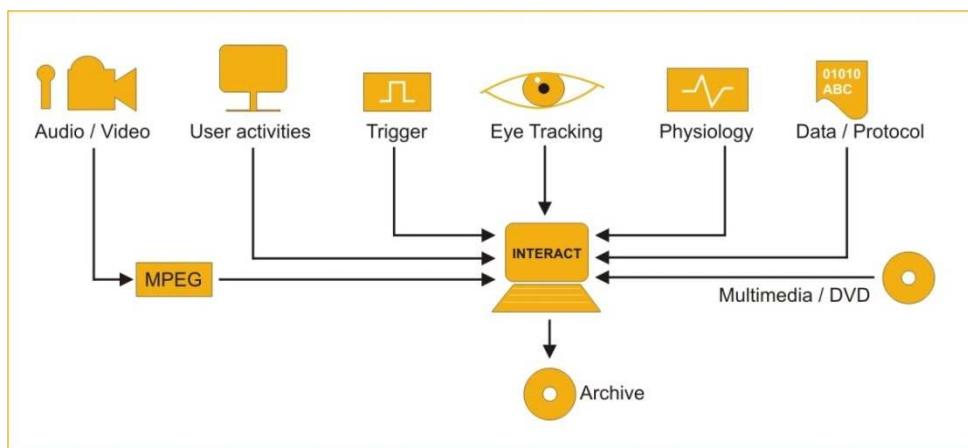
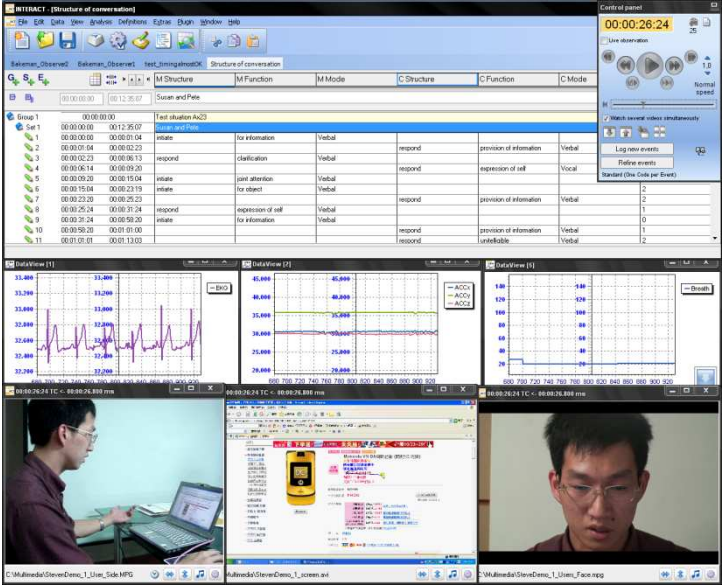


# interact<sup>9</sup>

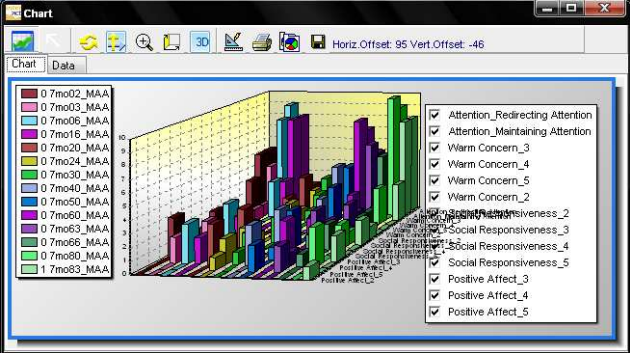
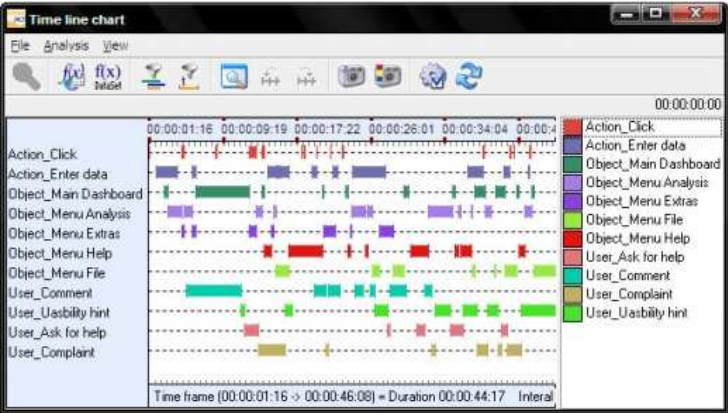
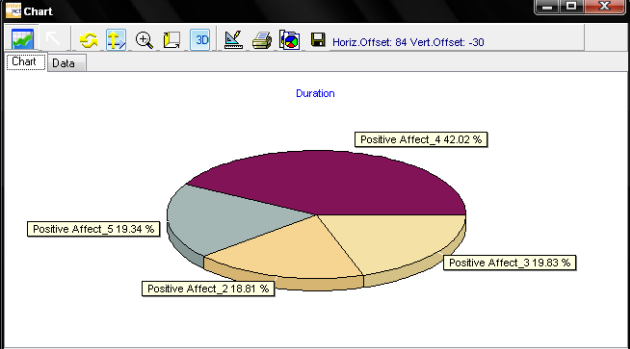


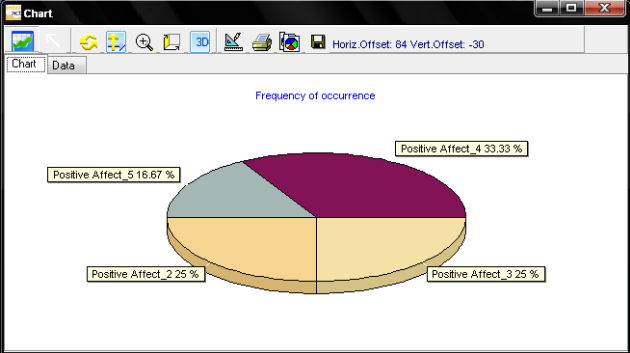
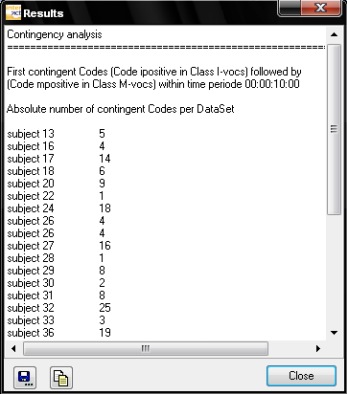
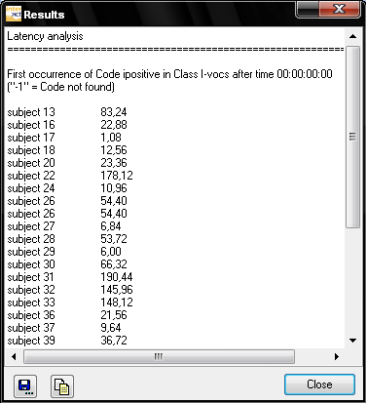
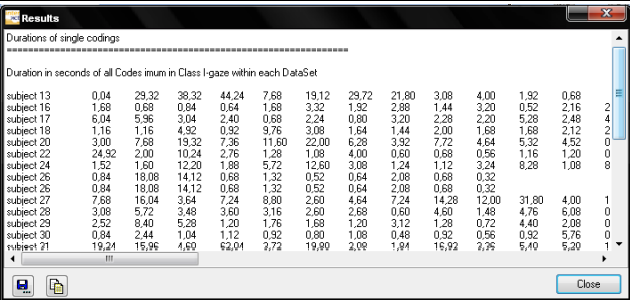
INTERACT functional differences	Light	Basic	Professional	Premium
<p>INTERACT offers a vast amount of functionalities, of which the following table shows the major features and differences between the available versions</p>				
<p><b>Philosophy of the system</b></p>				
 <p>Offers a platform for integrating data from video cameras, audio files, data acquisition systems and event logging tools.</p>	✓	✓	✓	✓
<p>Completely method independent. No predefined behavioral codes or classes. Use your own individual observation methods and coding systems!</p>	✓	✓	✓	✓
<p>Work as with “paper and pencil”. E.g. record any free text, behavioral codes or annotations whichever way you want and at any time during the coding process.</p>	✓	✓	✓	✓
<p>Organize data in an intuitive and unlimited* structure of codes (nominal and numerical). Any number of codes can be assigned to any point or period in time of a multimedia file (audio and video files)</p>	✓	✓	✓	✓

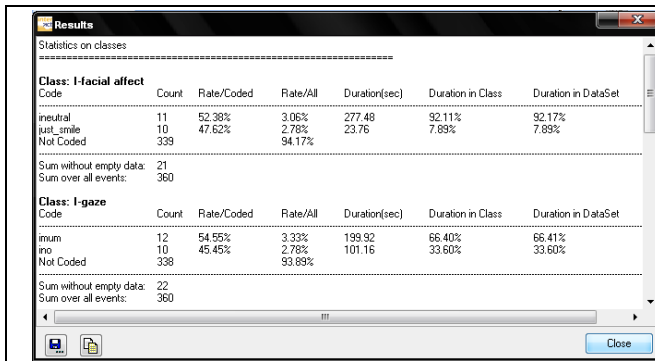
Data logging				
<p>Coding of audio/video files at various playback speeds</p>	✓	✓	✓	✓
<p>Use event sampling method (“something happens at a time or in a time interval”)</p>	✓	✓	✓	✓
<p>Use time sampling method (“what happens in a pre-defined time interval”)</p>	✓	✓	✓	✓
<p>Mix event sampling and time sampling at any time during any observation</p>	✓	✓	✓	✓

session				
Record events with onset (start time) and offset (end time)	✓	✓	✓	✓
Record events with only one point in time (onset = offset)	✓	✓	✓	✓
Record events while keeping a key pressed down during the observed behavior	✓	✓	✓	✓
Record events while pressing a key for the start and the end time of the observed behavior (keeps your fingers free)	✓	✓	✓	✓
Use the mouse instead of the computer's keys to log events	✓	✓	✓	✓
Use a touch panel system (e.g. a convertible laptop w/o keyboard) to log events	✓	✓	✓	✓
Record different events simultaneously! (e.g. someone talking, while someone is entering the room etc.)	✓	✓	✓	✓
Enter behavioral codes as "free text" or assign pre defined codes to an event	✓	✓	✓	✓
Number of codes that can be "linked" to any point in time of the video(s)	<b>Unlimited*</b>			
Assign several independent codes at a time with a single(!) coding command	✓	✓	✓	✓
The sort order of time code values and events is completely free and not regulated by any restrictions. Thus moving forward and backward in the audio/video files while logging events is easily possible.	✓	✓	✓	✓
Any data can be recorded at any time and at any position in the coding document	✓	✓	✓	✓
<b>Annotations</b>				
Amount of textual annotations that can be "linked" to any point in time of the audio/video files	<b>Unlimited*</b>			
Assign multimedia files (text documents, videos, pictures) to any event for further description of that event	✓	✓	✓	✓
<b>Coding Systems</b>				
Organize behavioral codes in classes and coding schemes	✓	✓	✓	✓
Length of each individual code and class identifier	<b>Unlimited*</b>			
Save behavioral code and class definitions and their computer keyboard assignments in individual files to have them accessible at your fingertips at any time	✓	✓	✓	✓
Hand out coding schemas easily to any other INTERACT user by simply sharing those definition files without the need of complicated exports or imports or any kind of project configurations.	✓	✓	✓	✓
Size and complexity of each single(!) coding system in terms of number of codes and classes. (Multi-dimensional and hierarchical coding systems can be created easily)	<b>Unlimited*</b>			
Mutual exclusivity of codes can be defined not only within classes but also among classes. Thus each code can have multiple exclusivities with other codes from other classes.	✓	✓	✓	✓
Re-using coding schemas in different projects. (Recorded data is not affected by coding schema changes, which is a high usability advantage in multi-user environment and allows re-using coding schemas for different projects)	✓	✓	✓	✓

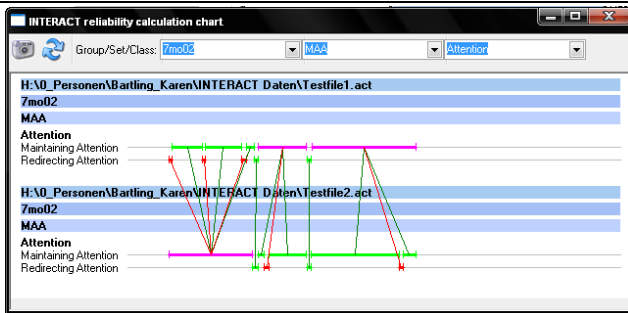
<b>Document handling</b>				
Due to the intelligent data storage of INTERACT, data filtering is very intuitive by selecting the relevant data sets and applying filter on codes. Those filters can be stored and retrieved at any time.	✓	✓	✓	✓
The intelligent way of data storage and organization within INTERACT allows for creating any data extract based on time or coding values. Those extracts can be saved to individual data sheets for further processing or sharing among different users.	✓	✓	✓	✓
Share coding files easily by handing out those files to other users without the need of complicated exports or imports or any kind of project configurations. Thus multiple users can easily work together in project teams simply by sharing files and editing or adding codes and transcripts to already existing coding documents at any time.	✓	✓	✓	✓
INTERACT has an automatic time based back-up functionality and will open any back-up file after an unlikely program crash automatically	✓	✓	✓	✓
Attach independent variables to groups of coded data	✓	✓	✓	✓
Automatically inherit independent variables from parent data elements	✓	✓	✓	✓
Search operations to find time codes, behavioral codes or text in annotations and jump directly to the associated video scene	✓	✓	✓	✓
Edit and correct time code values of recorded events in the coding document whenever you want	✓	✓	✓	✓
Edit and correct behavioral codes of recorded events at any time	✓	✓	✓	✓
Edit and correct annotations of recorded events at any time	✓	✓	✓	✓
Hierarchical organization of events and grouping into logical units	✓	✓	✓	✓
Print coding documents in a well defined and easily readable format	✓	✓	✓	✓
<b>Multimedia Control</b>				
Supported video formats: MPEG-1, MPEG-2, MPEG-4, DivX, XviD, AVI and some more that can be played through Window's multimedia system	✓	✓	✓	✓
Integrated native Quicktime Movie player to play *.MOV files	✓	✓	✓	✓
Number of audio/video files that can be opened simultaneously and played in sync.	<b>Unlimited*</b>			
Video from Digital and analog Camcorders can be used	✓	✓	✓	✓
Select any interesting event and let the software wind the video to the associated video sequence by a simple mouse double click	✓	✓	✓	✓
Accuracy up to one single video frame	✓	✓	✓	✓
<b>Statistics &amp; Analysis</b>				

 <p>A variety of powerful descriptive statistics included (frequencies, duration, percentages, median, variance etc.) Export statistical values easily with copy &amp; paste or save to CSV files.</p>		✓	✓	✓
 <p>Graphical representation of coded data</p>		✓	✓	✓
<p>Restrict statistical calculations to groups of events</p>		✓	✓	✓
<p>Restrict statistical calculations to individual time frames</p>		✓	✓	✓
<p>Restrict statistical calculations to independent variables</p>		✓	✓	✓
<p>All data with a granularity down to single video frame!</p>		✓	✓	✓
 <p>Duration of codes charts</p>		✓	✓	✓

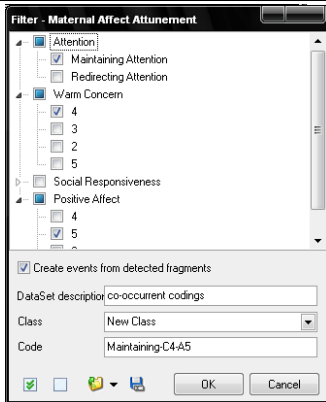
 <p>Frequency of occurrence charts</p>		✓	✓	✓
 <p>Contingency analysis report</p>		✓	✓	✓
 <p>Latency analysis report</p>		✓	✓	✓
 <p>Duration of single codes report</p>		✓	✓	✓



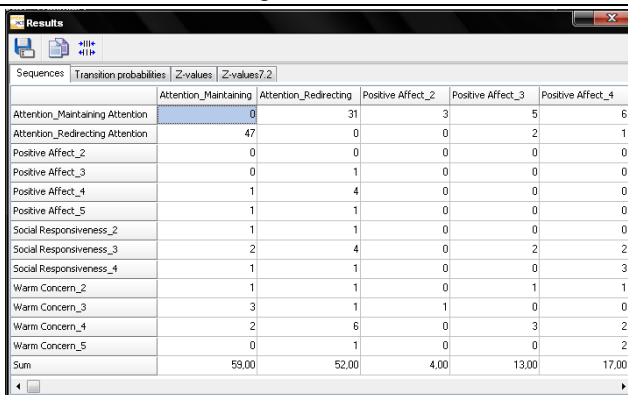
Statistics on coding system classes



Inter-Rater-Reliability reports and graphical representation of results

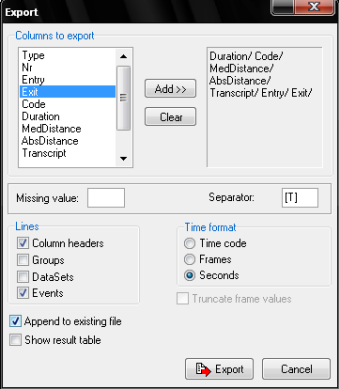
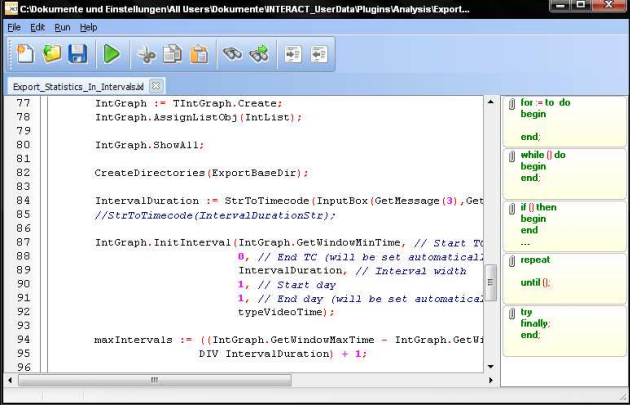



Very powerful automatic data analysis and creation of new events based on co-occurrent codings



Integrated sequence analysis functionality

**Export**

 <p>Export all coding document data in an individual way, using a customizable export format</p>		✓	✓	✓
<p>Export annotations in a special "transcript format"</p>		✓	✓	✓
<p>All INTERACT data files are stored in an easy to read ASCII data format and thus can be opened with any text editor or imported into any program that allows reading ASCII data (Microsoft Excel, Word, Notepad...)</p>	✓	✓	✓	✓
<b>Plug-In Technology for Unlimited Functionality and Analysis Power</b>				
 <p>INTERACT offers an integrated programming language that allows users to develop their own individual data import/export and analysis routines. Those can be shared among different users easily and are available at the user's fingertip right from the main menu.</p>		✓	✓	✓
<b>Video Editing</b>				
 <p>Create highlight videos based on your coding automatically using the HighlightMovieCreator add-on module</p>		✓	✓	

Sensor Data Integration				
<p>The screenshot shows four DataView windows. The top-left window displays EDA data with values ranging from 38,000 to 40,000. The top-right window shows Breath data with values from 50 to 150. The bottom-left window displays EKG data with values from 32,200 to 33,400. The bottom-right window shows ACCy data with values from 28,000 to 45,000. Below the plots is a table with columns: Frame, EKG, ACCk, ACCy, ACCz, EMG, HFA, Breath, HF, EDA, and Marker. The table contains data for frames 7163 through 86226.</p>				✓
<p>Display any kind of external acquired data in sync to your video recordings by using the DataView add-on module the add on module</p>				
Pattern Analysis				
<p>The screenshot shows the p.a.t.t.e.r.n. software interface. On the left, there is a dendrogram representing hierarchical clustering of data points. On the right, there is a list of 'Hidden clusters' with six levels. Each level is labeled 'Level: X Relation stre' and contains a list of data points with the label '[Attention_Maintaining Attentic]'. The x-axis of the dendrogram ranges from 0.0 to 12.0.</p>				✓
<p>Find hidden patterns in your data by using the p.a.t.t.e.r.n. add-on module</p>				

\*) the only limitation is the power of the computer system and restrictions of the operating system including but not limited to e.g. 64,000 characters per single code or per single annotation

Changes to this document and to the functionality of the described computer programs may apply at any time. Mistakes reserve.