENTS	36		34
CI-18	CHILD NAT	37	30	35
CI-19	CHILD MIN	38	31	36
CI-20	OTHER REL	39		37
CI-21	FAMILY	40		38
CI-22	SEX OR IEN	41		39
CI-23	ROMANCE	42		40
AA-123	NEW ROMAN	198		
CI-24	SEX APPEAL	43	32	
CI-25	ROLE	44		41
CI-26	CHARTYPE	45	33	42
CI-27	SUCCESS	46	34	43
CI-28	HAPPY	47		
CI-29	CRIME BY	48		44
CI-30	VIOLENCE	49	35	45
CI-31	VICTIM	50	36	46
AA-1	EMP STAT	51	37	
AA-2	INCOME	52		
AA-3	RESIDE	53	38	
AA-4	INSTITUT	54	39	
AA-5	COHABS	55		47
AA-6	STS	56	40	
AA-7	DEATH	57	41	
AA-8	CAUSED IE	58	42	
AA-9	PAIN DIE	59		
AA-10	PLACED IE	60		
AA-11	REFERD IE	61	43	
AA-12	OTHERD IE	62	44	
AA-13	LIFE SUP	63		
AA-14	MEMLOSS	64	45	
AA-15	BADSPECH	65	46	
AA-16	LOSSREAL	66	47	
AA-17	SYMPTOMS	67	48	
AA-18	LOSSCON	68	49	
AA-19	TREATMP	69		

<u>Instrument No.</u>	<u>SPSS Mnemonic</u>	<u>Relative Position in File</u>		
		<u>OLDBCARD (BCARD)</u>	<u>OLDBBCARD (BBCARD)</u>	<u>ENEBCARD (BCARD)</u>
AA-20	PARANOID	70		
AA-21	SENILE	71	50	
AA-22	SCHIZO	72		
AA-23	PSYCHO	73		
AA-24	NEURO	74		
AA-25	HYPO	75		
AA-26	OTHERREF	76	51	
AA-27	CANCER	77	52	
AA-28	HEARTDIS	78	53	
AA-29	HIGHBP	79	54	
AA-30	STROKE	80	55	
AA-31	ARTHRIT	81	56	
AA-32	DIABETES	82		
AA-33	RESPIRE	83	57	
AA-34	DIGEST	84	59	
AA-35	INFECDIS	85		
AA-36	PNEUMON	86	58	
AA-37	OBESITY	87	60	
AA-38	SKINDIS	88		
AA-39	BROKBONE	89	61	
AA-40	AMPUTATE	90		
AA-41	BACKPROB	91	62	
AA-42	DENTPROB	92		
AA-43	OTHERPD	93	63	
AA-44	PARALYS	94	64	
AA-45	SIGHTIMP	95	65	48
AA-46	HEARIMP	96	66	
AA-47	SPECHIMP	97	67	
AA-48	RESTMOB	98	68	49
AA-49	PHYSPA IN	99		
AA-50	TREATPP	100		
AA-51	SMOKE	101	69	50
AA-52	DRINK	102	70	51
AA-53	WATCHTV	103	71	
AA-54	GOVISIT	104	72	52
AA-55	BEVISIT	105	73	53
AA-56	GARDEN	106		
AA-57	READWRIT	107	74	54
AA-58	DRIVRIDE	108	75	55
AA-59	DANCE	109	76	
AA-60	LISMUSIC	110	77	
AA-61	CLUBS	111		
AA-62	PUBTRANS	112	78	56
AA-63	WALK	113		
AA-64	HANGOUT	114	79	
AA-65	MAKMUSIC	115		
AA-66	GOEVENTS	116		
AA-67	ADULTED	117		
AA-68	SHOPPING	118	80	
AA-69	GENIDLE	119		
AA-70	HOUSKEEP	120	81	

Instrument No.	SPSS Mnemonic	Relative Position in File		
		OLDBCARD (BCARD)	OLDBBCARD (BBCARD)	ENEBCARD (BCARD)
AA-71	DOSPORTS	121	82	57
AA-72	NPGAMES	122	83	
AA-73	RESTRANT	123	84	58
AA-74	RELIGACT	124	85	59
AA-75	TRAVEL	125	86	60
AA-76	WORKOCC	126	87	61
AA-77	OTHERPA	127	88	
AA-78	SOLITARY	128	89	
AA-79	SELFIMAG	129		
AA-80	FULFILL	130		
AA-81	SELFPTY	131	90	
AA-82	BODYVIEW	132		
AA-83	GENPREJ	133	91	
AA-84	INFERIOR	134		
AA-85	PATRONIZ	135		
AA-86	DISRESP	136		62
AA-87	PITY	137		63
AA-88	USEFUL	138		64
AA-89	LONELY	139	92	65
AA-90	NUISANCE	140	93	66
AA-91	STUBBORN	141	94	67
AA-92	ECCENT	142	95	68
AA-93	FOOLISH	143	96	69
AA-94	DEROG	144	97	
AA-95	AGEREFER	145	98	
AA-96	LIVEPAST	146	99	
AA-97	CHARFAM	147	100	70
AA-98	FAMATT	148		71
AA-99	CHARATT	149		72
AA-100	FAMFIN	150		
AA-101	FAMEMO	151		
AA-102	FAMLES	152		
AA-103	CHARFIN	153		
AA-104	CHAREMO	154		
AA-105	CHARLES	155		
AA-106	DECISION	156		
AA-107	FAMACT	157		73
AA-108	FAMCONTR	158		
CI-32	ATTRACT	160		74
CI-33	FAIR	161		75
CI-34	SOCIAL	162		76
CI-35	WARMTH	163		77
CI-36	STRONG	164		78
CI-37	POWER	165		79
CI-38	STATURE	166		80
CI-39	SMART	167		81
CI-40	RATIONAL	168		82
CI-41	STABLE	169		83
CI-42	EFFIC	170		84
CI-43	SEXAP	171		85
CI-44	YOUTH	172		86

Instrument No.	SPSS Mnemonic	Relative Position in File		
		OLDBCARD (BCARD)	OLDBBCARD (BBCARD)	ENEBCARD (BCARD)
CI-45	HAP	173		87
CI-46	AFFLU	174		88
CI-47	CLEAN	175		89
CI-48	VIOL	176		90
CI-49	SUPPORT	177		91
CI-50	AGGRESS	178		
CI-51	ASSERT	179		
AA-109	LEADER	180		92
AA-110	INDEPEND	181		
AA-111	PLEASANT	182		93
AA-112	EXTRAV	183		94
AA-113	ENERGY	184		95
AA-114	MODERN	185		96
AA-115	ADAPTIVE	186		
AA-116	AMBITION	187		
AA-117	OPTIMISM	188		
AA-118	KINDNESS	189		97
AA-119	WISDOM	190		98
AA-120	TOUGH	191		
AA-121	PRIDE	192		
AA-122	SELFISH	193		99

*Explanation of codes --

- CI = Cultural Indicators variable
- AA = Age and Aging variable
- P = Program variable -- see instrument A and A archive
- * = Administratively coded variable
- N = Administratively coded from write-in information
- m = Minor character variable only
- R = Recoded

RELIABILITY

RELIABILITY OF VARIABLES

The reliability of coded variables was measured by a coefficient of agreement indicating the degree to which agreement among independent observers is above chance. The values of the coefficients will range from plus one when agreement is perfect, to zero when agreement is purely accidental (or perfectly random), to negative values when agreement is less than that expected due to chance.*

In many cases, coefficients are reported for recoded or lumped forms of the variables. The recoded form appears where (1) recoding substantially increased reliability, (2) recoding was necessary to allow comparison across different versions of the recording instrument, or (3) alternative statistical treatments might require recoding (for example, a variable with more than two codes would have to be recoded into binary form in order to do contingency analysis).

The type of scale assumed in each case immediately follows the coefficient. The notation for the scale types is: (N) nominal, (O) ordinal, (I) interval, (P) bipolar, and (R) ratio. In a few instances, alternate scale assumptions may be appropriate, depending upon the particular statistical treatment contemplated; for these variables, the meaningful alternatives are also reported.

In the following pages, reliability is reported for Cultural Indicators variables and Age and Aging variables, respectively.

In the Cultural Indicators variables section, reliability is presented for major characters, then for all characters, in the year 1977. Following this are the reliability figures for both groups of characters from 1969 - 1976.

Age and Aging reliability is reported first for elderly major characters, then minor elderly characters, and finally for non-elderly characters in programs featuring an elderly person.

Administratively coded variables such as time of program were not subjected to reliability computations.

*For a discussion of the procedures used to analyze reliability, see pp. 168-69 in G.A. Comstock and E.A. Rubinstein (eds.), Television and Social Behavior, Vol. I, Media Content and Control, Washington: Government Printing Office, 1972.

A fuller statistical background may be found in Klaus Krippendorff, "Bivariate Agreement Coefficients for Reliability of Data," pp. 139-50 in E.F. Borgatta and G.W. Bohrnstedt (eds.), Sociological Methodology: 1970, San Francisco: Jossey-Bass, 1970. The actual computations were facilitated by a special computer program: see Klaus Krippendorff, "A Computer Program for the Analysis of Multivariate Agreements, Version 4," Philadelphia: The Annenberg School of Communications, 1973 (mimeo).

Reliability of Cultural Indicators Variables

RELIABILITY OF VARIABLES
Major Characters
1977

<u>Variable</u>	<u>Code</u>	<u>All</u>	<u>Weekend Daytime</u>	<u>Prime-time</u>
HUMANITY	original	.883 N	.827 N	1.000 N
SEX	original	.912 N	.852 N	.944 N
CHRONAGE	original	.900 I .848 R	.831 I .764 R	.932 I .932 R
SOCAGE	original	.720 N	.594 N	.819 N
RACE	original	.936 N	.932 N	.922 N
NATIONAL	original	.737 N	.575 N	.780 N
RELIGION	original	.657 N	0.0 N	.651 N
SEC	original	.525 O	.556 O	.225 O
NEWOC	original	.859 N	.848 N	.862 N
EMPLOY	original	.921 N	.905 N	.918 N
FIELD	original	.719 N	.563 N	.803 N
HANDICAP	original	.854 N	1.000 N	.662 N
PILL	original	.674 N	1.000 N	.640 N
MILL	original	.188 N	0.0 N	.179 N
DRUG	original	.666 N	0.0 N	.665 N
ALCOHOL	original	1.000 N	0.0 N	1.000 N
MARRY	original	.712 N	.600 N	.736 N
	(0) (1,8) (2,3,4,5) (6) (7)	.714 N	.600 N	.736 N
	(0) (1,7,8) (2,3,4,5,6)	.737 N	.600 N	.774 N
	(0) (1,6,7,8) (2,3,4,5)	.725 N	.600 N	.753 N
HOMEMAKE	original	.481 N	.425 N	.474 N
PARENTS	original	.712 N	.710 N	.698 N
	(0,3) (1,2)	.706 N	.715 N	.676 N
CHILDNAT	original	.843 N	1.000 N	.810 N
CHILDMIN	original	.731 N	.718 N	.725 N
	(0,2) (1)	.786 N	1.000 N	.740 N
OTHERREL	original	.744 N	.637 N	.798 N
	(0,3) (1,2)	.776 N	.647 N	.824 N
FAMILY	original	.428 N	.278 N	.356 N
	(0,2) (1)	.482 N	.354 N	.417 N
SEXORIEN	original	.783 N	.718 N	.679 N
ROMANCE	original	.628 N	.654 N	.585 N
	(0,3,4) (1) (2) (5)	.625 N	.648 N	.582 N
	(0,1,3,4,5) (2)	.677 N	.594 N	.653 N
SEXAPEAL	original	.356 N	.309 N	.319 N
	(0) (1) (2,3) (4)	.467 N	.388 N	.441 N
	(1) (0,2,3) (4)	.451 N	.354 N	.441 N
	(0,1) (2) (3,4)	.408 N	.345 N	.370 N
ROLE	original	.534 O	.367 O	.613 O
CHARTYPE	original	.791 O	.858 O	.737 O

RELIABILITY OF VARIABLES - continued

<u>Variables</u>	<u>Code</u>	<u>All</u>	<u>Weekend Daytime</u>	<u>Prime-time</u>
SUCCESS	original	.554 N .706 O	.637 N .769 O	.482 N .646 O
HAPPY	original (1)(0,2)(3)	.306 N .453 O	.242 N .377 O	.337 N .477 O
CRIMEBY	original	.650 N	.521 N	.700 N
VIOLENCE	original	.729 N	.774 N	.690 N
VICTIM	original	.726 N	.627 N	.748 N
ATTRACT	original	.564 I .506 P	.526 I .456 P	.556 I .510 P
FAIR	original	.656 I .594 P	.699 I .615 P	.615 I .570 P
SOCIAL	original	.550 I .503 P	.548 I .487 P	.541 I .507 P
WARM	original	.573 I .515 P	.521 I .447 P	.618 I .579 P
STRONG	original	.440 I .423 P	.448 I .434 P	.420 I .394 P
POTENT	original	.416 I .383 P	.509 I .460 P	.312 I .283 P
STATURE	original	.573 I .555 P	.562 I .539 P	.571 I .558 P
SMART	original	.473 I .411 P	.602 I .526 P	.296 I .254 P
RATIONAL	original	.555 I .514 P	.624 I .566 P	.501 I .469 P
STABLE	original	.561 I .524 P	.584 I .533 P	.547 I .517 P
EFFIC	original	.564 I .509 P	.656 I .560 P	.434 I .424 P
SEXAP	original	.750 I .692 P	.575 I .524 P	.836 I .777 P
YOUTH	original	.686 I .633 P	.642 I .586 P	.718 I .669 P
HAP	original	.426 I .380 P	.316 I .262 P	.498 I .461 P
AFFLU	original	.501 I .436 P	.394 I .332 P	.532 I .466 P
CLEAN	original	.510 I .466 P	.524 I .463 P	.478 I .443 P
VIOL	original	.618 I .582 P	.606 I .553 P	.600 I .578 P
SUPPORT	original	.490 I .438 P	.481 I .413 P	.498 I .458 P
AGGRESS	original	.333 I .283 P	.344 I .267 P	.307 I .278 P
ASSERT	original	.361 I .291 P	.372 I .303 P	.355 I .283 P

RELIABILITY OF VARIABLES
Major and Minor Characters
1977

<u>Variable</u>	<u>Code</u>	<u>All</u>	<u>Weekend Daytime</u>	<u>Prime-time</u>
HUMANITY	original	.894 N	.865 N	1.000 N
SEX	original	.928 N	.885 N	.942 N
CHRONAGE	original	.904 I .905 R	.892 I .880 R	.901 I .919 R
SOCAGE	original	.719 N	.636 N	.760 N
RACE	original	.923 N	.917 N	.921 N
NEWOC	original	.774 N	.760 N	.777 N
EMPLOY	original	.841 N	.810 N	.844 N
FIELD	original	.749 N	.639 N	.792 N
MARRY	original (0) (1,8) (2,3,4,5) (6) (7) (0) (1,7,8) (2,3,4,5,6) (0) (1,6,7,8) (2,3,4,5)	.739 N .742 N .751 N .745 N	.692 N .692 N .692 N .692 N	.753 N .756 N .768 N .760 N
HOMEMAKE	original	.512 N	.515 N	.509 N
CHILDNAT	original	.813 N	.926 N	.790 N
CHILDMIN	original (0,2) (1)	.769 N .799 N	.833 N .962 N	.750 N .758 N
SEXAPEAL	original (0) (1) (2,3) (4) (1) (0,2,3) (4) (0,1) (2) (3,4)	.372 N .415 N .409 N .410 N	.375 N .429 N .416 N .435 N	.359 N .397 N .396 N .387 N
CHARTYPE	original (1) (0,2) (3)	.436 N .508 O .479 N .603 O	.461 N .493 O .546 N .692 O	.407 N .496 O .436 N .553 O
SUCCESS	original	.362 N .547 O	.367 N .542 O	.349 N .541 O
VIOLENCE	original	.734 N	.773 N	.707 N
VICTIM	original	.691 N	.640 N	.702 N

RELIABILITY OF VARIABLES
MAJOR CHARACTERS

<u>Variable (SPSS Mnemonic)</u>	<u>Recoding</u>	<u>Years</u>	<u>All Programs</u>	<u>General</u>	<u>Cartoons</u>
HUMANITY	original	69-76F	.900 N	.889 N	.863 N
SEX	original (1) (2) (0,3)	69-76F	.926 N .930 N	.972 N .974 N	.767 N .781 N
CHRONAGE	original	69-76F	.869 R .874 I	.820 R .911 I	.847 R .811 I
SOCAGE	original	69-76F	.640 N	.629 N	.595 N
RACE	original	69-76F	.888 N	.914 N	.828 N
NATIONAL	original	69-76F	.728 N	.764 N	.609 N
RELIGION	original	69-76F	.778 N	.785 N	.751 N
SEC	original	69-76F	.567 O	.526 O	.639 O
EMPLOY	original	69-76F	.749 N	.758 N	.694 N
FIELD	original	69-76F	.679 N	.706 N	.589 N
HANDICAP	original	69-76F	.758 N	.780 N	.697 N
PILL	original	69-76F	.573 N	.615 N	.336 N
MILL	original	69-76F	.638 N	.666 N	.535 N
DRUG	original	69-76F	.665 N	.664 N	0.0 N
ALCOHOL	original	69-76F	.496 N	.506 N	0.0 N
MARRY	(0) (1,8) (2,3,4,5,9) (6) (7)	69-76F	.694 N	.732 N	.542 N
ROLE	original (1) (0,2) (3)	69-76F	.704 O .704 O	.716 O .716 O	.514 O .514 O
CHARTYPE	original (1) (0,2) (3)	69-76F	.773 O .724 O	.712 O .714 O	.738 O .740 O
SUCCESS	original (1) (0,2) (3)	69-76F	.637 O .641 O	.606 O .611 O	.694 O .695 O
HAPPY	original (1) (0,2) (3)	69-76F	.359 N .515 O	.478 N .492 O	.379 N .560 O
CRIMEBY	original	69-76F	.755 N	.756 N	.742 N
VIOLENCE	original	69-76F	.704 N	.731 N	.619 N
VICTIM	original	69-76F	.673 N	.689 N	.571 N
ATTRACT	original	69-76F	.618 I .555 P	.612 I .549 P	.581 I .521 P
FAIR	original	69-76F	.704 I .636 P	.710 I .643 P	.685 I .614 P
SOCIAL	original	69-76F	.579 I .509 P	.568 I .498 P	.584 I .515 P
WARMTH	original	69-76F	.609 I .543 P	.615 I .546 P	.577 I .517 P
STRONG	original	69-76F	.491 I .441 P	.492 I .438 P	.481 I .440 P
POWER	original	69-76F	.547 I .494 P	.521 I .469 P	.582 I .529 P
STATURE	original	69-76F	.690 I .642 P	.700 I .655 P	.655 I .602 P

RELIABILITY OF VARIABLES (continued)

<u>Variable (SPSS Mnemonic)</u>	<u>Recoding</u>	<u>Years</u>	<u>All Programs</u>	<u>General</u>	<u>Cartoons</u>
SMART	original	69-76F	.558 I .505 P	.524 I .467 P	.608 I .562 P
RATIONAL	original	69-76F	.557 I .505 P	.582 I .526 P	.462 I .420 P
STABLE	original	69-76F	.564 I .518 P	.571 I .515 P	.547 I .527 P
EFFIC	original	69-76F	.547 I .491 P	.511 I .457 P	.572 I .517 P
SEXAP	original	69-76F	.797 I .712 P	.827 I .735 P	.682 I .619 P
YOUTH	original	69-76F	.635 O .605 P	.645 O .624 P	.608 O .561 P
HAP	original	69-76F	.514 O .454 P	.537 O .483 P	.458 O .359 P
AFFLU	original	69-76F	.633 O .612 P	.653 O .639 P	.567 O .526 P
CLEAN	original	69-76F	.478 O .470 P	.466 O .454 P	.460 O .474 P
VIOL	original	69-76F	.637 O .580 P	.651 O .602 P	.597 O .523 P
HOMEMAKE	original	72-76F	.600 N	.617 N	.439 N
CHILDMIN	original (0,2) (1)	72-76F	.870 N .878 N	.877 N .882 N	.830 N .855 N
OCC (pt. 1)	original	74-76F	.877 N	.875 N	.874 N
OCC (pt. 2)	original	74-76F	.812 N	.802 N	.831 N
EMPHAP	original (2) (0,1,3) (4)	75-76F	.469 N .418 O	.464 N .439 O	.422 N .296 O
EMPSAT	original (2) (0,1,3) (4)	75-76F	.455 N .405 O	.451 N .411 O	.404 N .351 O
EMPIMP	original (2) (0,1,3) (4)	75-76F	.541 N .580 O	.528 N .567 O	.516 N .563 O
PARENTS	original (0,3) (1,2)	75-76F	.834 N .879 N	.830 N .866 N	.835 N .930 N
CHILDNAT	original	75-76F	.924 N	.923 N	.917 N
OTHERREL	original (0,3) (1,2)	75-76F	.659 N .694 N	.653 N .682 N	.662 N .719 N
FAMILY	original (0,2) (1)	75-76F	.564 N .701 N	.558 N .693 N	.493 N .652 N
SEXORIE	original	75-76F	.765 N	.739 N	.706 N
ROMANCE	(0,3,4) (1) (2) (0,1,3,4) (2)	75-76F	.721 N .742 N	.713 N .731 N	.667 N .713 N
SUPPORT	original	75-76F	.544 I .473 P	.551 I .481 P	.499 I .428 P
AGGRESS	original	75-76F	.428 I .370 P	.454 I .390 P	.367 I .322 P
ASSERT	original	75-76F	.404 I .331 P	.391 I .313 P	.381 I .327 P

RELIABILITY OF VARIABLES
MAJOR AND MINOR CHARACTERS

<u>Variable (SPSS. Mnemonic)</u>	<u>Recoding</u>	<u>Years</u>	<u>All Programs</u>	<u>General</u>	<u>Cartoon</u>
HUMANITY	original	69-76F	*.775 N	.670 N	.826 N
SEX	original (1)(2)(0,3)	69-76F	*.931 N *.938 N	.958 N .961 N	.822 N .841 N
CHRONAGE	original	69-76F	*.830 R *.858 I	.830 R .862 I	.820 R .817 I
SOCAGE	original	69-76F	*.596 N	.595 N	.608 N
RACE	original	69-76F	*.884 N	.886 N	.854 N
EMPLOY	original	69-76F	*.754 N	.771 N	.678 N
FIELD	original	69-76F	*.730 N	.750 N	.649 N
CHARTYPE	original (1)(0,2)(3)	69-76F	*.432 N *.621 O	.421 N .609 O	.474 N .679 O
SUCCESS	original (1)(0,2)(3)	69-76F	*.345 N *.553 O	.351 N .559 O	.356 N .594 O
VIOLENCE	original	69-76F	*.716 N *.753 O	.720 N .767 O	.652 N .656 O
VICTIM	original	69-76F	*.756 N *.777 O	.752 N .785 O	.676 N .683 O
MARRY	(0)(1,8)(2,3,4,5,9)(6)(7)	72-76F	.702 N	.709 N	.673 N
HOMEMAKE	original	72-76F	.544 N	.547 N	.522 N
CHILDMIN	original (0)(1,2) (0,2)(1)	72-76F	.829 N .836 N .838 N	.820 N .828 N .828 N	.871 N .871 N .881 N
OCC (pt. 1)	original	74-76F	.878 N	.884 N	.842 N
OCC (pt. 2)	original	74-76F	.808 N	.808 N	.805 N
CHILDNAT	original	75-76F	.890 N	.885 N	.918 N

* Cumulative reliability from 1970-1976F only - 69-76F data sets were too large for the reliability program.

Reliability of Age and Aging Variables

RELIABILITY OF VARIABLES
 NON-ELDERLY MAJOR CHARACTERS
 1969-1977

<u>Variable Mnemonic</u>	<u>Code</u>	<u>All Programs</u>
COHABS	original	.707 N
CHARFAM	original	.859 N
FAMATT	original	.715 N
CHARATT	original	.722 N
FAMACT	original	.616 N .894 O
SIGHTIMP	original	.864 N .842 O
RESTMOB	original	.446 N .534 O
SMOKE	original	.873 N .878 O
DRINK	original	.807 N .811 O
DISRESP	original	.590 O
PITY	original	.613 O
LEADER	original	.620 I .590 P
PLEASANT	original	.666 I .649 P
EXTRAV	original	.561 I .592 P
ENERGY	original	.394 I .348 P
MODERN	original	.490 I .462 P
KINDNESS	original	.652 I .620 P
WISDOM	original	.543 I .519 P
SELFISH	original	.652 I .627 P

<u>Variable Mnemonic</u>	<u>Code</u>	<u>All Programs</u>
USEFUL	original	.618 O
LONELY	original	.670 O
NUISANCE	original	.549 O
STUBBORN	original	.519 O
ECCENT	original	.477 O
FOOLISH	original	.779 O
GOVISIT	original	.725 N
BEVISIT	original	.713 N
PUBTRANS	original	.800 N
DRIVRIDE	original	.848 N
DOSPORTS	original	.737 N
RESTRANT	original	.790 N
RELIGACT	original	.977 N
WORKOCC	original	.707 N
READWRIT	original	.524 N
TRAVEL	original	.765 N

RELIABILITY OF AGE AND AGING VARIABLES
 MAJOR ELDERLY CHARACTERS
 1969-1977

<u>Variable Mnemonic</u>	<u>Code</u>	<u>All Programs</u>	<u>Weekend Daytime</u>	<u>Prime-time</u>
AOASET ⁺	original	.866 N	1.000 N	.837 N
EMPSTAT	original	.678 N	.626 N	.686 N
INCOME	original	.632 N	.493 N	.664 N
RESIDE	original	.759 N	.698 N	.776 N
INSTITUT	original	.802 N	.811 N	.801 N
COHABS	original	.619 N	.684 N	.602 N
STS	original	.790 N	0.0 N*	.787 N
DEATH	original	.912 N	0.0 N*	.911 N
CAUSEDIE	original	.825 N	0.0 N*	.823 N
PAINDIE	original	.825 N	0.0 N*	.823 N
PLACEDIE	original	.877 N	0.0 N*	.875 N
REFERDIE	original	.600 N	.490 N	.605 N
	(0) (1) (2,3,4)	.737 N	.676 N	.736 N
OTHERDIE	original	.682 N	.374 N*	.699 N
LIFESUP	original	0.0 N	0.0 N*	0.0 N
MEMLOSS	original	.339 N	-.016 N	.400 N
	(0) (1) (2,3,4,5)	.408 N	-.016 N	.481 N
BADSPECH	original	.342 N	.328 N	.346 N
	(0) (1) (2,3,4,5)	.391 N	.315 N	.435 N
LOSSREAL	original	.636 N	.475 N	.694 N
	(0) (1) (2,3,4,5)	.770 N	.647 N	.813 N
	(0,1) (2,3,4,5)	.868 N	.656 N	.919 N
SYMPTOMS	original	.430 N	.376 N	.438 N
	(0) (1) (2,3,4,5)	.606 N	.786 N	.574 N
LOSSCON	original	.443 N	0.0 N*	.440 N
	(0) (1) (2,3,4,5)	.533 N	0.0 N*	.530 N
TREATMP	original	.443 N	.596 N	.394 N
	(0,1) (2) (3,4,5)	.501 N	.596 N	.468 N
PARANOID*	original	0.0 N	0.0 N	0.0 N
SENILE	original	1.000 N	0.0 N*	1.000 N
SCHIZO*	original	0.0 N	0.0 N	0.0 N
PSYCHO*	original	0.0 N	0.0 N	0.0 N
NEURO*	original	0.0 N	0.0 N	0.0 N
HYP0	original	-.003 N	0.0 N*	-.004 N

⁺Program variable -- all others are character variables

*No cases appeared -- reliability indeterminate

Reliability -- Major Elderly Characters (continued)

Variable Mnemonic	Code	All Programs	Weekend Daytime	Prime-time
OTHERREF	original	.576 N	.638 N	.563 N
CANCER*	original	0.0 N	0.0 N	0.0 N
HEARTDIS	original	.694 N	0.0 N*	.690 N
HIGHBP	original	.664 N	0.0 N*	.664 N
STROKE	original	1.000 N	0.0 N*	1.000 N
ARTHRIT	original	.420 N	0.0 N*	.417 N
DIABETES*	original	0.0 N	0.0 N	0.0 N
RESPIRE	original	-.003 N	0.0 N*	-.004 N
DIGEST	original	.488 N	0.0 N*	.485 N
INFECDIS	original	0.0 N	0.0 N*	0.0 N
PNEUMON*	original	0.0 N	0.0 N	0.0 N
OBESITY	original	.496 N	0.0 N*	.495 N
	(0,1) (2)	.664 N	0.0 N*	.664 N
SKINDIS	original	0.0 N	0.0 N*	0.0 N
BROKBONE	original	0.0 N	0.0 N*	0.0 N
AMPUTATE	original	0.0 N	0.0 N*	0.0 N*
BACKPROB	original	.855 N	0.0 N*	.854 N
DENTPROB	original	.322 N	0.0 N	.390 N
OTHERPD	original	.668 N	.842 N	.636 N
PARALYS	original	0.0 N	0.0 N*	0.0 N
SIGHTIMP	original	.869 N	.846 N	.876 N
HEARIMP	original	.494 N	.496 N	.495 N
		.002 O	-.969 O	.502 O
SPECHIMP	original	0.0 N	0.0 N*	0.0 N
RESTMOB	original	.680 N	-.008 N	.714 N
		.731 O	.016 O	.764 O
PHYSPAIN	original	.578 N	.585 N	.576 N
		.646 O	.726 O	.635 O
	(0,1) (2) (3)	.614 N	.584 N	.620 N
		.717 O	.726 O	.716 O
TREATPP	original	.599 N	.726 N	.576 N
	(0,1) (2) (3,4,5)	.656 N	.726 N	.640 N
SMOKE	original	.814 N	.496 N	.845 N
		.689 O	-.969 O	.847 O
DRINK	original	.851 N	1.000 N	.828 N
		.909 O	1.000 O	.902 O
WATCHTV	original	.893 N	0.0 N	.924 N
GOVISIT	original	.648 N	.820 N	.609 N
BEVISIT	original	.641 N	.347 N	.685 N
GARDEN	original	.530 N	0.0 N*	.525 N
READWRIT	original	.596 N	.533 N	.591 N
	(0,1) (2)	.617 N	.596 N	.604 N
DRIVRIDE	original	.729 N	.832 N	.704 N
DANCE	original	.821 N	.786 N	.828 N
LISMUSIC	original	.592 N	.715 N	.564 N
CLUBS	original	.599 N	.475 N	.655 N

*No cases appeared -- reliability indeterminate

Reliability -- Major Elderly Characters (continued)

<u>Variable</u>	<u>Code</u>	<u>All</u>	<u>Weekend</u>	<u>Prime-time</u>
<u>Mnemonic</u>		<u>Programs</u>	<u>Daytime</u>	
PUBTRANS	original	.710 N	1.000 N	.648 N
WALK	original	.429 N	0.0 N	.485 N
HANGOUT	original	-.020 N	0.0 N*	-.026 N
MAKMUSIC	original	.816 N	1.000 N	.762 N
GOEVENTS	original	.647 N	.482 N	.688 N
ADULTED	original	.664 N	0.0 N*	.664 N
SHOPPING	original	.748 N	.638 N	.772 N
GENIDLE	original	.342 N	-.086 N	.438 N
HOUSKEEP	original	.816 N	.533 N	.876 N
DOSPORTS	original	.648 N	.248 N	.829 N
NPGAMES	original	.764 N	1.000 N	.733 N
RESTRANT	original	.842 N	.276 N	.890 N
RELIGACT	original	.802 N	1.000 N	.784 N
TRAVEL	original	.757 N	.427 N	.853 N
WORKOCC	original	.691 N	.622 N	.711 N
OTHERPA	original	.374 N	.490 N	.276 N
SOLITARY	original	.195 N	.099 N	.219 N
		.331 O	.460 O	.268 O
	(0,1) (2,3) (4) (5)	.393 N	.331 N	.406 N
		.472 O	.460 O	.425 O
	(0,1) (2,3) (4,5)	.423 N	.388 N	.406 N
		.472 O	.465 O	.425 O
	(0,1) (2,3,4,5)	.541 N	.786 N	.466 N
SELFIMAG	original	.206 N	.198 N	.190 N
FULFILL	original	.411 N	.312 N	.411 N
SELFPIY	original	.366 N	.399 N	.346 N
BODYVIEW	original	.535 N	.274 N	.550 N
GENPREJ	original	.632 N	1.000 N	.570 N
INFERIOR	original	.161 O	.228 O	.146 O
PATRONIZ	original	.449 O	.438 O	.455 O
DISRESP	original	.537 O	.614 O	.514 O
PITY	original	.583 O	.109 O	.637 O
USEFUL	original	.635 O	.702 O	.572 O
LONELY	original	.653 O	.439 O	.696 O
NUISANCE	original	.728 O	.710 O	.707 O
STUBBORN	original	.510 O	.329 O	.571 O
ECCENT	original	.611 O	.669 O	.559 O
FOOLISH	original	.747 O	.703 O	.749 O
DEROG	original	.494 O	.337 O	.546 O
AGEREFER	original	.565 N	.666 N	.538 N
	(0) (1) (2,3,4,5)	.694 N	.848 N	.654 N
LIVEPAST	original	.691 N	.585 N	.727 N
CHARFAM	original	.931 N	.940 N	.926 N
FAMATT	original	.797 N	.744 N	.806 N
		.943 O	.937 O	.937 O

*No cases appeared -- reliability indeterminate

Reliability -- Major Elderly Characters (continued)

Variable		All	Weekend	
<u>Mnemonic</u>	<u>Code</u>	<u>Programs</u>	<u>Daytime</u>	<u>Prime-time</u>
CHARATT	original	.686 N	.591 N	.702 N
		.899 O	.919 O	.881 O
FAMFIN	original	.743 N	.638 N	.761 N
		.892 O	.800 O	.905 O
FAMEMO	original	.695 N	.641 N	.703 N
		.936 O	.933 O	.928 O
FAMLES	original	.659 N	.572 N	.671 N
		.876 O	.876 O	.863 O
CHARFIN	original	.788 N	.692 N	.805 N
		.899 O	.802 O	.917 O
CHAREMO	original	.674 N	.641 N	.676 N
		.910 O	.924 O	.893 O
CHARLES	original	.659 N	.611 N	.661 N
		.842 O	.841 O	.828 O
DECISION	original	.523 N	.434 N	.534 N
		.884 O	.901 O	.867 O
	(0,1,2,3,4) (5) (6) (7) (8)	.464 N	.397 N	.468 N
		.760 O	.736 O	.749 O
	(0,1,2) (3) (4) (5) (6) (7) (8)	.522 N	.434 N	.536 N
		.878 O	.901 O	.861 O
	(0,1,2) (3,4) (5,6) (7,8)	.612 N	.473 N	.636 N
		.881 O	.891 O	.869 O
	(0,1,2) (3,4) (5) (6) (7) (8)	.530 N	.482 N	.534 N
		.878 O	.902 O	.860 O
FAMACT	original	.456 N	.488 N	.441 N
		.865 O	.878 O	.855 O
	(0,1,2,3,4) (5) (6) (7) (8)	.404 N	.494 N	.380 N
		.757 O	.847 O	.738 O
	(0,1,2) (3) (4) (5) (6) (7) (8)	.454 N	.488 N	.440 N
		.856 O	.878 O	.845 O
	(0,1,2) (3,4) (5,6) (7,8)	.571 N	.580 N	.564 N
		.854 O	.881 O	.837 O
	(0,1,2) (3,4) (5) (6) (7) (8)	.471 N	.536 N	.450 N
		.857 O	.874 O	.846 O
FAMCONTR	original	.494 N	.418 N	.504 N
		.861 O	.866 O	.850 O
	(0,1,2,3,4) (5) (6) (7) (8)	.429 N	.342 N	.436 N
		.732 O	.729 O	.718 O
	(0,1,2) (3) (4) (5) (6) (7) (8)	.495 N	.418 N	.507 N
		.859 O	.866 O	.847 O
	(0,1,2) (3,4) (5,6) (7,8)	.613 N	.389 N	.660 N
		.864 O	.862 O	.849 O
	(0,1,2) (3,4) (5) (6) (7) (8)	.499 N	.404 N	.515 N
		.860 O	.862 O	.846 O
LEADER	original	.623 I	.589 I	.633 I
INDEPEND	original	.498 I	.135 I	.503 I
PLEASANT	original	.755 I	.835 I	.709 I
EXTRAV	original	.549 I	.276 I	.566 I
ENERGY	original	.471 I	.383 I	.472 I
MODERN	original	.533 I	.629 I	.490 I

Reliability -- Major Elderly Characters (continued)

<u>Variable</u>		<u>All</u>	<u>Weekend</u>	
<u>Mnemonic</u>	<u>Code</u>	<u>Programs</u>	<u>Daytime</u>	<u>Prime-time</u>
ADAPTIVE	original	.470 I	.505 I	.462 I
AMBITION	original	.415 I	.273 I	.442 I
OPTIMISM	original	.486 I	.284 I	.510 I
KINDNESS	original	.682 I	.576 I	.700 I
WISDOM	original	.684 I	.678 I	.672 I
TOUGH	original	.482 I	.372 I	.489 I
PRIDE	original	.369 I	.361 I	.369 I
SELFISH	original	.657 I	.639 I	.655 I
NEWROMAN	original	.938 N	.936 N	.994 N

RELIABILITY OF AGE AND AGING VARIABLES
MINOR ELDERLY CHARACTERS
1969-1977

<u>Variable Mnemonic</u>	<u>Code</u>	<u>All Programs</u>	<u>Weekend Daytime</u>	<u>Prime-time</u>
WALKON	original	.570 N	.531 N	.580 N
EMPSTAT	original	.688 N	.676 N	.691 N
RESIDE	original	.664 N	.653 N	.667 N
INSTIFUT	original	.759 N	.828 N	.742 N
STS	original	.567 N	0.0 N*	.566 N
DEATH	original	.737 N	.594 N	.754 N
CAUSEDIE	original	.846 N	.797 N	.852 N
REFERDIE	original	.583 N	.486 N	.588 N
	(0) (1) (2,3,4)	.660 N	.486 N	.672 N
OTHERDIE	original	.748 N	.796 N	.735 N
MEMLOSS	original	.426 N	.596 N	.380 N
	(0) (1) (2,3,4,5)	.557 N	.797 N	.491 N
BADSPECH	original	.244 N	.499 N	.194 N
	(0) (1) (2,3,4,5)	.326 N	1.000 N	.191 N
LOSSREAL	original	.545 N	-.005 N	.642 N
	(0) (1) (2,3,4,5)	.695 N	-.006 N	.820 N
	(0,1) (2,3,4,5)	.732 N	-.005 N	.820 N
SYMPTOMS	original	.412 N	0.0 N	.423 N
	(0) (1) (2,3,4,5)	.593 N	0.0 N	.610 N
LOSSCON	original	-.002 N	0.0 N	-.002 N
	(0) (1) (2,3,4,5)	-.003 N	0.0 N	-.003 N
SENILE	original	1.000 N	0.0 N*	1.000 N
OTHERREF	original	.757 N	0.0 N	.795 N
CANCER	original	1.000 N	0.0 N*	1.000 N
HEARTDIS	original	.666 N	0.0 N*	.666 N
HIGHBP	original	.749 N	0.0 N*	.749 N
STROKE	original	1.000 N	0.0 N*	1.000 N
ARTHRIT	original	0.0 N	0.0 N*	0.0 N
RESPIRE	original	.498 N	0.0 N*	.498 N
PNEUMON*	original	0.0 N	0.0 N	0.0 N
DIGEST	original	.664 N	0.0 N*	.663 N
OBESITY	original	-.001 N	0.0 N*	-.001 N
BROKBONE	original	.713 N	0.0 N*	.712 N
BACKPROB	original	.666 N	0.0 N*	.666 N
OTHERPD	original	.575 N	1.000 N	.523 N
PARALYS	original	0.0 N	0.0 N	0.0 N*
SIGHTIMP	original	.835 N	.782 N	.854 N
		.824 O	.786 O	.836 O
HEARIMP	original	.245 N	.154 N	.331 N
		.333 O	.339 O	.332 O
SPECHIMP	original	.331 N	-.005 N	.499 N
		.666 O	-.005 O	1.000 O

*No cases appeared -- reliability indeterminate

Reliability -- Minor Elderly Characters (continued)

<u>Variable</u>		<u>All</u>	<u>Weekend</u>	
<u>Mnemonic</u>	<u>Code</u>	<u>Programs</u>	<u>Daytime</u>	<u>Prime-time</u>
RESTMOB	original	.294 N	.154 N	.322 N
		.277 O	.186 O	.296 O
SMOKE	original	.733 N	.742 N	.732 N
		.733 O	.742 O	.732 O
DRINK	original	.705 N	.243 N	.723 N
		.699 O	-.493 O	.748 O
WATCHTV	original	.744 N	.664 N	.756 N
GOVISIT	original	.707 N	.696 N	.706 N
BEVISIT	original	.497 N	.566 N	.482 N
READWRIT	original	.532 N	.359 N	.549 N
	(0,1) (2)	.537 N	.359 N	.555 N
DRIVRIDE	original	.818 N	.798 N	.824 N
DANCE	original	.863 N	.905 N	.838 N
LISMUSIC	original	.753 N	.610 N	.793 N
PUBTRANS	original	.878 N	.848 N	.890 N
HANGOUT	original	.089 N	-.005 N	.100 N
SHOPPING	original	.807 N	.389 N	.885 N
HOUSKEEP	original	.523 N	.649 N	.500 N
DOSPORTS	original	.757 N	.865 N	.656 N
NPGAMES	original	.853 N	1.000 N	.828 N
RESTRANT	original	.832 N	.853 N	.828 N
RELIGACT	original	.750 N	0.0 N	.756 N
TRAVEL	original	.844 N	.767 N	.877 N
WORKOCC	original	.740 N	.690 N	.754 N
OTHERPA	original	.402 N	.451 N	.387 N
SOLITARY	original	.381 N	.328 N	.396 N
		.576 O	.561 O	.579 O
	(0,1) (2,3) (4) (5)	.481 N	.391 N	.507 N
		.512 O	.435 O	.534 O
	(0,1) (2,3) (4,5)	.481 N	.390 N	.507 N
		.512 O	.438 O	.533 O
	(0,1) (2,3,4,5)	.507 N	.451 N	.523 N
SELPITY	original	.423 N	.407 N	.427 N
GENPREJ	original	.247 N	0.0 N	.282 N
LONELY	original	.535 O	.392 O	.570 O
NUISANCE	original	.430 O	.203 O	.499 O
STUBBORN	original	.507 O	.435 O	.499 O
ECCENT	original	.560 O	.530 O	.573 O
FOOLISH	original	.468 O	.289 O	.522 O
DEROG	original	.301 O	.252 O	.310 O
AGEREFER	original	.587 N	-.013 N	.643 N
	(0,1) (2,3,4,5)	.652 N	-.023 N	.716 N
LIVEPAST	original	.306 N	0.0 N	.319 N
CHARFAM	original	.812 N	.931 N	.791 N

TABLES

VOLUME II: Descriptive Features of the Character

This volume contains data pertaining to general descriptive features of elderly (and non-elderly) characters in television drama. Examples of features coded include role, romantic status, and place of residence. The data come from the coding of annual samples of network television drama from Fall, 1969 through Fall, 1977.

More detailed information concerning the organization of data, the actual variables coded, the form of the data, and reliability of variables can be found in Volume I.

TABLE OF CONTENTS

VOLUME II: Descriptive Features of the Character

TABLES (Listed in order: not paged)

Character Variables

(Health Aspects)

Physical Handicap
Physical Illness
Mental Illness
Drug Addiction
Alcoholism

(Domestic Aspects)

Marital Status
Homemaker
Parents
Natural Children
Minor Children
Other Relatives
Family Life

(Romance)

Sexual Orientation
Romantic Involvement
New Romance
Sex Appeal

(Characterizations)

Role
Character Type
Success
Happiness

(Violence)

Crime Committed by Character
Violence Committed by Character
Victimization of Character

(Finances)

Employment Status
Source of Income

(Residence)

Place of Residence
Institutional Setting
Cohabitants
Short Term Hospital Stay

VOLUME III: Death and Illness

Data on aspects of death and on the various illnesses that may befall elderly (and non-elderly) characters in television drama are contained in this volume. The data come from the coding of annual samples of network television drama from Fall, 1969 through Fall, 1977.

More detailed information concerning the organization of data, the actual variables coded, the form of the data, and reliability of variables can be found in Volume I.

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VOLUME III: Death and Illness

TABLES (Listed in order: not paged)

Character Variables

(Aspects of Death)

Death
Cause of Death
Pain Suffered in Death
Place of Death
Reference to Character's Death
Reference to Actual Death of Others
Life-Support Machinery

(Mental Impairment)

Memory Loss
Inappropriate Speech
Loss of Contact with Reality
Symptoms of Mental Impairment
Loss of Powers of Concentration
Treatment of Mental Problem
Paranoid
Senile
Schizophrenic
Psychotic
Neurotic
Hypochondriac
Other Specific References

(Physical Problems)

Cancer
Heart Disease
High Blood Pressure
Stroke
Arthritis
Diabetes
Respiratory Ailments
Digestive Disorders
Infectious Diseases
Pneumonia
Obesity
Skin Diseases
Broken Bones
Amputations
Back Problems
Dental Problems
Other Physical Disorders
Paralysis
Sight Impairment
Hearing Impairment
Speech Impairment
Restricted Mobility
Physical Pain
Treatment of Physical Problem

VOLUME IV: Activities

In this volume, data on the types of activities that television characters may engage in are presented for elderly (and non-elderly) characters. Examples of these activities are using public transportation, shopping and listening to music. The data come from the coding of annual samples of network television drama from Fall, 1969 through Fall, 1977.

More detailed information concerning the organization of data, the actual variables coded, the form of the data, and reliability of variables can be found in Volume I.

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VOLUME IV: Activities

TABLES (Listed in order: not paged)

Character Variables

Character's Smoking
Character's Drinking
Watching Television
Going Out to Visit People
Being Visited
Gardening
Reading and Writing
Driving or Riding in a Car
Dancing
Listening to Music
Secular Club Activities
Using Public Transportation
Taking a Walk
Hanging Out
Singing or Playing Musical Instrument
Going to Sporting or Artistic Events
Going to Lectures or Adult Education
Shopping
General Idleness
Housekeeping Chores
Participation in Sports
Playing Non-Physical Games
Going to Restaurants or Bars
Participation in Religious Activities
Traveling
Working at Occupation
Other Prevalent Activity
Solitary Activity

VOLUME V: Portrayal, Family Interaction, and Personality Traits

Data concerning the portrayal of television characters, treatment of characters by others, relationships between characters and their families, and personality traits are presented in this volume. Data focus on elderly characters, but may also include information on dramatic television characters in other age groups in order to facilitate the user's understanding of the meaning of the data. All data come from the coding of annual samples of network television drama from Fall, 1969 through Fall, 1977.

Portrayal data refers to the way the program presents the character, for example, whether and how frequently characters are shown as useful. Treatment, on the other hand, is the way other characters behave toward a character.

Data also explore the relationships between characters and their families. They assess the quality of family interaction. They probe the extent to which characters contribute to, or drain, family resources, as well as dealing with the family's effect on characters.

Finally, data are presented for a number of personality traits. Although traits were originally coded on a bi-polar five point scale, the tables in this volume give the mean of each group of characters for each personality trait.

More detailed information concerning the organization of data, the actual variables coded, the form of the data, and reliability of variables can be found in Volume I.

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VOLUME V: Portrayal, Family Interaction, and Personality Traits

TABLES (Listed in order: not paged)

Character Variables

(Self-Concept)

Self-Image
Fulfillment in Life
Self-Pity

(Treatment by Others)

View of Body
General Prejudice
Treated as Inferior
Treated in Patronizing Manner
Treated with Disrespect
Treated with Pity

(Portrayal)

Portrayed as Useful
Portrayed as Lonely
Portrayed as a Nuisance
Portrayed as Stubborn
Portrayed as Eccentric
Portrayed as Foolish
Portrayed in a Derogatory Manner

(Age)

Age-Specific References
Living in the Past

(Relationship with Family)

Character's Family
Family's Attitude
Character's Attitude
Financial Resources of Family
Emotional State of Family
Leisure Time of Family
Financial Resources of Character
Emotional State of Character
Leisure Time of Character
Family Decision Making
Family Activities
Family Control

(Personality Traits)

Attractiveness
Fairness
Sociability
Warmth
Strength
Potency
Physical Stature
Smartness
Rationality
Stability
Efficiency

TABLE OF CONTENTS CONTINUED

(Personality Traits continued)

Masculinity/Femininity
Youthfulness
Happiness
Affluence
Cleanliness
Violence
Supportiveness
Aggressiveness
Assertiveness
Leadership
Independence
Pleasantness
Extravagance
Energy Level
Modernity
Adaptivity
Ambitiousness
Optimism
Kindness
Wisdom
Toughness
Pride
Unselfishness