

Code Book for Visitors & Residents Interview Transcripts

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This code book was developed from the emerging themes of the Digital Visitors and Residents (V&R) project semi-structured interview transcripts.

I. Place

A. Internet

1. Search engine
 - a. Google
 - b. Yahoo
2. Social Media
 - a. FaceBook
 - b. Twitter
 - c. You Tube
 - d. Flickr/image sharing
 - e. Blogging

B. Library

1. Academic
2. Public
3. School (K-12)

C. Home

D. School, classroom, computer lab

E. Other

II. Sources

A. Human

1. Mother
2. Father
3. Extended family (siblings, cousins, relatives, children, spouses)
4. Experts/Professionals
5. Friends/Colleagues ('mates')
6. Teachers/Professors
7. Peers (school, university colleagues but not 'friends')
8. Librarians

9. Other

B. Digital

1. E-books

2. Online textbooks

3. Databases

4. Websites

a. Discovery Channel

b. Textbook Sites

c. University databases

d. Major media sites (includes newspaper and news sites)

e. Non-English Language

f. Dictionary

g. Wikipedia

h. University Websites (not databases)

i. Music Websites

j. Fan Websites

k. iplayer/television programmes

l. Retail websites

m. Exam board sites (UK)

n. Syllabus- and discipline-based sites (includes non-academic help sites)

o. iTunesU

p. Photo websites

q. Other (includes digital music, digital photos – not online)

5. VLEs, CMSs

a. Moodle

b. Blackboard

c. Institutional

d. Not specified

e. Other

C. Physical

1. Books

2. Notes

III. Tools

A. Technology

1. Computers

a. Desktops

- b. Laptops
 - c. Mac
 - d. PC
 - 2. Mobile
 - a. Phones
 - i. Smart Phones
 - x. Android
 - y. iPhone
 - z. Blackberry
 - ii. Cell/Mobile Phones (not-smart)
 - b. Media Player
 - 3. Tablets
 - a. iPads
 - b. Other Tablets (Kindles, e-readers)
 - 4. Games/Consoles
 - 5. Other
- B. Software
 - 1. Word processing software
 - 2. Presentation software
 - 3. Audio and video editing software
 - 4. Image and photographic editing software (including CAD and other drafting software)
 - 5. Organisational software
 - 6. Other
- C. Print/pen/paper
 - 1. Organizers/Planners/Diaries
 - 2. Handwritten notes, assignment preparation

IV. Agency

- A. Evaluation
 - 1. Satisfice
 - 2. Reject
 - 3. Accept
- B. Decision/Choice
 - 1. Convenience/ease of use/accessible
 - 2. Familiarity
 - 3. Repetition
 - 4. Relevance

5. Authority/Legitimacy
6. Available Time
7. Speed
8. Privacy
9. Safety, security
 - a. Caution
 - b. Confidence
10. Multitasking
11. Browsing
12. Searching (Clearly stated by informants that they are actively looking for information)
13. Currency
14. Fun, enjoyment
15. Addiction
16. Distraction
17. Time wasting
18. Quantity
19. Reliability
20. Avoidance (choosing online as a way to avoid real-life activities)

C. Motivation

1. Create
2. Collaborate (helping others)
3. Connection; sharing with others
4. Put in public domain
 - a. Self promotion
 - b. Share practice
 - c. Self disclosure
5. Extrinsic (externally motivated)
6. Intrinsic (internally, self motivated)
7. Lazy (No motivation; choosing not to do things or to use sources)
8. Organization

V. Situation/context

- A. Personal
- B. Professional/Academic
- C. Societies/Clubs/Organizations/Churches (Not academic clubs or societies, use VB for academic clubs or societies)
- D. Immediacy

E. Public/Private

F. Leisure/Fun

VI. Juicy Quotes

VII. Contact

A. Face-to-Face

B. Phone Call

C. Video chat

D. IM/Chat

E. Texting

F. Private messaging (e.g. email through SN sites)

G. Commenting

H. Media posting

I. Visible messaging

J. Letters (Post/Mail)

K. Email (e.g. Outlook, Hotmail or Thunderbird)

VIII. Technology Ownership

A. Individual

B. Family

C. Institutional

D. Rented

IX. Network used

A. Institutional wifi or cabled

B. Mobile internet

C. Home