

Section A: External Emotion Ratings Acquisition Methods

Procedures

All study procedures were approved by the Institutional Review Board (IRB) at Washington University in St. Louis and verbal consent was obtained from each participant (written consent was not required per IRB guidelines for low-risk, behavioral studies). Adults were recruited using the Department of Psychological and Brain Sciences Sona recruitment system at Washington University in St. Louis and were given the option to complete the study either for pay or for course credit. Activities were completed in a conference room with the participants seated at the end of a conference room table in front of a laptop computer. This was done to ensure adequate social distancing per the COVID-19 research guidelines at the time. Both the participant and the experimenter remained masked throughout the 2-hour session. Participants completed personality and demographic questionnaires and rated two episodes of a children's TV show, once each for positive and negative content for a total of four runs of video rating.

Participants

Sample characteristics are presented in Table S1.

Table S1: Sample Characteristics

Demographics	Total N=25
Age <i>Mean±SD</i> years	20.19±1.02
Household Income <i>N (%)</i>	
\$0-\$49,0000	3 (11.5%)
\$50,000-\$99,999	2 (7.7%)
\$100,000-\$149,999	1 (3.8%)
\$150,000-\$199,999	2 (7.7%)
>\$200,000	8 (30.8%)

Do not know	10 (38.5%)
Sex <i>N male (%)</i>	5 (19.2%)
Racial Identity <i>N (%)</i>	
Black or African American	2 (7.7%)
White or European American	18 (69.2%)
Asian or Asian American	5 (19.2%)
Multiracial	1 (3.8%)
Ethnicity <i>N (%)</i>	
Hispanic/Latinx	6 (23.1%)
Not Hispanic/Latinx	19 (73.1%)
Decline to state	1 (3.8%)
<hr/>	
Affective Measures	
Adult Temperament Questionnaire <i>Mean±SD</i>	
Negative Affectivity	4.31±0.78
Extraversion/Surgency	4.66±0.86
Effortful Control	3.96±1.32
Perceptual Sensitivity	5.23±1.28
Emotion Regulation Questionnaire <i>Mean±SD</i>	
Reappraisal	4.84±0.70
Suppression	3.16±1.37
Affective Intensity Measure <i>Mean±SD</i>	
Positive Intensity	22.92±4.32
Positive Reactivity	29.20±3.95
Negative Intensity	20.08±4.26
Negative Reactivity	21.76±3.42
Total Score	136.52±10.88
Positive and Negative Affect Schedule	
Positive Scores <i>Mean±SD</i>	

Previous 2 weeks	33.24±7.26
Pre-Negative video rating	24.72±9.11
Post-Negative video rating	22.94±9.42
Pre-Positive video rating	25.66±10.52
Post-Positive video rating	23.78±10.74
Negative Scores <i>Mean±SD</i>	
Previous 2 weeks	19.28±4.93
Pre-Negative video rating	12.38±2.86
Post-Negative video rating	12.40±2.10
Pre-Positive video rating	12.42±1.96
Post-Positive video rating	11.44±1.29

Video Rating Task

Stimuli and ratings were presented using psychopy3 (Peirce et al., 2019) on a 15-inch laptop screen set approximately 15 inches away from the participant to allow for the joystick to be placed directly in front of the keyboard. The Ratings (positive first or negative first) and episode order (*My Little Pony* or *All Hail King Julien*) were counterbalanced across the sample. For the positive ratings, participants were instructed as follows:

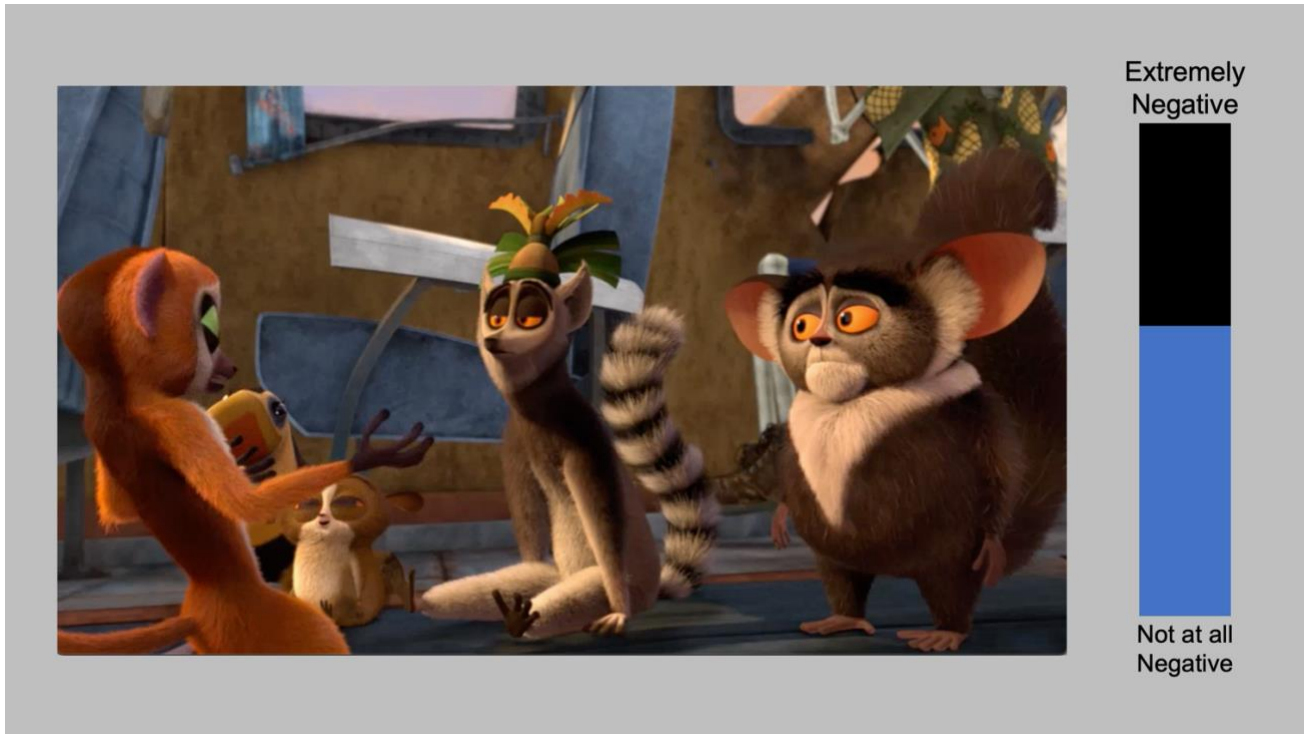
“Since these are children’s shows, positive content can include laughing, joyous, happy, or pleasant faces, music, or scenery. If a scene contains more intensely positive content, you would rate it as more positive. If a scene is more muted, you would rate it as less positive. Keep in mind that this is a children’s show, so please use the full ratings range within that context. Does that make sense? For each episode, there will be scenes at the top and bottom of the scale. The important thing is to not overthink it and to go with your first impression in that moment, keeping in mind that this is a children’s show.”

For the Negative ratings, participants were instructed as follows:

“Since these are children’s shows, negative content can include scared, sad, tense, or mean faces, music, or scenery. Maximum negative content would still be child appropriate. Keep in mind that this is a children’s show, so please use the full range within that context. Does that make sense? For each episode there will be scenes at the top and bottom of the scale. The important thing is to not overthink it and to go with your first impression in that moment, keeping in mind that this is a children’s show.”

For each rating, participants were asked to use a Logitech G Extreme 3D Pro joystick to make continuous ratings as they watched the show. By pushing the joystick away, a bar presented on the right side of the screen would increase indicating higher affective intensity. By pulling the joystick towards themselves, participants could lower the ratings bar indicating less intense emotion being displayed at that time. The screen layout during video ratings is depicted in Figure S1. Participants were given the opportunity to practice before completing the actual ratings. Importantly, participants rated either positive or negative in each pass, allowing for scenes to be rated as positive, negative, both, or neither.

Figure S1: Schematic of the video ratings task. The video played while the ratings bar on the right was on the same screen. The blue bar dynamically changed with joystick movement to depict real-time ratings. The same layout was used for the Positive ratings. Images from *All Hail King Julien* are copyright NBC Universal.



Personality Questionnaires

Scale level scores for all questionnaires are included in Table S1.

Adult Temperament Questionnaire (ATQ). The ATQ short form version 1.3 (Evans & Rothbart, 2007) is a 77-item survey in which participants rate how true each item is of them on a seven-point Likert scale (Extremely Untrue to Extremely True). The ATQ was administered and scored according to standard procedures, which includes averaging domain-specific items into 13 scales which in turn are averaged to produce 4 summary scores, Negative Affect, Effortful Control, Extraversion/Surgency, and Orienting Sensitivity. Scores for each range from 1 to 7, with higher scores indicating greater endorsement of that personality domain.

Emotion Regulation Questionnaire (ERQ). The ERQ (Gross & John, 2003) comprises ten items in which participants rate to what degree they agree or disagree with a statement using a seven-point Likert scale (Strongly Disagree to Strongly Agree). Items are summed across two subscales, Reappraisal and Suppression, which indicate to what degree individuals describe using these emotion

regulation strategies with higher scores indicating higher usage of that strategy for altering positive or negative feelings. Scores range from 6 to 42 for Reappraisal and from 4 to 28 for Suppression.

Affect Intensity Measure (AIM). The AIM (Bryant et al., 1996) is a 40-item questionnaire in which participants rate how often they react a certain way to different things in their lives using a five-point Likert scale (from Never to Always). The AIM has four subscales capturing each positive and negative reactivity and intensity. Positive Intensity scores can range from 7 to 35, positive reactivity scores can range from 8 to 40, and negative intensity and reactivity scores can each range from 6 to 30. Total scores can range from 40 to 200.

Positive and Negative Affect Schedule (PANAS). The PANAS (Crawford & Henry, 2004) is a 20-item questionnaire in which participants rate to what degree each word describes how they felt over the past two weeks using a 5-point Likert scale (Very Slightly/Not at All to Very Much). The PANAS has two subscales, Positive and Negative affect, which can each range from 10 to 50. A second version of the PANAS was administered before and after each episode rating. This version used the same items but asked participants to rate how they were feeling in that moment instead of over the previous two weeks.

Table S2: Pearson correlations between raw joystick ratings (mean, standard deviation [SD], and maximum rating) and affective questionnaire measures. Minimum ratings were not examined because the majority of participants had a minimum of zero. Correlations significant at $p < 0.05$ are bolded ($N = 25$; $r \geq |0.3961|$).

Measure	My Little Pony						All Hail King Julien					
	Positive			Negative			Positive			Negative		
	Mean	SD	Max	Mean	SD	Max	Mean	SD	Max	Mean	SD	Max
<i>Positive and Negative Affect Schedule</i>												
<i>Positive Scores</i>												
Past 2 weeks	0.01	0.07	0.21	-0.16	0.19	0.32	-0.09	0.07	0.26	-0.21	0.25	0.24
pre-negative rating	-0.12	0.41	0.78	-0.32	0.35	0.57	-0.33	0.48	0.90	-0.41	0.42	0.54
post-negative rating	0.01	0.34	0.51	0.00	0.23	0.18	-0.10	0.35	0.79	0.00	0.44	0.95
pre-positive rating	-0.05	0.71	0.26	0.19	0.80	0.39	-0.10	0.94	0.37	0.02	0.93	0.38
post-positive rating	-0.18	0.23	0.64	-0.16	0.29	0.38	-0.24	0.57	0.54	-0.18	0.58	0.47
<i>Negative Scores</i>												

Past 2 weeks	-0.02	0.27	0.13	-0.03	0.27	0.36	-0.07	0.31	0.00	-0.12	0.19	0.10
pre-negative rating	0.66	0.37	-0.13	0.91	0.13	-0.33	0.70	0.19	-0.10	0.93	0.36	0.23
post-negative rating	0.00	0.87	0.23	0.22	0.91	0.44	-0.07	0.84	0.27	-0.08	0.82	0.30
pre-positive rating	0.90	0.16	-0.19	0.91	0.07	-0.43	0.91	0.04	-0.06	0.88	0.16	0.06
post-positive rating	0.86	0.09	-0.27	0.92	0.04	-0.48	0.93	0.02	-0.16	0.89	0.10	0.01
Affective Intensity Measure												
Positive Intensity	-0.16	0.21	0.18	-0.10	0.34	0.16	-0.18	0.22	0.08	-0.25	0.29	0.15
Positive Reactivity	0.03	0.26	-0.05	-0.01	0.32	0.02	0.03	0.22	-0.04	-0.16	0.23	-0.01
Negative Intensity	0.26	0.42	0.08	0.22	0.32	0.22	0.25	0.41	-0.02	0.08	0.26	0.06
Negative Reactivity	0.05	-0.02	0.05	0.08	-0.19	0.01	0.05	-0.10	0.07	0.13	-0.01	0.40
Total Score	0.12	0.19	0.06	0.04	0.07	0.05	0.13	0.21	-0.01	-0.03	0.10	0.09
Adult Temperament Questionnaire												
Negative Affectivity	0.01	0.36	0.13	0.28	0.31	0.05	0.05	0.26	-0.06	0.10	0.09	0.20
Extraversion/Surgency	0.10	-0.24	0.20	-0.27	-0.11	0.07	0.03	-0.07	0.27	-0.19	0.00	0.00
Effortful Control	0.02	-0.27	-0.04	-0.08	-0.45	-0.13	-0.02	-0.38	-0.03	0.14	-0.14	-0.07
Perceptual Sensitivity	-0.04	0.16	0.05	0.14	0.21	0.10	-0.02	0.10	-0.05	0.13	0.30	0.04
Emotion Regulation Questionnaire												
Reappraisal	-0.37	0.04	0.25	-0.25	0.27	0.33	-0.32	0.31	0.23	-0.32	0.19	0.42
Suppression	0.13	-0.22	0.08	0.13	-0.27	-0.30	0.11	-0.25	0.13	0.19	-0.28	0.07

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Section B: Supplementary Figures and Tables

Figure S2: Low Level Video Feature Analysis for the MLP video. **A.** Plots of each of the analyzed low level video features alongside the external joystick ratings for positive and negative content. Visual features are plotted in green and audio features are plotted in purple. **B.** Pairwise correlations heatmap between each low-level video feature and each positive and negative external joystick ratings. MLP = My Little Pony Season 8 Episode 3.

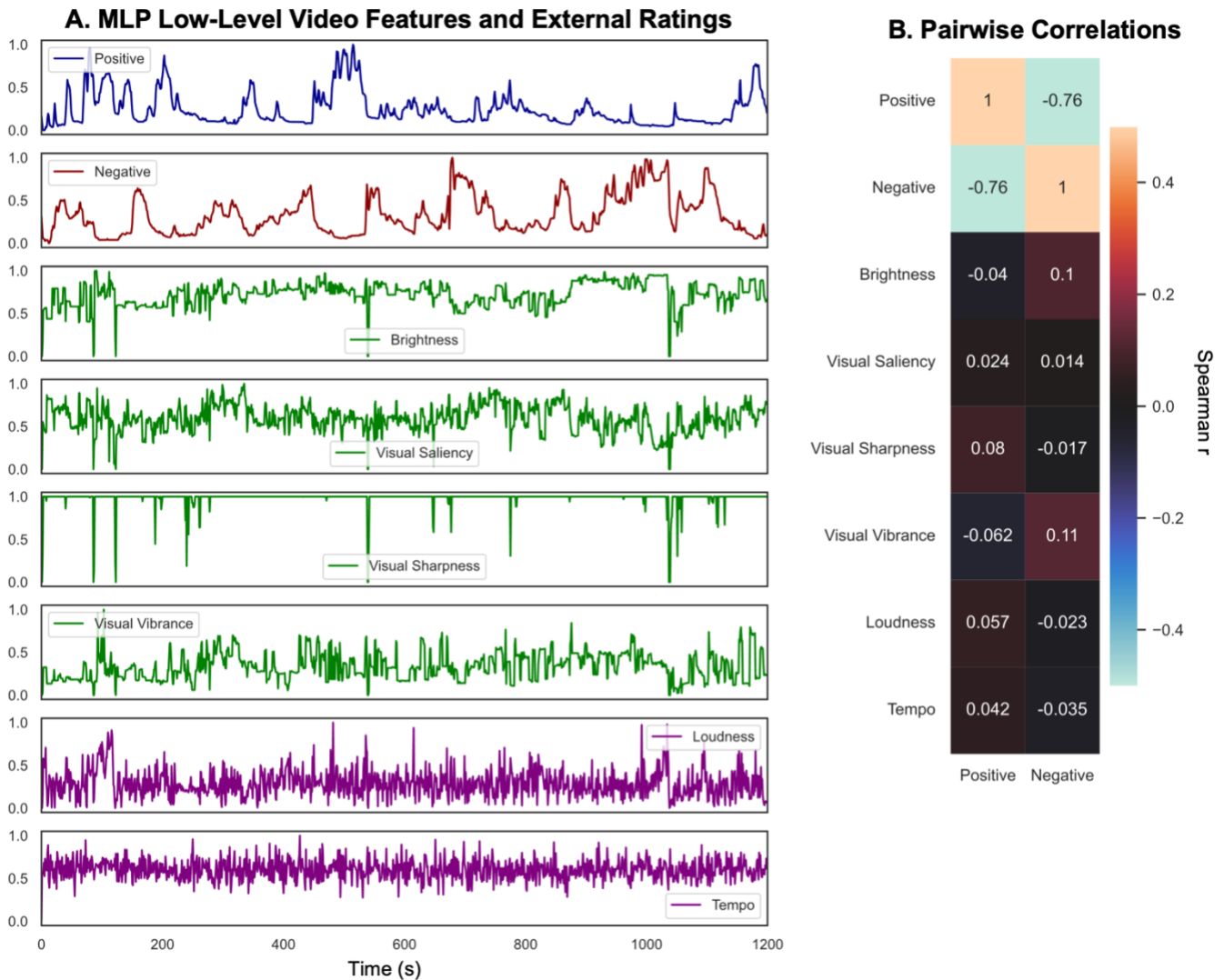


Table S3: Full accounting of each code considered for inclusion in the EmoCodes Manual. Please note that definitions were drafted for the following more complex emotions, however we have not attempted to code and therefore did not include them in the below table: hopefulness, pity/compassion/empathy, love (relational and material), admiration, contempt, disappointment, gloating, gratitude, pride, relief, resentment, satisfaction, sarcasm, and feigned positivity. Additionally, we determined that the following codes may be important for certain movies and not others and did not include them in coding for this initial validation of the EmoCodes system: presence of in-universe symbols (not standard letters or punctuation). ICC=Intraclass correlation, our metric for reliability; AHKJ = All Hail King Julien; MLP = My Little Pony; NC = not coded.

Label	Version	Definition(s)	ICC AHKJ/MLP	Inclusion/Exclusion
Time_of_day	1	Denotes if a scene occurs during daylight or night. Any visible daylight was considered “day”, including dusk and dawn.	0.99/0.89	Included
Closeup	1	If the frame is a close up on a character or object, enter 1, otherwise if it is a wide shot or larger area, enter 0.	0.14/0.13	Parameters for inclusion were made more explicit/refined and the episodes were recoded.
	2	If the frame is a closeup or a wider shot. A closeup was defined as one or two characters or objects taking up at least 50% of the screen.	0.53/0.45	Included
Num_chars	1	Total number of characters aurally or visually present. Collective characters are counted as 1.	0.89/0.75	Included
Collective	1	This code denotes if the frame includes a group of characters which	0.85/0.87	Included

		act as one for the purposes of the scene (e.g., a crowd of fans at a sporting event).		
interacting_nonverbal	1	If at least two of the present characters are interacting nonverbally (e.g., one person makes a face at another), code this as 1. Interacting in this context is defined as a minimally 2 sets of behaviors: one character says something or does a behavior, then the other character acknowledges or responds to that behavior or statement.	0.31/0.49	Removed due to low reliability and difficulty in setting explicit parameters that differed significantly from simply counting characters on the screen. Thus, we felt that number of characters could be used as a proxy for interaction since it is relatively rare in children's media to have characters on screen who aren't interacting in some way.
Interacting_verbal	1	If at least two of the present characters are interacting verbally (e.g., one speaking to another), code this as 1. Interacting in this context is defined as a minimally 2 sets of behaviors: one character says something or does a behavior, then the other character acknowledges or responds to that behavior or statement.	0.62/0.72	Removed due to low reliability for the nonverbal code and difficulty in setting explicit parameters that differed significantly from simply counting characters on the screen. We plan to revisit the interacting_* codes for inclusion in a later version of the manual.
Has_faces	1	Presence of any faces or facial features on screen.	0.71/0.73	Included
Has_body	1	Presence of any bodies or body parts on screen.	0.63/0.64	Included
Has_words	1	Presence of any written words, letters, or symbols on the screen.	0.53/0.49	Revised to exclude symbols that have in-universe meaning but are non-standard language symbols.

	2	Presence of any written words, letters, or grammatical symbols on the screen. This includes credits and title cards but does not include non-standard grammatical symbols (e.g., those with only in-universe meaning).	0.59/0.47	Included in light of how low the proportion of the video included words (and the improved overlap in the time traces between raters).
Phys_pain_other	1	Code this as a 1 if pain was caused intentionally or directly by another character. If a character accidentally initiates an event that caused pain to another character (e.g., absentmindedly throwing something that lands on another person's head), this would not be counted here (count under phys_pain_object).	0.35/0.04	Removed. Unable to reliably capture due to low occurrences (esp. in MLP). Need different stimuli to establish reliability.
Phys_pain_object	1	If a character experiences pain by any means other than intentionally by another character, code this as a 1.	0.52/0.16	Removed. Unable to reliably capture due to low occurrences (esp. in MLP). Need different stimuli to establish reliability.
Audio_intensity	1	Code 0 if there is no audible background music or sound effects to code. Code 1 for neutral, very low intensity sounds. For example: soft nature sounds, a babbling brook, a gentle carriage. Code 2 for moderately intense sounds. For example: allegro/moderately fast music dropping something without it slamming. Code 3 for high intensity sounds. For example: explosions, fast music, panting, or frenetic sound effects.	0.64/0.50	Removed due to poor reliability of the other noncharacter measures and difficulty in coding: raters noted difficulty in separating characters from the background. Noted that the utility of this code may be limited to videos that are musically-driven (e.g., Fantasia).

Audio_valence_positive	1	Code a 0 if the audio is not positive, code a 1 if the audio is positive. Remember to IGNORE the characters (both main and background/collective).	0.58/0.25	Removed due to poor reliability and difficulty in coding: raters noted difficulty in separating characters from the background. Noted that the utility of this code may be limited to videos that are musically-driven (e.g., Fantasia).
Audio_valence_negative	1	Code a 0 if the audio is not negative, code a 1 if the audio is negative. Remember to IGNORE the characters (both main and background/collective).	0.46/0.40	Removed due to poor reliability and difficulty in coding: raters noted difficulty in separating characters from the background. Noted that the utility of this code may be limited to videos that are musically-driven (e.g., Fantasia).
Visual_intensity	1	Code 0 if there are no background or lighting visible to code. Code 1 for neutral, very low intensity visuals. For example: the default visuals of nature, towns, or other settings. Code 2 for moderately intense visuals. For example: a bustling town or crowded spaces. Code 3 for high intensity visuals. For example: a building on fire or under attack, dark shadows, striking shading, a party, a parade, a concert, or other instances of highly dynamic visuals.	0.16/NC	Revised coding guidelines to include more explicit examples of how a show may communicate differences in visual intensity (operationalized as deviations from what is typical for that show).
	2	Code 0 if there are no background or lighting visible to code. Code 1 for noncharacter content that is typical of the show. For example: the default visuals of nature, towns, objects, decorations, or other settings. Code 2	0.12/0.33	Removed due to poor reliability and low expected utility, since the non-character content does not often change dramatically in the children's shows selected for EmoCodes validation. May need a full movie or other stimuli with

		for moderately different noncharacter content. For example: a modest change in the color palette, marked change in the natural scenery, or the addition of unusual objects (like dirty clothes). Code 3 for high intensity visuals. For example: a building on fire or under attack, dark shadows, striking shading, a party, a parade, a concert, or other instances of highly dynamic and atypical visuals.		dynamic non-character content to refine and validate.
Visual_valence_positive	1	Code a 0 if the visuals are not positive, code a 1 if the visuals are positive. Remember to IGNORE the characters (both main and background/collective).	0.13/NC	Refined the code definitions and the episode was recoded
	2	Code 0 for background (objects, lighting, environment, anything not a character) that is typical of the show or not positive Code 1 if the background is more positive than typical (e.g., decorations for a birthday party, more saturated happy colors, a special picnic scene) For some shows, there may be very low variability in this code if the background doesn't change much (may be 90% 0s)	0.00/0.71	Removed due to poor reliability and low expected utility, since the non-character content does not often change dramatically in the children's shows selected for EmoCodes validation. May need a full movie or other stimuli with dynamic non-character content to refine and validate.
Visual_valence_negative	1	Code a 0 if the visuals are not negative, code a 1 if the visuals are negative. Remember to IGNORE the	0.24/NC	Refined the code definitions and the episode was recoded

		characters (both main and background/collective).		
	2	Code 0 for background (objects, lighting, environment, anything not a character) that is typical of the show or not negative Code 1 if the background is more negative than typical (e.g., raining, dirty things, uncontrolled fire, darker color palette, darker lighting, duller colors) For some shows, there may be very low variability in this code if the background doesn't change much (may be 90% 0s)	0.26/0.10	Removed due to poor reliability and low expected utility, since the non-character content does not often change dramatically in the children's shows selected for EmoCodes validation. May need a full movie or other stimuli with dynamic non-character content to refine and validate.
on_screen	1	Code 1 when the character being coded is on screen or audible	0.87/0.88	included
char_intensity	1	Code 0 if that character is not present (visually or aurally) in the scene. Code 1 if the if the character is neutral or low intensity. Code 2 if the character is moderately intense. Code 3 if the character is highly aroused or intense.	0.83/0.83	included
char_valence_positive	1	If the character is overall positive, code as 1.	0.71/0.80	included
char_valence_negative	1	If the character is overall negative, code as 1.	0.73/0.78	included
c_d_self	1	If the character is privately thinking out loud, talking to themselves, or engaging in a soliloquy, code as a 1.	0.29/NC	removed due to the definition being confusing to apply to children's shows, which often depict characters talking to

		Otherwise, if there is an individual who is not the character that the emotional information is being directed to, code as 0.		inanimate objects rather than engaging in soliloquy. Can also be inferred from the number of characters on the screen.
c_d_other	1	If the character was directing emotional information to another character, code as a 1. If the character was directing information to the self or to the audience, code as 0.	0.20/NC	Revised the definition to be more specific in what behaviors constitute directing communication to another character.
	2	Same as before, with the following additional guidance: To be rated as 1, the emotional information must be clearly directed to another character as cued by eye contact, saying a character's name, facing another character, waiting for a response, and/or responding to another character.	0.37/0.36	Removed due to low reliability and low utility (it is rare for characters to be on the screen at the same time and not interacting with each other).
c_d_audience	1	If the character directed their emotions to directly to the audience, breaking the fourth wall, code as a 1.	NC/NC	Did not occur in the episodes so was not included.
c_anger_[face/body/verbal]	1	Anger: a strong feeling of annoyance, hostility, or displeasure. Anger can be provoked or unprovoked and is typically high intensity and high negative valence. Code 1 if the character's [face/body/voice] is expressing anger.	0.30-0.48/ NC	Added 2-stage process of coding each emotion (first ask "Is X emotion being expressed?" then "What modality is cuing that?").
	2	Same as before, but with the new 2 stage process of coding each emotion.	0.51-0.62/ 0.70-0.77	Included

c_fear_[face/body/verbal]	1	Fear: A negative emotion brought about by a threat to one's physical or psychological safety. Fear can come about due to actual or perceived threats and is typically characterized by high arousal as well as a flight, fight, or freezing response. Code 1 if the character's [face/body/voice] is expressing fear.	0.39-0.55/ NC	Added 2-stage process of coding each emotion (first ask "Is X emotion being expressed?" then "What modality is cuing that?").
	2	Same as before, but with the new 2 stage process of coding each emotion.	0.44-0.58/ 0.53-0.76	Included
c_sad_[face/body/verbal]	1	Sadness: A negative emotion typically brought about by unfavorable events or thoughts. Sadness can be high or low arousal. Code 1 if the character's [face/body/voice] is expressing sadness.	0.50-0.81/ NC	Added 2-stage process of coding each emotion (first ask "Is X emotion being expressed?" then "What modality is cuing that?").
	2	Same as before, but with the new 2 stage process of coding each emotion.	0.67-0.86/ 0.69-0.78	Included
c_excite_[face/body/verbal]	1	Excitement: great enthusiasm or eagerness, typically in anticipation of a desired event. Code 1 if the character's [face/body/voice] is expressing excitement.	0.44-0.55/ NC	Revised the definition to distinguish from happy in addition to adding the new 2-stage process of coding each emotion (first ask "Is X emotion being expressed?" then "What modality is cuing that?").
	2	Excitement: great enthusiasm or eagerness, typically in anticipation of a desired event. Excitement is high arousal and positive. Code 1 if the	0.56-0.67/ 0.63-0.70	Included

		character's [face/body/voice] is expressing excitement.		
c_happy_[face/body/verbal]	1	Happy: A feeling of pleasure or contentment. Code 1 if the character's [face/body/voice] is expressing happiness.	0.54-0.63/ NC	Revised the definition to distinguish from excitement in addition to adding the new 2-stage process of coding each emotion (first ask "Is X emotion being expressed?" then "What modality is cuing that?").
	2	Happy: A feeling of pleasure or contentment. To distinguish happiness from excitement, happiness in this coding scheme is a moderate to low arousal positive emotion. Code 1 if the character's [face/body/voice] is expressing happiness.	0.74-0.77/ 0.55-0.60	Included
c_disgust_[face/body/verbal]	1	Disgust: A feeling of revulsion or strong disapproval aroused by something unpleasant or offensive. Disgust can be in response to something physical (like an unpleasant smell) or in response to a situation. Code 1 if the character's [face/body/voice] is expressing disgust.	0.01-0.49/ NC	Excluded, did not occur often enough in the episodes to test reliability. Will revisit with more appropriate stimuli.
c_surprise_[face/body/verbal]	1	Surprise: A response to an unexpected event or outcome. Surprise can be positive or neutral but does not cross to negative affect (which would be fear or shock instead). Code 1 if the character's	0.03-0.18/ NC	Excluded, did not occur often enough in the episodes to test reliability. Will revisit with more appropriate stimuli.

		[face/body/voice] is expressing surprise.		
c_shame_[face/body/verbal]	1	Shame is a feeling as a result of a loss of respect, honor, or dignity as a result of something. Guilt or remorse are feelings of regret over one's actions or someone else's actions and are closely tied to shame. All three of these emotions are in the negative domain and could be low or high arousal. Code 1 if the character's [face/body/voice] is expressing shame, guilt, or remorse.	0.10-0.39/ NC	Excluded, did not occur often enough in the episodes to test reliability. Will revisit with more appropriate stimuli.
c_othpos_[face/body/verbal]	1	This coding includes instances when a character is expressing negative emotion that is not covered in other included coding explicitly.	0.11-0.11/ NC	Removed due to the definition being confusing to follow and because the code was redundant with the valence codes.
c_othneg_[face/body/verbal]	1	This coding includes instances when a character is expressing positive emotion that is not covered in other included coding explicitly.	0.14-0.20/ NC	Removed due to the definition being confusing to follow and because the code was redundant with the valence codes.