

Profile-based observational coding:

Capturing children's patterns of responding to interpersonal threat

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What is Observational Coding?

Behavioral Observation

 Seeing/hearing and systematically recording the behaviors of an individual or group within a social context of interest

Observational Coding

 How we assess and quantify behaviors - turning them into data that can examined statistically

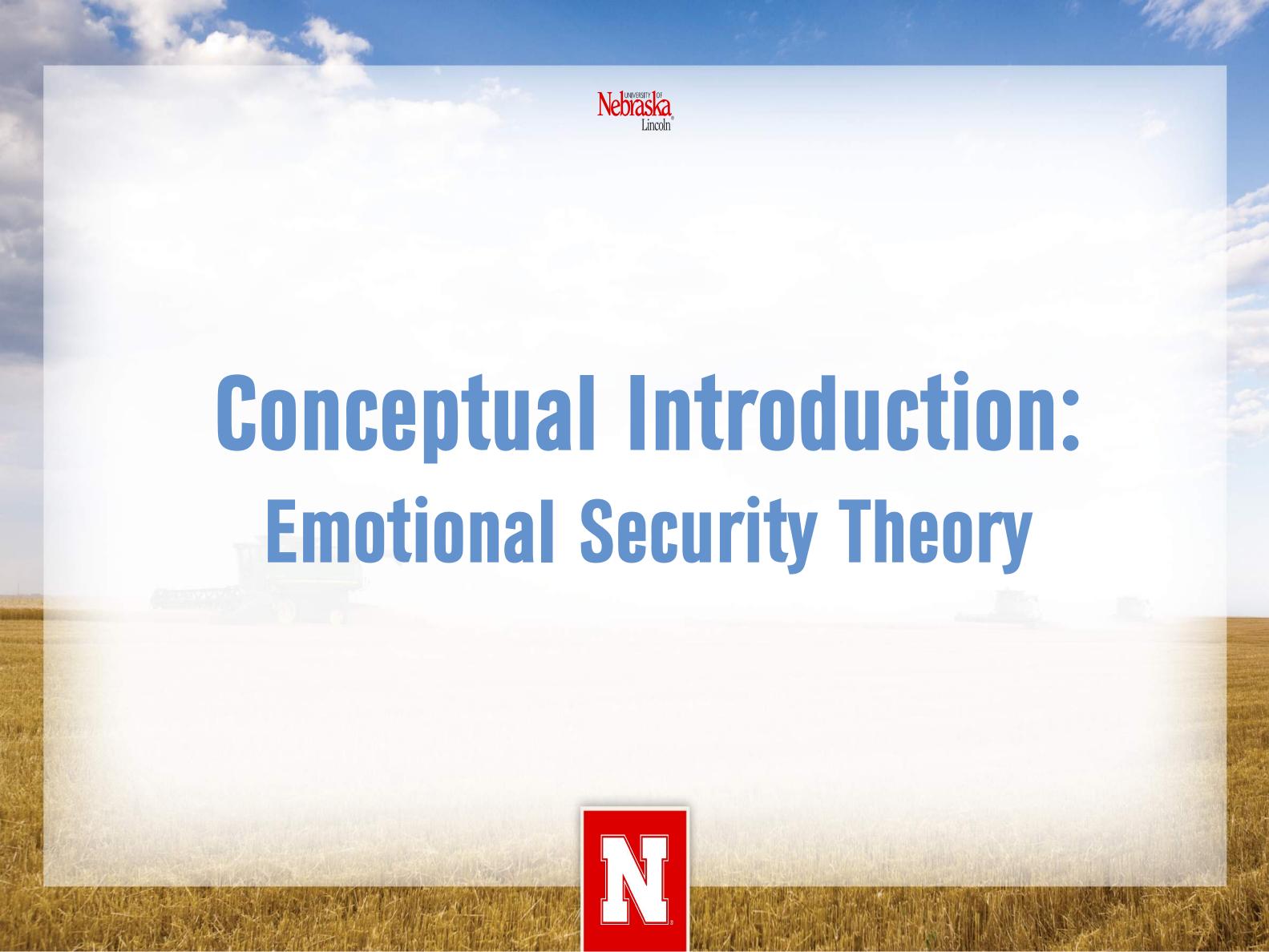




Today's Talk

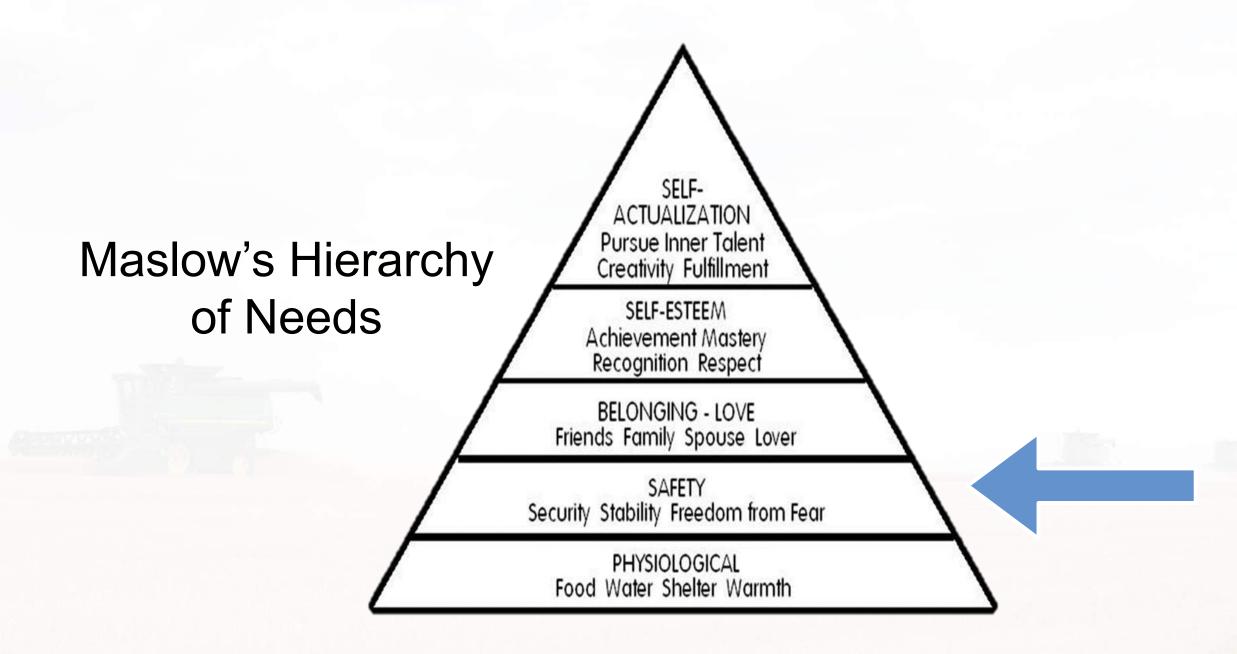
- 1. Conceptual introduction:
 - Emotional Security Theory
- 2. An overview of Observational Research
 - What to observe (research design)
 - How to observe (research method)
 - Establishing interrater reliability
- 3. Profile-based observational coding







Emotional Security Theory (EST-R)





(Davies & Martin, 2008; 2013; 2014; Davies, Martin, & Sturge-Apple, 2016)



Emotional Security Theory (EST-R)











(Davies, Martin, & Sturge-Apple, 2016; Martin, Davies, & MacNeill, 2014)





 Establishing positive peer relationships = developmental task of middle childhood

(Del Giudice, 2010; Rubin et al., 2006)

- Social challenges include:
 - Conflict, competition, hostility, rejection, victimization







 Establishing positive peer relationships = developmental task of middle childhood

(Del Giudice, 2010; Rubin et al., 2006)

- Social challenges include:
 - Conflict, competition, hostility, rejection, victimization
- Difficulties → psychological consequences
 - Internalizing symptoms, externalizing problems, poor academic achievement, substance abuse
 - Negative consequences into adulthood

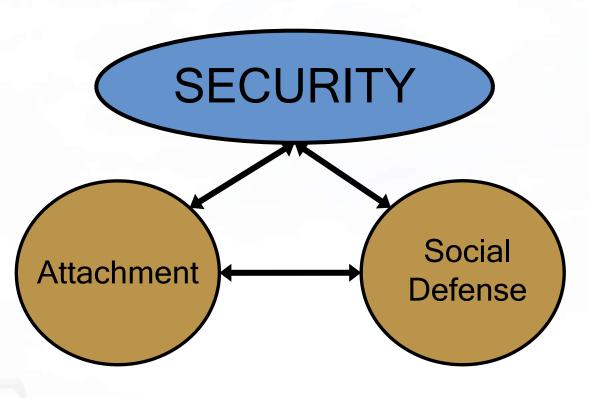
(e.g., Bagwell et al., 2005; Bierman, 2004; Parker et al., 2006)





Attachment System

Function:
Maximize
caregiver
protection



Social Defense System

Function:

Minimize exposure to and consequences of interpersonal threat







(Davies, Sturge-Apple, & Martin, 2013; Martin et al., 2014)



- Function: Minimize exposure to interpersonal threat (Davies & Martin, 2013; Gilbert, 1993; Sloman et al., 2002)
- Emotional Character: Fear (Davies, Cicchetti, & Martin, 2012)
- Contextual Cues: Threat signals
 (Davies, Martin, & Cicchetti, 2012)
- Prototypical Behaviors: Fight/flight,freeze,
 Camouflage, Social de-escalation strategies

(Davies & Martin, 2013; 2016; Martin et al., 2014)







- Why observation?
 - Behaviors occur largely outside the awareness of participants
 - Adaptive function
 - Behavior in context













Flexibility









- Flexibility
- Theory-building





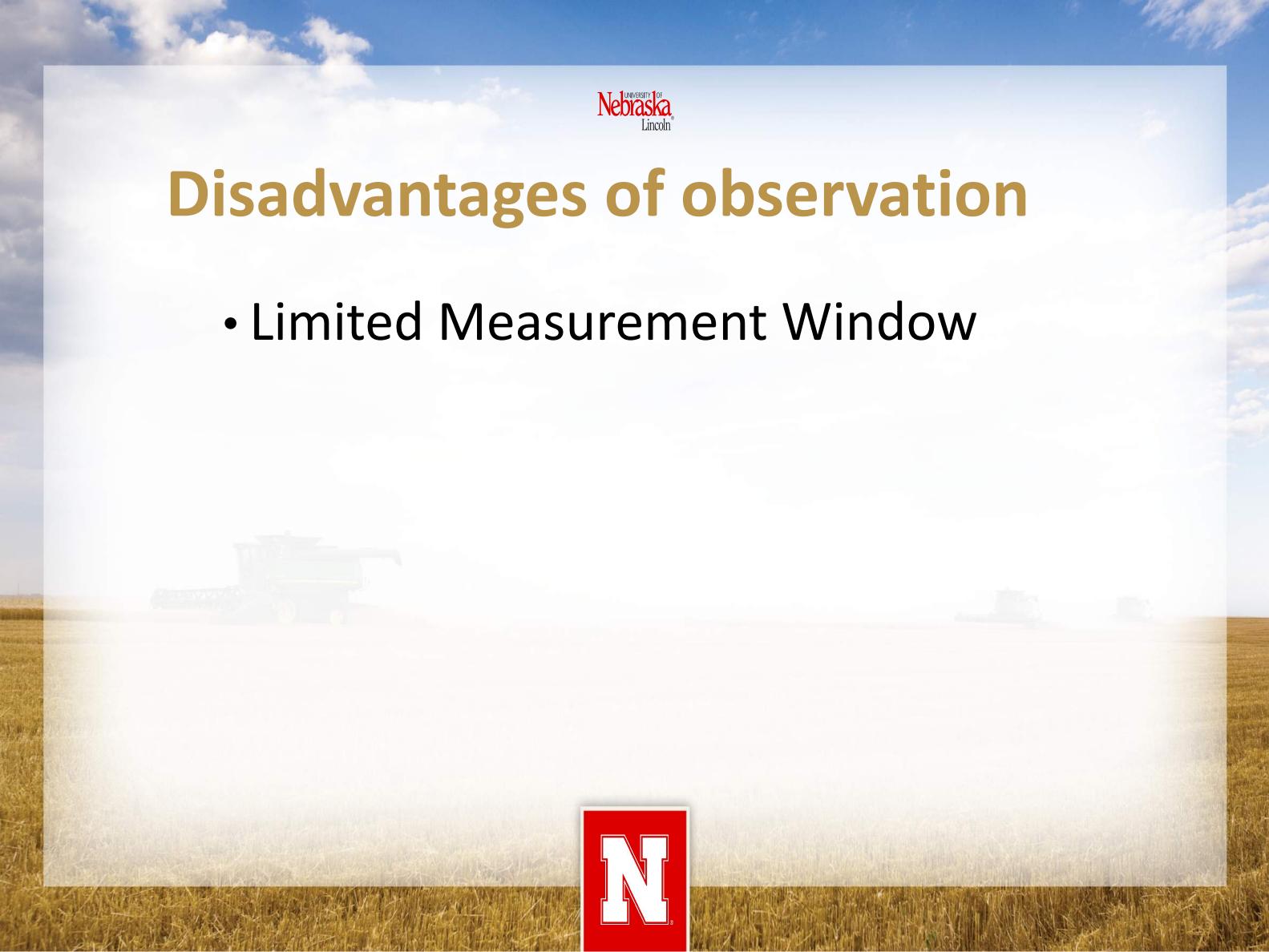
- Flexibility
- Theory-building
- Capture behaviors outside of awareness of participants





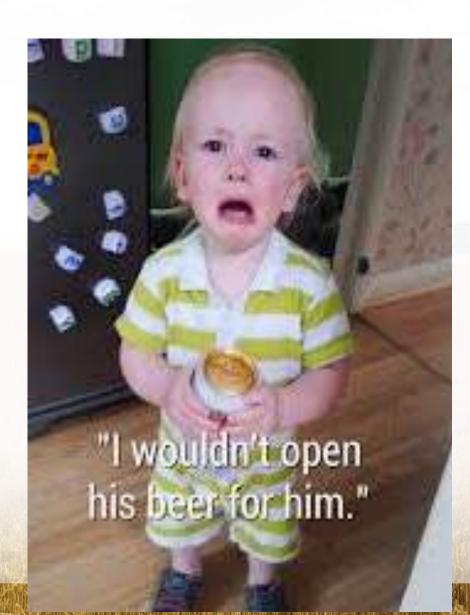
- Flexibility
- Theory-building
- Capture behaviors outside of awareness of participants
- Less susceptible to interpretive errors, defensive processes, & social desirability







- Limited Measurement Window
 - May miss rare, but meaningful behaviors







- Limited Measurement Window
 - May miss rare, but meaningful behaviors
- Resulting error → underestimates stability





- Limited Measurement Window
 - May miss rare, but meaningful behaviors
- Resulting error → underestimates stability
- High cost of work & time







What to Observe

Naturalistic/ Field Design Experimental Design





What to Observe

Naturalistic/ Experimental Design

- How do children respond to interpersonal threat?
 - •Development:

Stage-salient task of middle childhood

- Context:
 - Peer Group
- •Function:
 - Reduce exposure to threat





Naturalistic/Quasi-Naturalistic Design



(Peplar & Craig, 1995)



(Cicchetti & Manly, 1990; Cicchetti et al., 1993)





- ↑ Ecological validity
- ↓ Internal validity
 - Multiple, interdependent causes of behavior
- Length of assessment

Experimental Design





Quasi-Experimental/Experimental Design



(Ostrov et al., 2004)



(Cicchetti & Manly, 1990; Cicchetti et al., 1993)





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- ↓ Internal validity
 - Multiple, interdependent causes of behavior
- Length of assessment

Experimental Design

- ↑ Internal validity
- Shorter assessments
- Control over confounding variables
 - Random assignment = causal inference





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(Davies, et al., 2006; 2008)





- ↑ Ecological validity
- ↓ Internal validity
 - Multiple, interdependent causes of behavior
- Length of assessment

Experimental Design

- ↑ Internal validity
- Shorter assessments
- Control over confounding variables
 - Random assignment = causal inference
- ↓ Ecological Validity?
 - Realism







Development & Selection of Codes

The Molar-Molecular Continuum



Complementary approaches





Molecular Coding

- •Key task:
 - Accurately recognize and record relevant actions in behavior streams
- Uses
 - Tallies and assessment of contingencies





Molecular Coding

- •Key task:
 - Accurately recognize and record relevant actions in behavior streams
- Uses
 - Tallies and assessment of contingencies
- •Goal:
 - Assess individual events & states





Molecular Coding



- Events: Discrete behaviors of short duration
 - Frequency of occurrence
 - Examples: Number of hits, Occurrence of praise, Play bids
- States: Behavior patterns with relatively long duration
 - Mean or total duration
 - Proportion of time spent in an activity
 - Examples: Time spent engaged in play, talking





(Martin and Bateson 1995).



Molecular Coding

Sampling Methods

Focal-Animal Sampling

 Record all relevant actions of a single individual for a specified time period. (events)

Instantaneous Sampling

• Record the behavior of a single individual in a group at predetermined time intervals. (states)

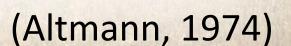
Continuous Sampling

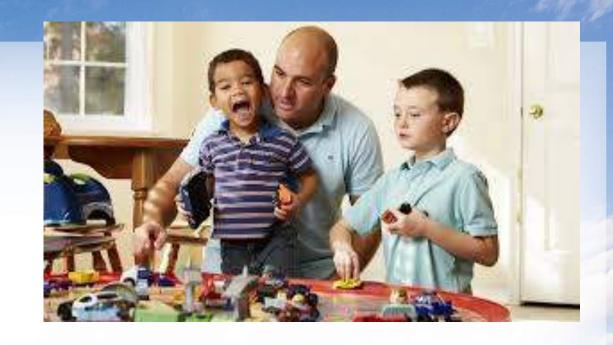
 Recording all activity that occurs while individuals are being watched. (interactions between two or more individuals)

Scan Sampling

 Record behaviors of all individuals in a group at specified time intervals. (states)









Molar Coding

- Key task:
 - Place individuals on psychological dimensions
 - Intensity, frequency, quality of behavior







Molar Coding



- Key task:
 - Place individuals on psychological dimensions
 - Intensity, frequency, quality of behavior
- Conditions:
 - Coders must share a definition of the multiple indicators that constitute the construct
 - Coders make assumptions about what is normal or average on a scale
- Goal:
 - To assess stable characteristics of the child while controlling for characteristics of the context (or setting)





- 1. Not at all characteristic: Child does not display any definitive signs of submissive disengagement.
- 2.
- 3. **Minimally characteristic:** Child shows minimal signs of submissive disengagement that are weak in form, very mild in intensity (e.g., child is interpreted as experiencing distress somewhere between "very little" and "a little"), well-regulated, and inconsistent and brief across the free-play assessment. Although trained coders notice signs of submissive disengagement, they would generally go unnoticed by the vast majority of laypeople and general occur only during periods of high, direct peer threat.
- 4.
- 5. **Somewhat characteristic:** Child shows some signs of submissive disengagement that are mild in form and intensity (e.g., child is interpreted as experiencing somewhere between "a little" and "some") and generally well-regulated. Unlike the minimal characteristic designation, submissive disengagement is now interpreted as approaching what would be considered an organized pattern based on its duration and frequency of expression. Although there are some notable instances of submissive disengagement, the overall judgment of the coder is that only highly perceptible laypeople would notice. Thus, it is still commonly regarded as falling within the middle to upper range of normal for submissive disengagement in the context of peer interactions and is primarily encapsulated to instances of direct peer threat and, sometimes, indirect hostility in close proximity to the child.
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- 7. **Moderately characteristic:** Child shows signs of submissive behavior that are moderate in form and intensity (e.g., child is interpreted as experiencing somewhere between "some" and "a lot"). Based on the evaluation of the patterning, regularity, and chronicity of behaviors, the expressions of submissive disengagement are now judged to be modestly above the norm for interacting with peers. Taken together, the overall impression is that it takes considerable pains, effort, and resources on the part of the child to achieve some success in regulating the submissive disengagement. As a result, many, if not most, laypeople who are attending to the interaction would be able to note submissive disengagement behaviors as a characteristic of the child and signs of submissive disengagement tend to persist even outside of or persisting long after instances of direct peer threat.
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- 9. Mainly characteristic: Child shows signs of submissive disengagement that are strong in form and intensity (e.g., child is interpreted as experiencing somewhere between "a lot" and "a whole lot"). The highly characteristic nature of the submissive disengagement is evidenced by the frequency (e.g., repeatedly occurs), chronicity (e.g., displayed throughout the free-play session), and/or the quality. Thus, in the subjective view of the coder, the child's submissive disengagement takes on a relatively remarkable quality that is easy for virtually all individuals to identify as a key characteristic of the child and typically involves quiet, withdrawn, and/or submissive behavior even when the proximal context is relatively benign. Thus, in the subjective view of the coder, the child's submissive behavior may commonly take on a relatively disturbing quality which may elicit a desire to intervene, comfort, or otherwise alleviate distress in the child.



















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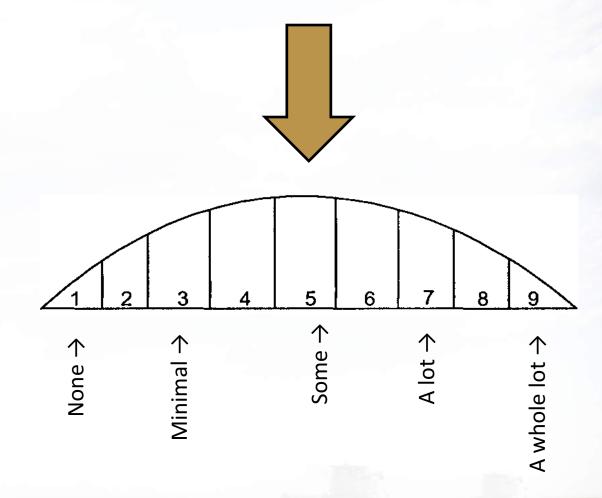
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Molar Coding

- Iowa Family Interaction Rating Scales (IFIRS) Melby & Conger
- Autonomy & Relatedness Scale Joseph Allen
- The Classroom Assessment Scoring System (CLASS) Pianta
- System for Coding Interactions in Dyads (SCID) Malik & Lindahl
- Laboratory Temperament Assessment Battery (Lab-TAB) –
 Goldsmith & Rothbart







 One of the challenges of completing observational coding is achieving and maintaining interrater reliability

• Categorical: Kappa > .60

Symmetric Measures

	Value	Asymptotic Standard Error ^a	Approximate T ^b	Approximate Significance	
Measure of Agreement Kappa	.508	.073	7.960	.000	
N of Valid Cases	90				

Not assuming the null hypothesis.

Ethology Classification Lego88 Coder 4 VP * Ethology Classification Lego88 Coder 1 RS Crosstabulation

Count	Ethology Classification Lego88 Coder 1 RS						
		1	2	3	4	Total	
Ethology Classification Lego88 Coder 4 VP	1	36	3	1	1	41	
	2	9	10	4	0	23	
	3	2	0	8	0	10	
	4	6	3	0	7	16	
Total		53	16	13	8	90	



Count

(Cicchetti, 1994)

b. Using the asymptotic standard error assuming the null hypothesis.



 One of the challenges of completing observational coding is achieving and maintaining interrater reliability

• Continuous: Intraclass Correlation Coefficient (ICC) > .70

Intraclass Correlation Coefficient

	Intraclass	95% Confidence Interval		F Test with True Value 0			
	Correlation b	Lower Bound	Upper Bound	Value	df1	df2	Sig
Single Measures	.556ª	.488	.622	6.002	197	591	.000
Average Measures	.833°	.792	.868	6.002	197	591	.000

Item-Total Statistics

	Scale Mean if Item Deleted	Scale Variance if Item Deleted	Corrected Item-Total Correlation	Cronbach's Alpha if Item Deleted
c1 Attachment total	10.39	22.543	.789	.728
c2 Attachment total	10.14	26.453	.577	.830
c3 Attachment total	9.81	25.696	.761	.748
c4 Attachment total	11.07	29.701	.549	.836

 However, both may be distorted by distributional asymmetries (i.e., high or low values of a behavior)...see alternatives

(Heyman, Lorber, Eddy, & West, 2014)





- Achieving reliability
 - Choosing "good" coders
 - Establishing a team
 - Initial phases of training
 - Continuing to maintain reliability





- Achieving reliability
 - Choosing "good" coders
 - Establishing a team
 - Initial phases of training

Continuing to maintain reliability

This guy.





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Continuing to maintain reliability

Again, this guy.







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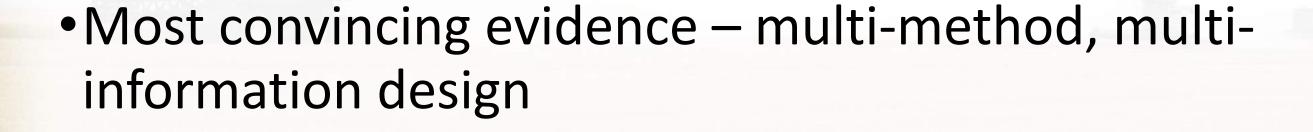


- Interrater reliability isn't everything
 - Reliability across time, context, and lab
 - Construct Validity
 - Convergent/discriminate
 - Predictive
- Most convincing evidence multi-method, multiinformation design





- Interrater reliability isn't everything
 - Reliability across time, context, and lab
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 - Predictive











Variable-based vs. Person-based

- Variable-based:
 - Each variable (or characteristic) is related to another
 - Assumes that populations are homogenous
 - Common Analytic Approach: regression, ANOVA, path models





Variable-based vs. Person-based

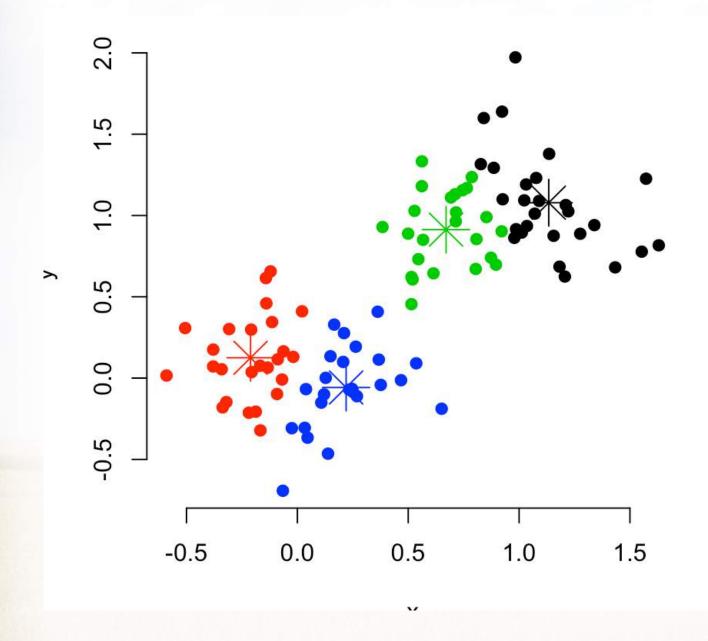
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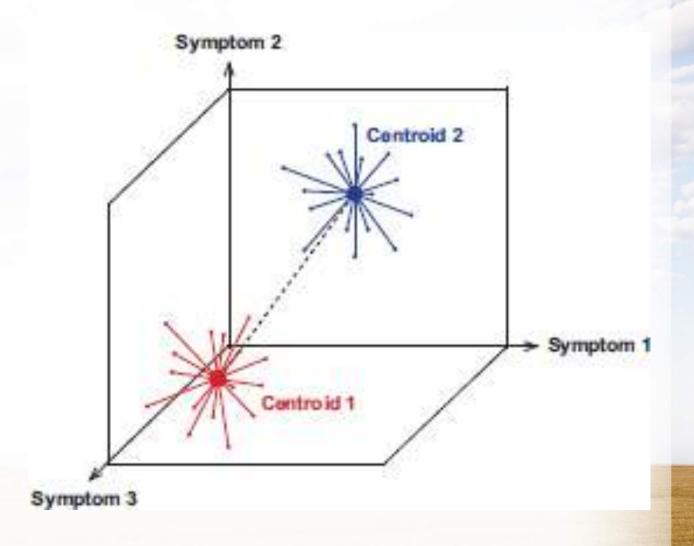
- Person-based:
 - Differences in the way variables combine within individuals
 - Assumes distinct subgroups within a population
 - Common Analytic Approach: cluster analysis, LCA, LPA















Profile-Based Coding: Social Defense Strategies





	Function	Form
Mobilizing	Stay ready for threat or opportunity	Dramatic, overt distressActive fight/flightSocial de-escalation
Dominant	Defeat threat	AggressionHostile volatilityMinimize vulnerability
Demobilizing	Lay Low	 Freezing Restrained fear Subtle disengagement Submissive Dysphoric





	Function	Form
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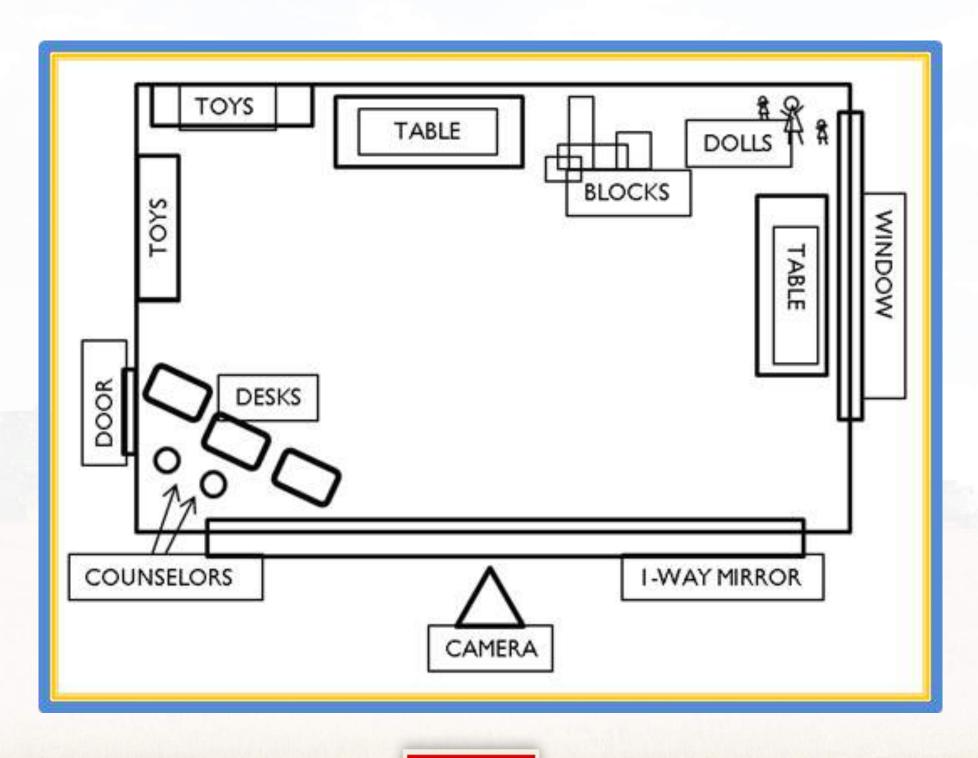
Nebraska Lincoln

	Fear	Appeasing Bx	Affected Bx	Anger	Aggression	Indifference	Dysphoria	Submission
Mobilizing								
Dominant								
Demobilizing								





PEP - Molecular Coding









PEP - Molecular Coding

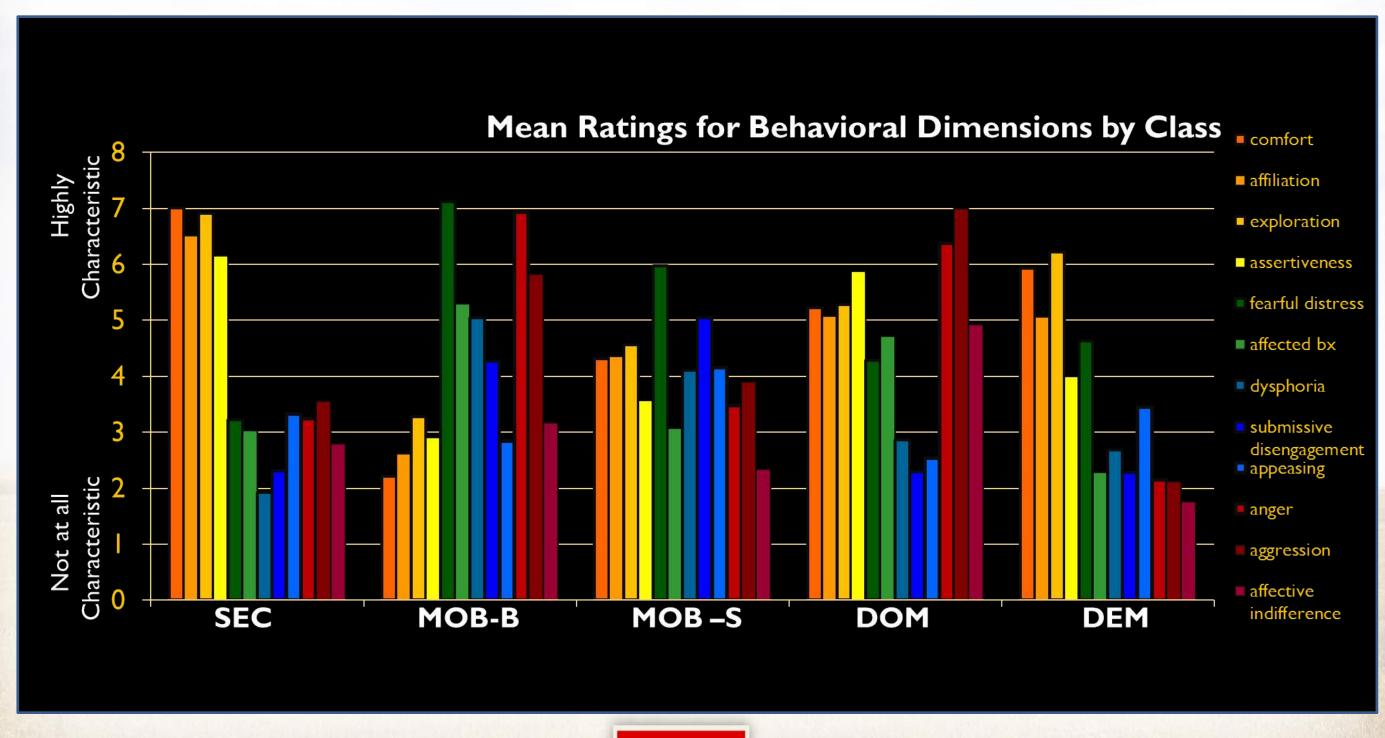
- "Threat" =
 - Signals potential for harm
 - Threats to individual's access to resources (e.g., toys, privileged play space)
 - Examples include:
 - Overt expressions of direct hostility and aggression
 - Rejection
 - Angry facial expression & gestures
 - Yelling, screaming, threats

Etho	gram Interval	s ===			>	
	Behavior	1	2	3	4	5
	1. Anxious Face/Gesture					
	2. Freezing					
	3. Active Flight					
4	4. Comfort-seeking					
	5. Submissive Disengagement					
	6. Appeasing behavior					
	7. Hovering					
	8. Angry face/Dominant posture					
	9. Verbal dominance					
	10. Verbal aggression					
	11. Physical aggression					
	12. Relational aggression					
	13. Tattling					
	14. Sad Face/Posture					
	15. Crying					
	16. Whining					
	19. Happy Face/Behavior					
	20. Play Bid					
	21. Solitary play		Jai by			
	22. Social engagement & Play					
1	23. Rough & Tumble play					





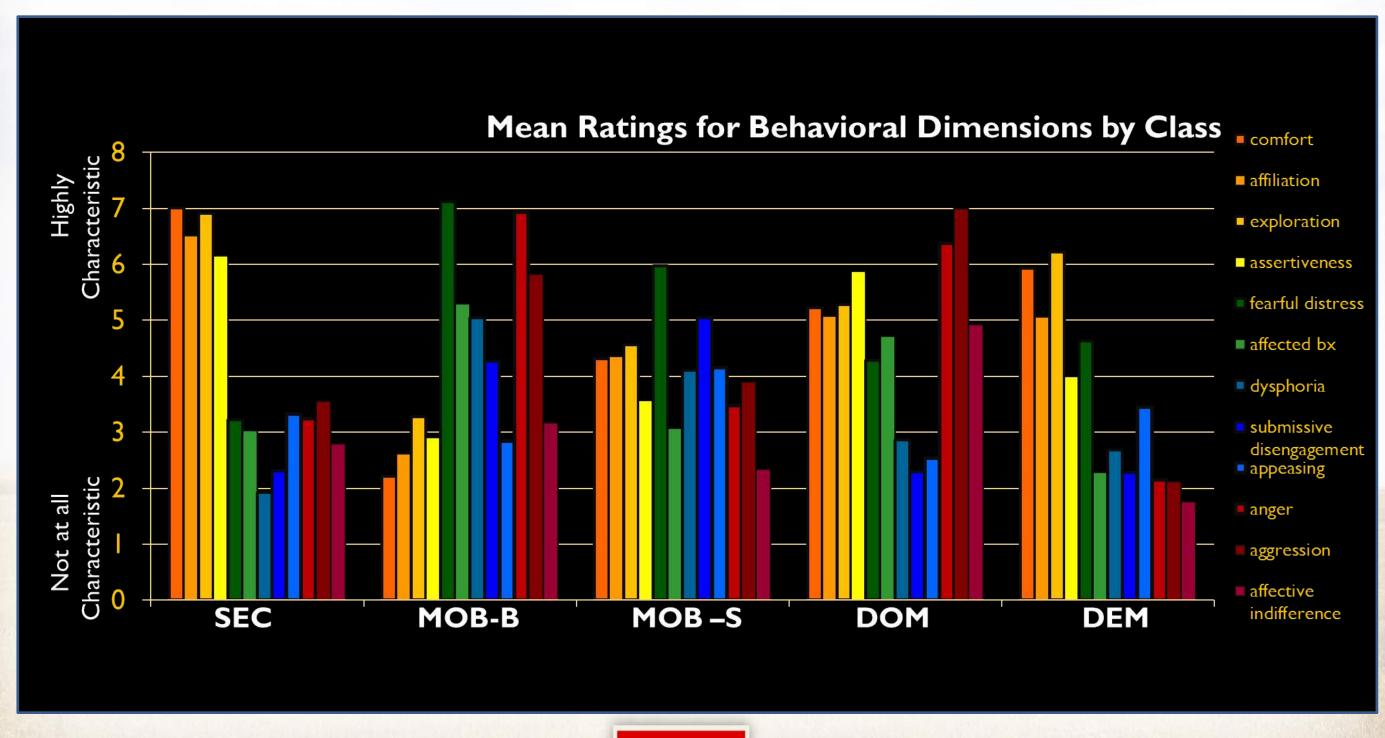
PEP – Latent Class Analysis







PEP – Latent Class Analysis







Dimensional

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- 3. **Minimally characteristic:** Child shows minimal signs of submissive disengagement.
- 4.
- 5. Somewhat characteristic: Child shows some signs of submissive disengagement6.
- 7. **Moderately characteristic:** Child shows signs of submissive behavior that are moderate in form and intensity
- 8.
- 9. **Mainly characteristic:** Child shows signs of submissive disengagement that are strong in form and intensity

Profile-based

- 1. **Not at all characteristic**: Child displays no signs or rare signs of mobilizing-insecure profile.
- 2.
- 3. **Relatively uncharacteristic**: The child's level, quality, and patterning of responses indicates that the child shows minimal signs of mobilization.
- 4.
- 5. Neither characteristic nor uncharacteristic: Across the interaction, the intensity, frequency, and quality of child responses is neither characteristic nor uncharacteristic of mobilizing strategies.
- 6.
- 7. **Relatively characteristic**: The patterning, intensity, and consistency of child responses across the interaction are relatively characteristic of the mobilizing profile.
- 9. **Highly characteristic**: The child overwhelmingly (i.e., always or almost always) exhibits prototypical signs of mobilization across the interaction.





Mobilizing-Insecure: Mobilizing patterns of responding to peer threat are theorized to reflect sensitization of the SDS. The pattern specifically reflects a high sensitivity to interpersonal threat (i.e., high avoidance motivation) in conjunction with relatively high psychological stakes in maintaining social ties (i.e., moderate to high approach motivation). The significance of the threat and high stakes in social relationships are specifically reflected in unvarnished, blatant, and direct expressions of mobilizing (i.e., arousing) forms of distress (e.g., multiple anxious facial expressions and gestures), as well as behaviors reflecting the dynamic between approach and avoidance (i.e., hovering behavior). High levels of vulnerable forms of affect are also typically displayed in intense, dramatic, and demonstrative ways (i.e., affected behaviors; appeasing) that may involve clinginess, whining, anguish (e.g., fretting, crying), and immature (e.g., babyish tone of voice or verbalizations) behavior that serve to draw peer or adult attention in a dramatic but largely nonthreatening manner. Although these behaviors may be aversive or annoying to many individuals in the peer group, but their purpose is to forge, maintain, and/or intensify alliances and support from a few social group members. This pattern of behavior commonly, but not always, occurs in conjunction with: (a) bouts of submissive, appeasing, overbright, or ingratiating behavior towards peers (especially high-status peers), (b) attempts to solicit comfort from adults in the classroom, gain peers' sympathy, or form alliances with one peer against another, and/or (c) some aggressive or hostile behaviors, typically expressed in vulnerable, immature ways. On the other hand, high levels of masking, preoccupation, or social disengagement do not commonly distinguish children who are high and low on mobilizing behavior because the assessment reflects withdrawal or masking of affect and, thus, do not signify the exaggerated, direct, or blatant expressions of distress and immersion in peer problems.





	Function	Form	Adjustment
Mobilizing	Stay ready for threat or opportunity	Dramatic, overt distressActive fight/flightSocial de-escalation	ADHD symptomsBehavioral Undercontrol
Dominant	Defeat threat	AggressionHostile volatilityMinimize vulnerability	AggressionLow VulnerabilityBehavioral Undercontrol
Demobilizing	Lay Low	 Freezing Restrained fear Subtle disengagement Submissive Dysphoric 	High internalizingBehavioral over-controlSocial withdrawal





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Sample:

- 109 boys (ages 6-11); Groups of 8
- 63% had minority backgrounds; High risk
- 40-minute free-play session

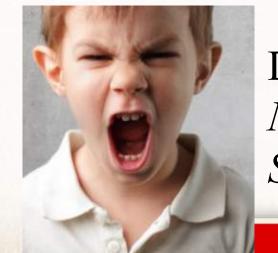


Ratings

- Ratings from 1 (Not at all characteristic of profile) to 9 (Highly characteristic of profile)
- ICC ranged from .80 -.87



Mobilizing M = 3.74, SD = 1.96



Dominant M = 3.32, SD = 2.18



Demobilizing M = 3.32, SD = 1.94

Preliminary Validity Tests Lincoln Lincoln

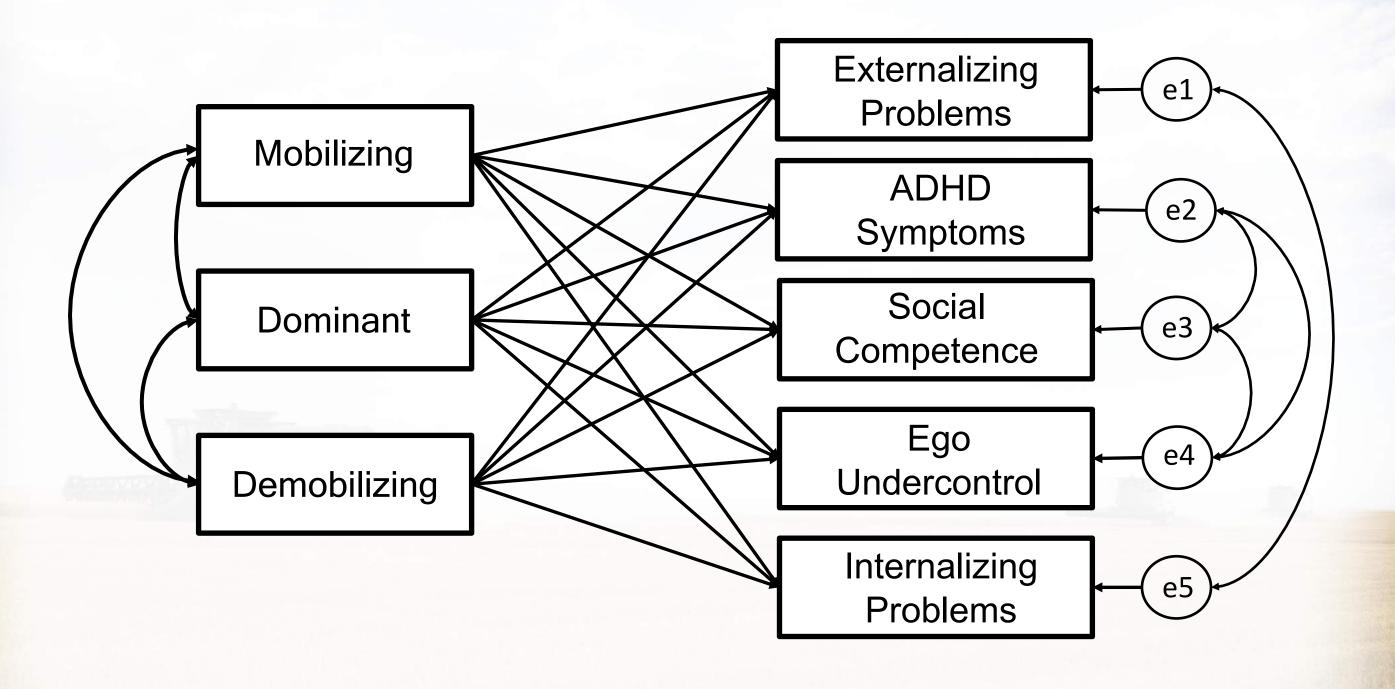


Counselor Reports

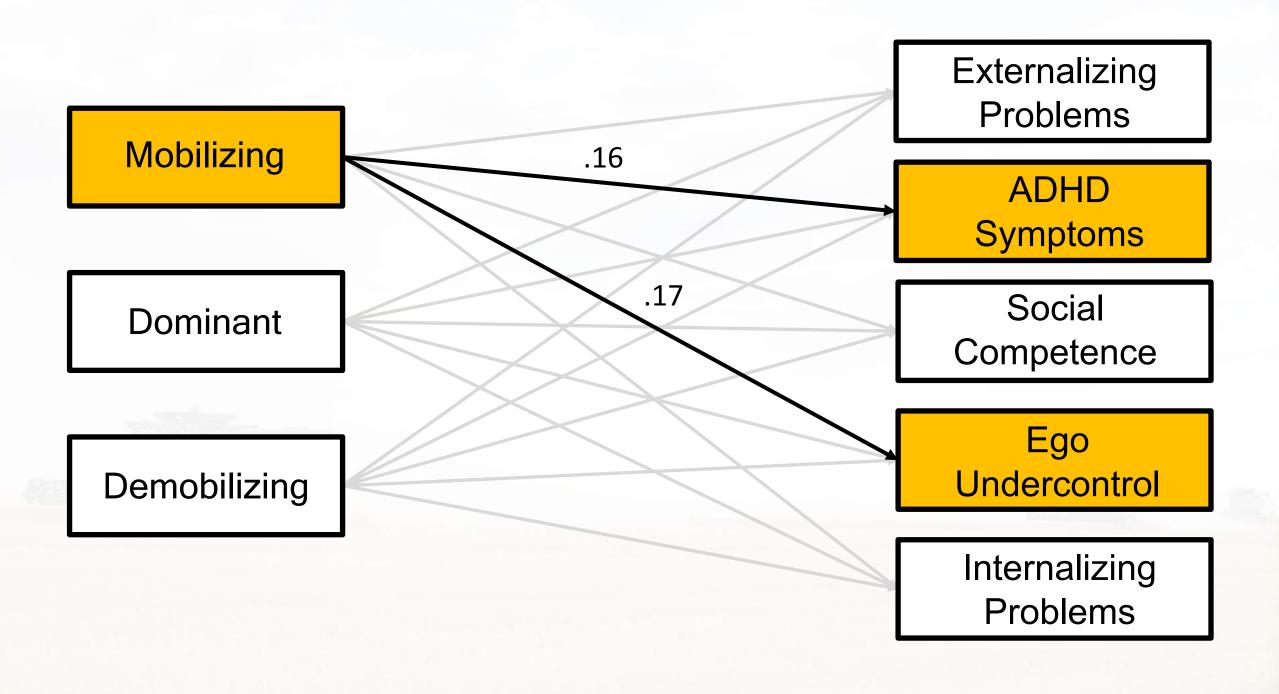
- California Child Q-set (Block & Block, 1980)
 - ADHD Symptoms
 - Hyperactive, Can't hold attention
 - Ego Undercontrol
 - Poor control of emotions and behavior, Can't wait
 - Social Competence
 - Behaves in a socially acceptable way
- Teacher Report Form
 - Externalizing Problems
 - Aggression, delinquency
 - Internalizing Symptoms
 - Anxiety/Depression, Withdrawal

(Achenbach & Edlebrock, 1983)

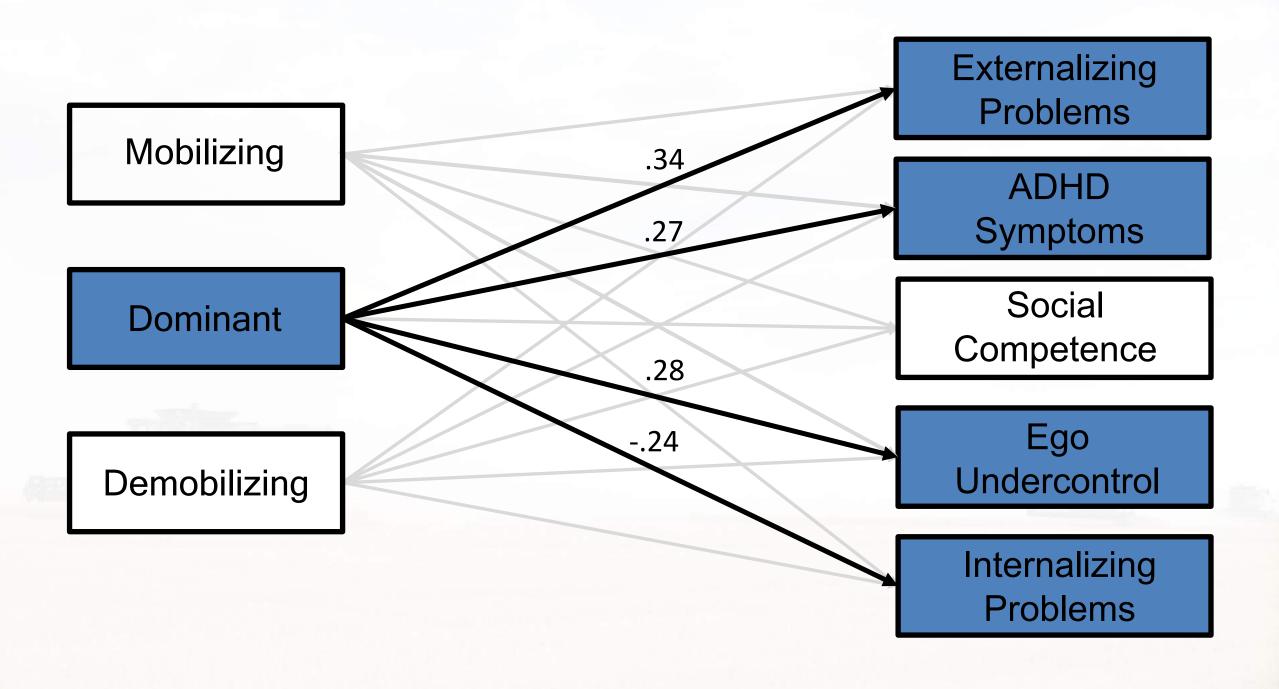




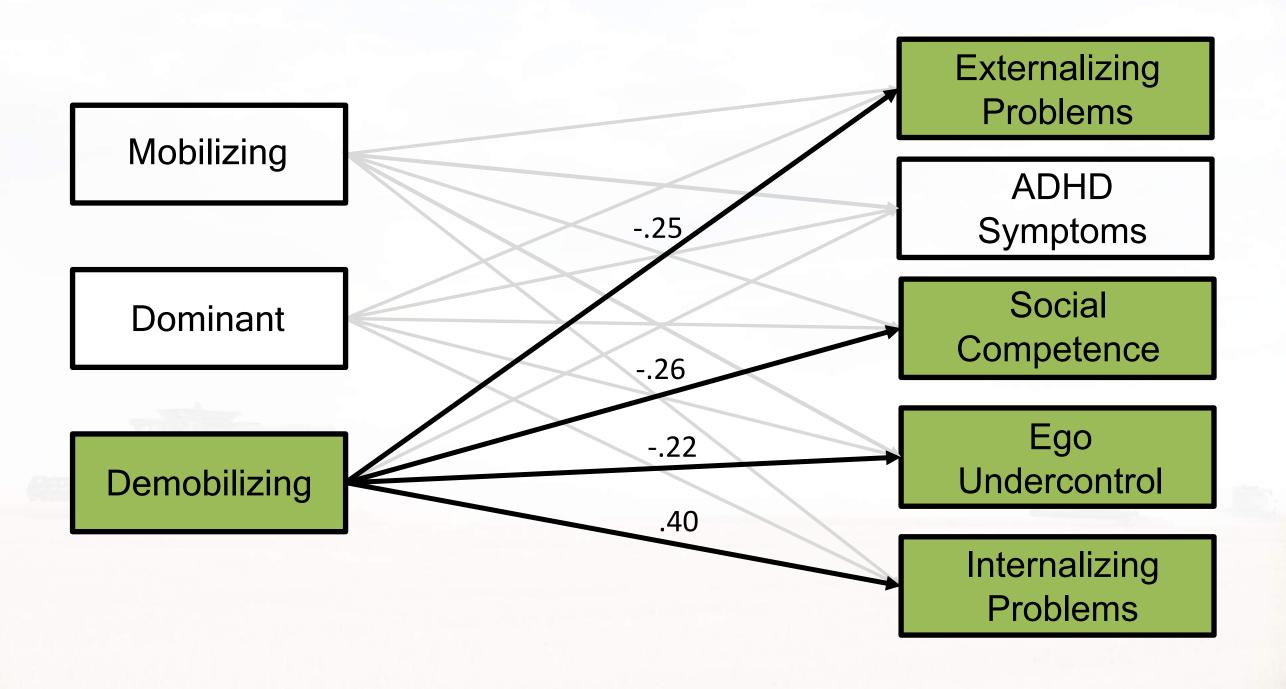
















Why might this matter?

- Theory-testing
- If we can accurately identify meaningful social defense patterns:
 - Increase precision & specificity in identifying children at risk for particular types of dysfunction

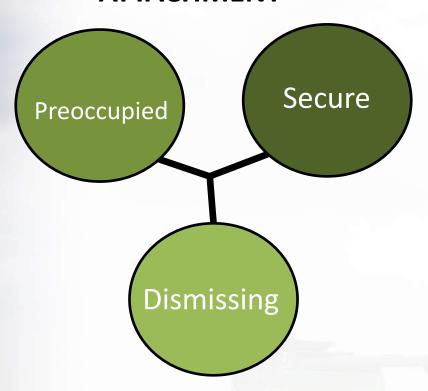




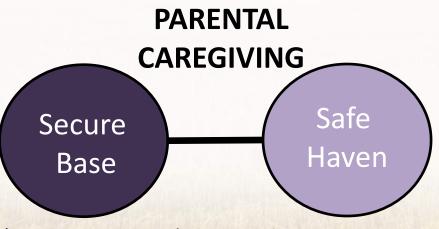


Profile-based coding

ATTACHMENT

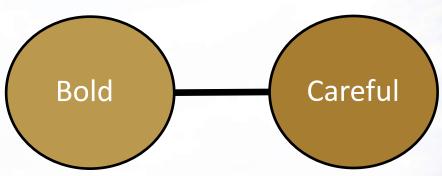


(Bakermans-Kranenburg & van IJzendoorn, 2009; Furman et al., 2002)



(Martin, Sturge-Apple, Davies, & Romero, in press; Kerns et al., 2015)

Enmeshed



TEMPERAMENT

(Korte, Koolhaas, Wingfield, & McEwen, 2005; Sturge-Apple et al., 2012)

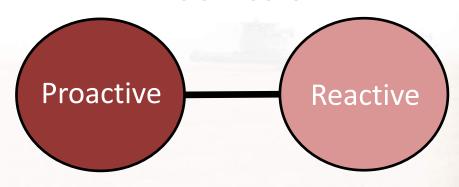
Cohesive

(Kerig, 1995; Sturge-Apple, Davies, & Cummings, 2010)

Disengaged

FAMILY SYSTEMS

AGGRESSION



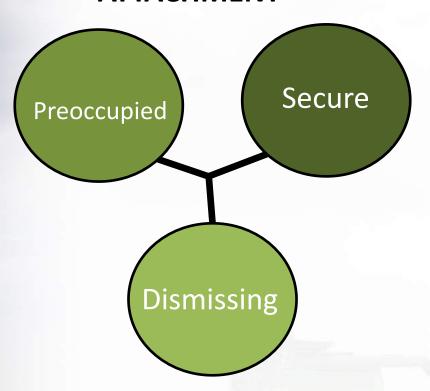
(Card & Little, 2006; Ostrov & Crick, 2007)



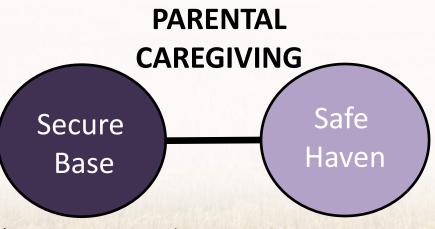


Profile-based coding

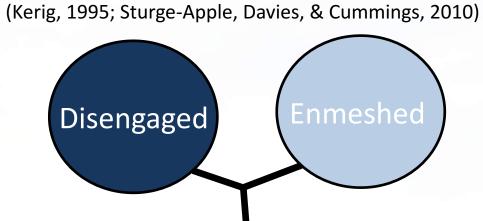
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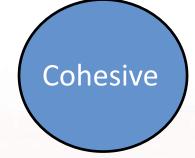


(Bakermans-Kranenburg & van IJzendoorn, 2009; Furman et al., 2002)



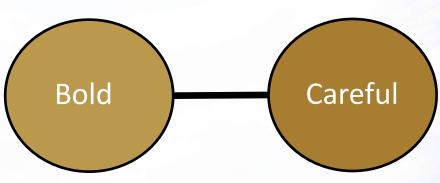
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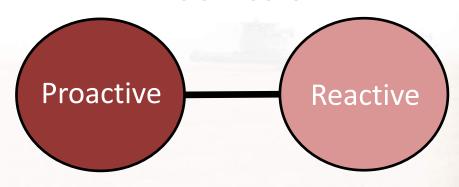
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(Korte, Koolhaas, Wingfield, & McEwen, 2005; Sturge-Apple et al., 2012)

AGGRESSION



(Card & Little, 2006; Ostrov & Crick, 2007)





Thank you!

- Patrick Davies
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