

Codebook

[Blided] evaluation.mx22

20.03.23

Code System

1 Artefact benefits/drawbacks	0
1.1 magic	1
1.2 needed torches/lamps	2
1.3 furnished the space with upholstery and billows	3
1.4 build a house	4
1.5 build a castle	2
1.6 conflicting needs	1
1.7 police station	1
1.8 hiding place	1
1.9 role-playing	1
1.10 better fitted for the gym	1
1.11 no storage space	1
1.12 shelves work better as partitions	1
1.13 not for everyday	1
1.14 not so sound proofing	1
1.15 adding other toys to them	1
1.16 useful but take up a lot of space	1
1.17 build caves	4
1.18 not well functioning	1
1.19 inconsistency	1
1.20 bulky	5
1.21 lack of space	3
1.22 noise absorbent	4
1.23 used for building	2
1.24 child reluctant/afraid to go near in the beginning	1
1.25 collapsible	1
2 Conflict	1
2.1 exclusion	2
2.1.1 preventing exit	0
2.1.1.1 imprisonment	4
2.1.2 preventing or obstructing interaction (entry/exit)	26
2.1.2.1 pulling /pushing someone out	4
2.2 designated use	0
2.2.1 undoing/correcting another child's action	5
2.3 kicking object	1
2.4 sense of ownership	25
2.4.1 trespassing	0

2.4.1.1 physical conflict	28
2.4.1.2 border protection	19
2.4.1.3 border "breach"	13
2.4.1.3.1 shaking boards	2
2.4.2 attempt at taking object from another child	2
2.4.3 throwing object at/away from child	2
3 Interaction with placemaking artefact	0
3.1 resting head on board	3
3.2 gathering connectors	17
3.3 placing object over the boards	41
3.4 placing boards around the projection arefact	1
3.5 moving board across the room	2
3.6 disconnecting the boards	1
3.7 bending over a board	7
3.8 touching the foam	3
3.9 reaching between/over the boards	5
3.10 moving connectors	34
3.11 removing connectors	13
3.12 stacking connectors	26
3.13 pushing the board	131
3.14 connecting boards together	83
3.15 lifting and carrying the boards	173
3.16 passing on / throwing object over or under board	18
4 Interaction with projection artefact	0
4.1 placing markers in a row	4
4.2 looking at projector	5
4.3 throwing on floor	1
4.4 combining boards and markers	27
4.5 giving markers to another child	1
4.6 laying down in/ next to the projection	6
4.7 jumping into projection	1
4.8 stacking markers	3
4.9 moving body/walking over the projection	10
4.10 standing in projection	13
4.11 placing object in projected area	36
4.12 sitting on projection	16
4.13 moving hand over projection	11
4.14 touching markers	41
4.15 moving markers around	97
4.16 touching projection	7

5 Modality	1
5.1 bodily manipulation of an object	0
5.1.1 fine motoric movement	0
5.1.1.1 interaction using hands	765
5.1.2 gross motoric movement	0
5.1.3 interacting using feet	0
5.2 taste	1
5.3 bodily motion in space	181
5.3.1 motion on the floor	0
5.3.2 around an artefact	0
5.3.2.1 reaching or bending over	0
5.4 vision	89
6 Bodily interaction	0
6.1 reaching	1
6.2 bending over	1
6.3 rolling on the floor	3
6.4 sitting on or next to artefact	15
6.5 crawling	9
6.6 lying on the floor	7
6.7 physical gestures	0
6.8 bodily motion around an artefact	0
6.9 tapping	2
6.10 pointing to artefact	8
6.11 shape exploration	3
6.12 walk around	5
6.13 licking	1
6.14 kicking	1
6.15 placing on the floor	63
6.16 attempt to move	1
6.17 dancing	2
6.18 shielding	7
6.19 squeezing through	9
6.20 holding and placing	173
6.21 pushing	248
6.22 lifting, carrying and placing	64
6.23 finger- or hand-tracing	5
6.24 observing	82
6.25 throwing	8
6.26 holding onto artefact	132
6.27 rubbing on body	2

6.28 placing on body	4
6.29 exploring action and effect	29
6.30 using fingers to press	88
6.31 picking up and holding	42
6.32 waving at	4
7 Artefact role	1
7.1 passage	1
7.2 weight	3
7.3 personification	5
7.4 valuable	32
7.5 scaffolding for play	60
7.6 hideout	37
7.7 building blocks	11
7.8 reinforcement	40
7.9 divider/ wall	326
7.10 support	87
7.11 switch	85
7.12 aid	2
7.13 door	196
7.14 border indicator	114
7.15 area creation/indication/expansion	172
7.16 decoration	45
7.17 unknown	39
7.18 obstacle	27
7.19 toy	112
7.20 furniture	13
7.21 threshold crossing	23
7.22 centerpiece	11
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8.1 inclusion	0
8.1.1 collaborating	57
8.1.1.1 cleaning up	3
8.1.1.2 chatting	9
8.1.2 forming groups	4
8.1.3 allowing entry	2
8.2 expressing values and affection	0
8.2.1 righteousness	0
8.2.1.1 designated use	0
8.2.2 observing others	35
8.2.3 curiosity	0

8.2.3.1 gather around	4
8.2.4 generosity	0
8.2.4.1 giving object to another	8
8.2.4.2 exchanging objects	1
8.2.5 affection	0
8.2.5.1 soothing child	1
8.2.5.2 hugging	3
8.3 placemaking actions	0
8.3.1 "stealing" from one group to another	3
8.3.2 creating areas for retreat	0
8.3.2.1 hiding	2
8.3.2.2 nesting	34
8.4 playfulness	0
8.4.1 teasing	2
8.4.1.1 placing object onto another child	1
8.4.2 playing on floor	4
8.4.3 pretend-play	14
8.4.3.1 hierarchy	1
8.4.4 chasing others	1
8.4.5 running around	4
8.4.6 mimicking	36
8.5 calling for attention	9
8.5.1 waving	1
8.5.2 showing to other child/adult	12

1 Artefact benefits/drawbacks

1.1 Artefact benefits/drawbacks >> magic

1.2 Artefact benefits/drawbacks >> needed torches/lamps

1.3 Artefact benefits/drawbacks >> furnished the space with upholstery and billows

1.4 Artefact benefits/drawbacks >> build a house

1.5 Artefact benefits/drawbacks >> build a castle

1.6 Artefact benefits/drawbacks >> conflicting needs

1.7 Artefact benefits/drawbacks >> police station

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1.21 Artefact benefits/drawbacks >> lack of space

1.22 Artefact benefits/drawbacks >> noise absorbent

1.23 Artefact benefits/drawbacks >> used for building

1.24 Artefact benefits/drawbacks >> child reluctant/afraid to go near in the beginning

1.25 Artefact benefits/drawbacks >> collapsible

2 Conflict

cues indicating any conflict among the children

2.1 Conflict >> exclusion

2.1.1 Conflict >> exclusion >> preventing exit

2.1.1.1 Conflict >> exclusion >> preventing exit >> imprisonment

2.1.2 Conflict >> exclusion >> preventing or obstructing interaction (entry/exit)

cues where a child stops, prevents or obstructs other children's interaction(s) with the artefact

2.1.2.1 Conflict >> exclusion >> preventing or obstructing interaction (entry/exit) >> pulling /pushing someone out

2.2 Conflict >> designated use

2.2.1 Conflict >> designated use >> undoing/correcting another child's action

2.3 Conflict >> kicking object

2.4 Conflict >> sense of ownership

2.4.1 Conflict >> sense of ownership >> trespassing

2.4.1.1 Conflict >> sense of ownership >> trespassing >> physical conflict

2.4.1.2 Conflict >> sense of ownership >> trespassing >> border protection

2.4.1.3 Conflict >> sense of ownership >> trespassing >> border "breach"

2.4.1.3.1 Conflict >> sense of ownership >> trespassing >> border "breach" >> shaking boards

2.4.2 Conflict >> sense of ownership >> attempt at taking object from another child

2.4.3 Conflict >> sense of ownership >> throwing object at/away from child

3 Interaction with placemaking artefact

3.1 Interaction with placemaking artefact >> resting head on board

3.2 Interaction with placemaking artefact >> gathering connectors

3.3 Interaction with placemaking artefact >> placing object over the boards

3.4 Interaction with placemaking artefact >> placing boards around the projection arefact

3.5 Interaction with placemaking artefact >> moving board across the room

3.6 Interaction with placemaking artefact >> disconnecting the boards

3.7 Interaction with placemaking artefact >> bending over a board

3.8 Interaction with placemaking artefact >> touching the foam

3.9 Interaction with placemaking artefact >> reaching between/over the boards

3.10 Interaction with placemaking artefact >> moving connectors

3.11 Interaction with placemaking artefact >> removing connectors

3.12 Interaction with placemaking artefact >> stacking connectors

3.13 Interaction with placemaking artefact >> pushing the board

3.14 Interaction with placemaking artefact >> connecting boards together

3.15 Interaction with placemaking artefact >> lifting and carrying the boards

3.16 Interaction with placemaking artefact >> passing on / throwing object over or under board

4 Interaction with projection artefact

4.1 Interaction with projection artefact >> placing markers in a row

4.2 Interaction with projection artefact >> looking at projector

4.3 Interaction with projection artefact >> throwing on floor

4.4 Interaction with projection artefact >> combining boards and markers

4.5 Interaction with projection artefact >> giving markers to another child

4.6 Interaction with projection artefact >> laying down in/ next to the projection

4.7 Interaction with projection artefact >> jumping into projection

4.8 Interaction with projection artefact >> stacking markers

4.9 Interaction with projection artefact >> moving body/walking over the projection

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4.11 Interaction with projection artefact >> placing object in projected area

4.12 Interaction with projection artefact >> sitting on projection

4.13 Interaction with projection artefact >> moving hand over projection

4.14 Interaction with projection artefact >> touching markers

4.15 Interaction with projection artefact >> moving markers around

4.16 Interaction with projection artefact >> touching projection

5 Modality

With what modality do children interact with the artefact

5.1 Modality >> bodily manipulation of an object

5.1.1 Modality >> bodily manipulation of an object >> fine motoric movement

5.1.1.1 Modality >> bodily manipulation of an object >> fine motoric movement >> interaction using hands

any action that has to do with tactile interaction

5.1.2 Modality >> bodily manipulation of an object >> gross motoric movement

5.1.3 Modality >> bodily manipulation of an object >> interacting using feet

5.2 Modality >> taste

5.3 Modality >> bodily motion in space

moving one's body about in space

5.3.1 Modality >> bodily motion in space >> motion on the floor

5.3.2 Modality >> bodily motion in space >> around an artefact

5.3.2.1 Modality >> bodily motion in space >> around an artefact >> reaching or bending over

5.4 Modality >> vision

any time children look at the artefact

6 Bodily interaction

any cue relevant to bodily movement or interaction

6.1 Bodily interaction >> reaching

6.2 Bodily interaction >> bending over

6.3 Bodily interaction >> rolling on the floor

6.4 Bodily interaction >> sitting on or next to artefact

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Merged with code Bodily interaction > sitting > sitting on artefact

6.5 Bodily interaction >> crawling

6.6 Bodily interaction >> lying on the floor

6.7 Bodily interaction >> physical gestures

6.8 Bodily interaction >> bodily motion around an artefact

6.9 Bodily interaction >> tapping

6.10 Bodily interaction >> pointing to artefact

any time evhildren point to or call for attention to the artefact

6.11 Bodily interaction >> shape exploration

6.12 Bodily interaction >> walk around

6.13 Bodily interaction >> licking

6.14 Bodily interaction >> kicking

6.15 Bodily interaction >> placing on the floor

6.16 Bodily interaction >> attempt to move

6.17 Bodily interaction >> dancing

6.18 Bodily interaction >> shielding

6.19 Bodily interaction >> squeezing through

6.20 Bodily interaction >> holding and placing

6.21 Bodily interaction >> pushing

6.22 Bodily interaction >> lifting, carrying and placing

6.23 Bodily interaction >> finger- or hand-tracing

6.24 Bodily interaction >> observing

6.25 Bodily interaction >> throwing

6.26 Bodily interaction >> holding onto artefact

6.27 Bodily interaction >> rubbing on body

6.28 Bodily interaction >> placing on body

6.29 Bodily interaction >> exploring action and effect

6.30 Bodily interaction >> using fingers to press

6.31 Bodily interaction >> picking up and holding

6.32 Bodily interaction >> waving at

7 Artefact role

Any code that has to do with the artefact's changing role

7.1 Artefact role >> passage

7.2 Artefact role >> weight

7.3 Artefact role >> personification

7.4 Artefact role >> valuable

7.5 Artefact role >> scaffolding for play

7.6 Artefact role >> hideout

7.7 Artefact role >> building blocks

7.8 Artefact role >> reinforcement

7.9 Artefact role >> divider/ wall

7.10 Artefact role >> support

7.11 Artefact role >> switch

7.12 Artefact role >> aid

7.13 Artefact role >> door

7.14 Artefact role >> border indicator

7.15 Artefact role >> area creation/indication/expansion

7.16 Artefact role >> decoration

7.17 Artefact role >> unknown

code marking cues where we don't know the assigned role of the artefact

7.18 Artefact role >> obstacle

7.19 Artefact role >> toy

7.20 Artefact role >> furniture

7.21 Artefact role >> threshold crossing

7.22 Artefact role >> centerpiece

artefact perceived as a centerpiece of action

8 Social Interaction

codes referring to social cues among children

8.1 Social Interaction >> inclusion

8.1.1 Social Interaction >> inclusion >> collaborating

8.1.1.1 Social Interaction >> inclusion >> collaborating >> cleaning up

8.1.1.2 Social Interaction >> inclusion >> collaborating >> chatting

8.1.2 Social Interaction >> inclusion >> forming groups

8.1.3 Social Interaction >> inclusion >> allowing entry

8.2 Social Interaction >> expressing values and affection

8.2.1 Social Interaction >> expressing values and affection >> righteousness

8.2.1.1 Social Interaction >> expressing values and affection >> righteousness >> designated use

8.2.2 Social Interaction >> expressing values and affection >> observing others

8.2.3 Social Interaction >> expressing values and affection >> curiosity

8.2.3.1 Social Interaction >> expressing values and affection >> curiosity >> gather around

8.2.4 Social Interaction >> expressing values and affection >> generosity

8.2.4.1 Social Interaction >> expressing values and affection >> generosity >> giving object to another

8.2.4.2 Social Interaction >> expressing values and affection >> generosity >> exchanging objects

8.2.5 Social Interaction >> expressing values and affection >> affection

8.2.5.1 Social Interaction >> expressing values and affection >> affection >> soothing child

8.2.5.2 Social Interaction >> expressing values and affection >> affection >> hugging

8.3 Social Interaction >> placemaking actions

8.3.1 Social Interaction >> placemaking actions >> "stealing" from one group to another

8.3.2 Social Interaction >> placemaking actions >> creating areas for retreat

8.3.2.1 Social Interaction >> placemaking actions >> creating areas for retreat >> hiding

8.3.2.2 Social Interaction >> placemaking actions >> creating areas for retreat >> nesting

8.4 Social Interaction >> playfulness

8.4.1 Social Interaction >> playfulness >> teasing

8.4.1.1 Social Interaction >> playfulness >> teasing >> placing object onto another child

8.4.2 Social Interaction >> playfulness >> playing on floor

8.4.3 Social Interaction >> playfulness >> pretend-play

8.4.3.1 Social Interaction >> playfulness >> pretend-play >> hierarchy

children make use of a social hierarchy in their actions

8.4.4 Social Interaction >> playfulness >> chasing others

8.4.5 Social Interaction >> playfulness >> running around

8.4.6 Social Interaction >> playfulness >> mimicking

children performing the same activity or mimicking each other

8.5 Social Interaction >> calling for attention

cues related to children calling for others' attention

8.5.1 Social Interaction >> calling for attention >> waving

8.5.2 Social Interaction >> calling for attention >> showing to other child/adult