F.EX
A Coding Scheme for Folk Explanations of Behavior

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(In the third digit, the type of agent CHR involved in the interaction is coded, such as 231, 235, 237.)
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Cause Explanations [1]

**Rule:**
If the explained behavior is unintentional, the explanation is a cause explanation. Such explanations mention the factors that caused the unintentional behavior. For example: “Anne was yawning during the lecture because she hadn’t gotten enough sleep.”

**Comments:**
- Whether the behavior is unintentional or not must be decided from the perspective of the explainer. If the coder would judge a given behavior as intentional but the explainer’s utterance and/or the context suggest that the explainer considered the behavior unintentional, the explanation is a cause explanation.
- Cause explanations are “mechanical” explanations, following straightforward physical or psychological regularities (e.g., stimuli cause sensations, other people cause emotions, traits influence behavior). A mechanical cause brings about the behavior without intervention of the agent's intention or will (and sometimes against the agent's will).
- Cause explanations never indicate the purpose of a behavior; in fact, cause explanations imply that the behavior had no particular purpose — it happened unintentionally, brought about by certain causes. Therefore it does not make sense to ask “What for?” to elicit a cause explanation (e.g., “Anne was in a great mood this morning.” — “What for?”)
- In the case of cause explanations, the actor need not be aware of the cause relation between the cause and the behavior. For example, “Anne is in a great mood today. Why? Because the sun is shining.” Anne may not know that her good mood was caused by the sunny weather.
- In general, the actor need not even be aware of the explained behavior itself: Somebody might observe Anne grinding her teeth and say: “She is probably doing that because she is nervous,” but Anne herself might not even be aware that she has been grinding her teeth.

**Codes**
The particular causes that explain an agent’s behavior or experience can be classified into the following categories.

*Agent causes* [11*] operate from within the agent, namely, as *behaviors* [111] (including accomplishments and lack thereof, e.g., “losing a game”), *internal states* [112] (including emotions, physiological states, bodily sensations), *perceptions* [113] (including attention, imagination, and memory), *propositional states* [114] (including beliefs, desires, thoughts, hopes, fears), *traits* [115] (including both personality traits and physical traits, such as chronic illness, addiction), *passive behaviors* [116] (e.g., receiving, becoming, dying), *stable propositional states* [117] (including habitual beliefs, desires, attitudes), *category memberships* [118] (including club memberships, high-school grade, social categories, such as gender, race), and *character propositional states* [119] (those 117 that can be considered part of the agent’s character or personality, e.g., cannot seem to be alone, no sense of responsibility).

*Notes:* If a specific behavior has been performed a few times → [111]; if the behavior is performed as a habit, and if that habit seems to be a “characteristic” of the agent → [115].

*Situation causes* [120] operate from outside the agent but are impersonal, such as the weather or a difficult exam.
Notes: If a cited cause refers to a future or counterfactual situation that the agent knows about, the code is not a 120 (because that situation could not have been causally efficacious) but a 114 — referring to the agent’s belief about that hypothetical situation, as in “She is sad because he won’t come back.”

Body parts are typically classified as “situation” if they referred to as it or they, but they are classified as “person” if they are referred to with a personal pronoun. “Why did you say that your wrist was broken? — {It was pretty much limp} [422]

**Agent+Situation interactions** [13*] are processes that involve both agent causes and situation causes. For example, “fulfilling a requirement” [131] is an interaction because it involves both facts about the person, such as abilities or past behaviors, and facts about the situation, such as the particular content of the requirements. The third digit captures the agent cause that was involved in the interaction — it is often a behavior [131] but other codes occur as well.

Notes: A special code is 136 that applies when the explanation puts the agent in a passive position and the force impinging on the agent is in the situation (e.g., being thrown over by the wind).

**OtherPerson causes** [14*] operate from outside the agent but are another person’s (or persons’) states or attributes, namely, somebody’s behavior [141], internal state [142], perception [143], propositional states [144], trait [145], stable propositional states [147], category membership [148], or character propositional states [149].

**Agent+OtherPerson interactions** [15*] are processes that involve both agent causes and OtherPerson causes. For example, “(I was sad because) we got into a fight” [151]. The third digit captures the agent cause that was involved in the interaction. 151 is also used as the default for relationships (e.g., she has known him for a long time; they are on good terms).

Notes: A special code is 156 that applies when the explanation puts the agent in a passive position and the force impinging on the agent is another person (e.g., being told to leave; being fired; being brought up strictly).

The generic “you” is treated as a *5* because it implicitly applies both to other people and the agent. For example, “Why is she not sad about being blind?”—“Cause you lose very little if you have all your other senses.”

**OtherPerson+Situation interactions** [160] are processes that involve both OtherPerson and Situation causes. For example, “(He was happy because) she was back in Cleveland.” Typically no third digit is recorded.

**Agent+OtherPerson+Situation interactions** [17*] are processes that involve both Agent, OtherPerson, and Situation causes. For example, “(I was up all night because) my family and I had a neighborhood party” [171]. The third digit captures the agent cause involved in the interaction.

### Examples

<table>
<thead>
<tr>
<th>Code</th>
<th>Category</th>
<th>[Behavior] Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>111</td>
<td>Agent behavior</td>
<td>[Anne is sweating b/c] she just ran 5 miles</td>
</tr>
<tr>
<td>112</td>
<td>Agent internal state</td>
<td>[Anne is grinding her teeth b/c] she is nervous</td>
</tr>
<tr>
<td>113</td>
<td>Agent perception</td>
<td>[Anne drove above the speed limit b/c] she didn’t look at her speedometer</td>
</tr>
<tr>
<td>114</td>
<td>Agent propos. state</td>
<td>[Anne was worrying b/c] she was afraid she failed the test</td>
</tr>
<tr>
<td>115</td>
<td>Agent trait</td>
<td>[Anne is feeling bad b/c] she has low self-esteem</td>
</tr>
<tr>
<td>117</td>
<td>Agent stable propos. state</td>
<td>[Ben had a craving for cherries b/c] he loves them</td>
</tr>
<tr>
<td>118</td>
<td>Agent category memb.</td>
<td>[Anne liked the movie b/c] she is just a high-school student</td>
</tr>
<tr>
<td>119</td>
<td>Agent charac. propos. state</td>
<td>[I hypnotized myself b/c] I have an innate fear of being controlled.</td>
</tr>
<tr>
<td>120</td>
<td>Situation</td>
<td>[Anne is in a great mood b/c] it’s sunny outside</td>
</tr>
<tr>
<td>131</td>
<td>Agent+Situation</td>
<td>[Anne was admitted to Princeton b/c] she fulfilled the requirements</td>
</tr>
<tr>
<td>Line</td>
<td>Category</td>
<td>Description</td>
</tr>
<tr>
<td>------</td>
<td>-----------</td>
<td>-------------</td>
</tr>
<tr>
<td>135</td>
<td>Agent+Situation</td>
<td>- &quot; - because she was smart enough to meet their standards</td>
</tr>
<tr>
<td>141</td>
<td>OthPers behavior</td>
<td>[Anne is yawning b/c] the teacher was giving a boring lecture</td>
</tr>
<tr>
<td>142</td>
<td>OthPers internal state</td>
<td>[Anne empathizes with Ben b/c] he is in a lot of pain</td>
</tr>
<tr>
<td>143</td>
<td>OthPers perception</td>
<td>[Anne is disappointed b/c] Ben didn’t notice her new haircut</td>
</tr>
<tr>
<td>144</td>
<td>OthPers propos. state</td>
<td>[Anne is happy b/c] Ben wants to go to the party with her</td>
</tr>
<tr>
<td>145</td>
<td>OthPers trait</td>
<td>[Anne likes Ben b/c] he is very kind and perceptive</td>
</tr>
<tr>
<td>146</td>
<td>OthPers passive beh.</td>
<td>[I was nervous b/c] she was getting back the results from a health test</td>
</tr>
<tr>
<td>147</td>
<td>OthPers stable propos.</td>
<td>[Anne is infatuated with Ben b/c] he has very liberal attitudes</td>
</tr>
<tr>
<td>148</td>
<td>OthPers categ. memb.</td>
<td>[Ben envies Jeff b/c] Jeff is in a fraternity</td>
</tr>
<tr>
<td>149</td>
<td>OthPers char. propos.</td>
<td>[I was sad] because they don’t share my religious convictions</td>
</tr>
<tr>
<td>151</td>
<td>Agent+OthPers</td>
<td>[Anne is annoyed at John b/c] they can’t agree on anything</td>
</tr>
<tr>
<td>155</td>
<td>Agent+OthPers</td>
<td>[He feels guilty b/c] he is in control of what time he spends with whom</td>
</tr>
<tr>
<td>156</td>
<td>Agent passive beh.</td>
<td>[I was in a good mood b/c] I received a call from home</td>
</tr>
<tr>
<td>160</td>
<td>Sit+OthPers</td>
<td>[She is really afraid] b/c her brother is in a bad neighborhood</td>
</tr>
<tr>
<td>171</td>
<td>Agent+Sit+OthPers</td>
<td>[I was in a good mood] b/c my friends and I were returning to school</td>
</tr>
</tbody>
</table>
Reason Explanations [3, 4]

Rule
Reason explanations explain intentional actions by citing the kinds of things the agent considered when forming an intention to act — the reasons for which the agent performed the action. These reasons are subjective mental states (desires, beliefs, valuings) that the agent had at the time of deciding to act. For example, “Anne ignored Greg’s arguments because she knew she was right” or “Why did Jarron give in?” — “He wanted to end the argument.”

Comments
• If there is doubt about the intentionality of the behavior, examine whether a reformulation of the explained behavior in the following format is meaningful: “...[explanation], and that was her reason for choosing to [behavior]...” For example, “Anne ignored Greg's argument because she knew she was right,” would be reformulated as “She knew she was right, and that was her reason for choosing to ignore his argument.” Such a reformulation need not sound elegant, but it must sound acceptable for the behavior to be intentional. “She had a stomach ache because she ate too many cherries” is not a reason explanation because the reformulation, “She ate too many cherries and that was her reason for choosing to have a stomach ache” makes little sense.

• For an explanation to be a reason, the agent must be at least dimly aware of those reasons at the time of acting (subjective awareness rule). If “Anne smoked a joint” is explained by “because other people did,” then Anne must have been aware that she smoked it for that reason. If she wasn’t aware, then other people’s smoking was a causal history of her smoking. (Unconscious stimuli and unconscious motives are not reasons.) The ultimate authority on whether the agent was aware lies with the explainer (because we categorize the explainer’s utterance, even if she or he misrepresented reality), so coders must carefully examine the explainer’s utterance and the context for clues to awareness.

• The agent must regard the cited reasons as intelligible or reasonable grounds for acting (rationality rule). For example, “Ben interrupted his mother because he was thinking about other things” is not a reason explanation because his thinking about other things does not seem to provide reasonable grounds for interrupting her. However, “Ben interrupted his mother because he had to go” is a reason explanation because Ben’s needing to go provides as reasonable grounds for interrupting.

Likewise, “Why did he buy an old fire truck?—He always wanted to be a firefighter” is not a reason explanation because the more general desire to be a firefighter was not the specific reason for the specific action. A reason explanation would be “It was a good deal” or “He also wanted to own one.” (See R.6)

Codes
Mental state markers. Reasons can be linguistically marked as mental states by an appropriate mental state verb (“Anne watered her new plants because she wanted the plants to survive”), or they can be unmarked (“Anne watered her new plants to save the plants”). Typical mental state markers are want, need (for desire reasons) fear, hope, think, realize, like, believe, know. Indirect speech should also be considered “marked.”If a mental state marker is used, the first digit in the coding number is ‘3’, if no marker is used, the first digit is ‘4’.

Reason type. Reasons are always mental states of the agent. They can come in three types: desires, beliefs, or valuings. This distinction is coded in the third digit: ‘1’ stands for desires, ‘2’ for beliefs, ‘3’ for valuings.
Desires are mental states that can be fulfilled. The content of these states (e.g., what I wish or want) refers to events that are not yet factual. For example, “Anne interrupted her mother because she wanted to tell her something” [311]. When the reason explanation contains a mental state marker, it is easy to recognize desires — they are marked by “to want to,” “to need to” “to feel like,” etc. Obligations (“I had to”) are also coded as desires because they imply a higher-order desire to fulfill the obligation. When no mental state marker is mentioned, the coder must try to “mark” the content: “Why did you go back into the house?” — “To get my wallet.” → “[Because I wanted] to get my wallet.”

Beliefs can be true or false. The content of these states (what I believe) refers to events that may or may not exist but that the agent presumes to be factual. “He started a diet because he thought he had gained too much weight” [312]. If mental state markers are used, beliefs are easily recognizable — they are marked by “He thinks,” “I believed,” “She knew,” etc. Many beliefs are unmarked, however. In that case, only the content of the belief (the fact or circumstance believed to be true) is mentioned: “I applauded because the show was good” [422]; “I interrupted her because I got a call on the other line” [412]; “I invited her for lunch because she had helped me out” [442]. A rule of thumb for deciding whether a given explanation is a belief reason is to ask whether the content of the explanation was likely in the agent’s thoughts at the time of deciding to act. For example, when deciding to interrupt his mother, Ben was thinking, “I have a call on the other line.”

Valuings include appreciations, attitudes, likings, and so on — e.g., “I liked the music,” “I enjoy skiing,” “I wasn’t enthralled with the offer.” These states are neither desires (they are not something that can be “fulfilled”) nor beliefs (they cannot be true or false). Valuings are relatively easy to recognize because they are almost always marked with particular verbs — “to love,” “to dislike,” “to enjoy,” “to be excited about,” “to be unimpressed by.” Under the valuing code we also classify missing or trusting someone, being interested in something, being upset with someone, and getting fed up with something.

Reason content. Whether marked or unmarked, reasons always have a content — what is desired is the content of a desire, what is believed is the content of a belief, what is valued is the content of a valuing. The content of a reason is coded in the second digit after 3 or 4. The content can be about the Agent [31*/41*], about the Situation [32*/42*], about an Agent+Situation interaction [33*/43*], about an Other Person [34*/44*], about an Agent+OtherPerson interaction [35*/45*], about an OtherPerson+Situation interaction [36*/46*], or about an Agent+OtherPerson+Situation interaction [37*/47*].

For example, “Anne thought she is going to be late” has as its content “she is going to be late,” and this content refers to the actor’s being late, so it is coded as Agent content [31*]. In the statement “Anne didn’t want the plants to die,” the content is “that the plants die,” so it is coded as Situation content [32*]. In “Anne didn’t bring the gift because she thought Ben would bring it,” the content is “that Ben would bring it” and is therefore coded as OtherPerson content [34*].

See the Cause explanations section for more detailed definitions and examples—most of what is said about causes there applies to reason contents here.

Optional modification: Rather than using the second digit for fine distinctions between different situations and interactions, it could also be used for coding the more classic combination of person-situation(-interaction) and stable-unstable or for coding the social desirability of the reason content.

Examples

Marked

Desires

<table>
<thead>
<tr>
<th>Code</th>
<th>Content</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>311</td>
<td>Agent content</td>
<td>[Anne asked Mike out for dinner] b/c she wanted to get to know him</td>
</tr>
<tr>
<td>321</td>
<td>Situation</td>
<td>[Anne watered the plants] b/c she wanted them to thrive</td>
</tr>
<tr>
<td>331</td>
<td>Agent+Sit</td>
<td>[Why did your family go with you to Whistler?] b/c we needed some time off</td>
</tr>
<tr>
<td>341</td>
<td>OthPer</td>
<td>[Anne didn’t call Ben] b/c she wanted him to call first</td>
</tr>
<tr>
<td>351</td>
<td>Agent+OthPer</td>
<td>[Ben called Anne] b/c he hoped they would make up again</td>
</tr>
</tbody>
</table>
361  OthPer+Sit  [My father puts pressure on me] b/c he wants many doors to be open to me
371  Agent+Sit+OthP  [She took a hotel room] b/c she didn't want to stay in the same room as her folks.

**Beliefs**

312  Agent content  [Anne ignored Greg’s arguments] b/c She knew she was right
322  Situation  [Anne applauded] b/c she thought the performance was excellent
332  Agent+Sit  [Anne applied] b/c she thought she fit the job requirements
342  OthPer  [Anne didn’t bring the gift] b/c she thought Ben would bring it
352  Agent+OthPer  [Anne didn’t call Mike] b/c she felt they didn’t click
362  OthPer+Sit  [Anne won’t go to the party] b/c she knows her ex is gonna be there
372  Ag+OthPer+Sit  [Why did she forgive him?] b/c she knew about the circumstances of their fight

**Valuings**

313  Agent content  [Why were you so quiet?] I was embarrassed that I talked so much earlier
323  Situation  [Ben refused the offer] b/c he was not enthralled with the merchandise
333  Agent+Sit  [I won’t move] because I like where I live
343  OthPer  [Anne bought a gift for Jeremy] b/c she likes him
353  Agent+OthPer  [Why did you invite her for dinner?] b/c I enjoy our chemistry
363  OthPer+Sit  [Why did you go to the show again?] b/c I liked Beardly in a musical role
373  Ag+OthPer+Sit  [I visited him again in June] because I missed him (missing is 7 by convention)

**Unmarked**

**Desires**

411  Agent content  [Anne drove way above the speed limit] to be on time
421  Situation  [Anne watered the plants] so they grow faster
431  Agent+Sit  [Anne called the office] so the meeting wouldn’t start without her
441  OthPer  [Anne teased Ben] so he would show some reaction
451  Agent+OthPer  [Anne invited Cathy over] so they could study together
461  OthPer+Sit  [I took him there] so he could be at his favorite restaurant one more time

**Beliefs**

412  Agent content  [Anne refused the salesman’s offer] b/c she didn’t have any money
422  Situation  [Anne refused the salesman’s offer] b/c it was too high
432  Agent+Sit  [Anne drove way above the speed limit] b/c her presentation was starting soon
442  OthPer  [Anne moved in with Cathy] b/c Cathy offered her the room
452  Agent+OthPer  [Anne invited Cathy on a trip] b/c they were getting along very well
462  OthPer+Sit  [She stopped by] b/c it was his birthday
472  Ag+OthPer+Sit  [He couldn’t quit his job] ‘cause that’s where our money was coming from

**Valuings**

413  Agent content  [Why she chose sight over long life] It’s not important for her to live that long.
422  Situation  [She chose the apartment] because the lower price makes all the difference to her
433  Agent+Sit  [Why did you do this?] “It’s fun to,” “it’s a thrill”
443  OthPer  [Why are you so nice to me?] “It’s cool that you don’t judge me.”
453  Agent+OthPer  [Why is she going home again?] Hanging with her family is important to her
Special Coding Cases and Conventions

R1. Desires and beliefs can play two different roles in explanations. First, desires/beliefs can be mere causes for unintentional behaviors, as in “Anne was worrying about the test results because she wanted to do well” [114]. Here, the desire is not Anne’s reason for worrying but rather its cause (because she didn’t choose to worry). Second, desires/beliefs can be reasons for intentional actions, as in “Anne watered the plants because she wanted them to grow” [321]. Here, Anne did act for the reason given in the explanation.

R2. The word like can be ambiguous. In “I plan to invite her because I would like to get to know her better,” the phrase would like to is synonymous with want to [311]. By contrast, in “Anne applauded the musicians because she liked how they played,” she liked is coded refers to a valuing [343].

R3. Valuings are not the same as values. Values are abstract principles/ideals typically coded as CHRs (honesty, loyalty, …); valuings are more concrete states of liking/disliking, enjoying something, missing someone.

R4. Fears can be either beliefs or valuings. To fear or be afraid that something happens usually denotes a belief. For example, “(Ben didn't tell her the truth because) he feared that she would get mad” [342]. To fear or be afraid of something usually denotes a (de-)valuing. For example, “(She didn't go to the welcome party because) she was afraid of all the new people there.”

R5. The verb need normally refers to a desire (e.g., “I went back because I needed my sunglasses” [321]) unless there is evidence in the context that it refers to a normative assessment, in which case it is coded as an unmarked belief about one’s obligation (e.g., “I stayed home because I needed to finish the tax report” [412]; “I have to finish my paper” [412]).

R6. If a long-standing desire was held at the time of acting and “selected for” that action, it should be coded as 311: “Why did you choose to go to Cancoon?—Because I’d always wanted to go there” [311]. A more general desire that does not select for the specific action is a 217: “Why did he buy an old fire truck?—He always wanted to be a firefighter” [217].

R7. “(I drove above the speed limit) because I was in a hurry” is coded as [411], an unmarked desire to get somewhere quickly (following the dictionary definition). By contrast, “(I drove above the speed limit) because I was late” is best coded as [412], an unmarked belief about being late. Pain as a reason is coded as an unmarked valuing: “I called the nurse because it hurt so bad” [413].

R8. “I don’t have any money” is either a 412 (when it means I was broke, as in explaining why the agent decided not to buy a new car) or a 432 (when it means I didn’t have any money on me, at this place and time, as in explaining why the agent turned back home when arriving at the movie theater).

R9. Belief or knowledge states that are not themselves the propositional reasons for which the agent acted are coded as the content of unmarked beliefs: “I didn’t say anything because I [realized that I] didn’t know the answer” [412]. By contrast, “I kissed him good-bye because I didn’t know whether he would make it” should be coded as [342] because the agent’s reason is ~“I thought he might not make it.”

R10. Bodily states can also be the reason for acting, as in “She decided to go to sleep because she wasn’t feeling well” [412]. The (unmarked) realization that she wasn’t feeling well was directly her reason for going to sleep. Body parts are classified as “situation” if they are referred to as it or they, but they are classified as “person” if they are referred to, with a personal pronoun, as part of the agent. “Why did you say that your wrist was broken?—{I couldn’t move it} [412], {it was pretty much limp} [422].

R11. To “disagree with” or “agree with” someone can be coded as a belief reason that one thinks the other is wrong or right [342].
R12. Explanations that refer to a reason by way of indirect speech are typically coded as marked: “(Why he didn’t go to the game with the others.) He said he wasn’t really ready.” [312]
   The phrase “She said” can sometimes be a causal history explanation. See H11 below and extended handout on S/he said.
R13. “Looking for” is considered the unmarked version of “trying to find.” For example, “She was walking around the car because she was looking for her keys.” [411]
R14. “Wondering” is considered the unmarked version of “wanting to know” [411]
R15. Most actions can be described at multiple levels—e.g., he fumbled around in a ceiling fixture / he changed a lightbulb / he replaced the old incandescants with CFL bulbs. Higher-order descriptions often refer to the purpose, the desire reason of the lower-order action: “Why is he fumbling around in the ceiling fixture?”—“He is changing a lightbulb.” [411] “Why is he changing the lightbulb?”—“Because he is replacing all the old incandescants with CFLs.” [411] “Why were you looking around the room?”—“I was checking out the surveillance equipment.” [411]
R16. “He heard that…,” “He found out,” and “He learned that…” are treated as marked beliefs (similar to realize, recognize).
R17. In conversational language, people sometimes use the word decide as a synonym of judge/assess/come to believe, in which case it is a belief reason. For example, “She decided that it was red, not blue.” [322] More often decide marks an intention, decision that gets coded as a desire reason only if it doesn’t restate the to-be-explained action but rather redescribes it at a higher level (see above).
Causal Histories of Reasons [2]

**Rule**

Causal history of reason explanations also explain intentional behavior, but they cite factors that preceded (and caused) the agent’s reasons. These factors literally lie in the causal history of the actor’s reasons but are not themselves reasons. For example, “Why did Jarron give in?” — “He is good-natured.” Here, Jarron wasn’t actually thinking, “I am good-natured; therefore, I should give in.” In fact, he may not even be aware that he is good-natured. Rather, the explainer presents Jarron’s good-natured character as an objective fact that brought about his specific reasons (e.g., his desire to end the argument).

**Comments**

- Contrary to reasons, causal history factors are not considered by agents when forming an intention to act. Agents may not be aware of the causal history of their reasons, at least at the time they form their intention. Thus, when coders encounter an intentional behavior and need to decide whether it is explained by a causal history or a reason explanation, they should follow this rule: An explanatory content of which the agent was not aware cannot be the reason for which she acted; it is likely a causal history of her reasons.

- If the explanation contains a factor of which the agent was aware, then there is a good chance it functioned as a reason: “Anne applauded the musicians. Why? because she enjoyed their performance [443] and she wanted to show that [311].” However, sometimes agents are generally aware of causal history factors, even if they did not actively consider them when they formed their intention. For example, “Anne invited Ben for lunch. Why? Because they are good friends [25].” Anne is generally aware of the fact that she and Ben are good friends. However, when deciding to invite him for lunch, she probably did not think, “We are good friends; therefore I should invite him to lunch.”

- When we code something as a causal history factor, there must be some reason on which the action is based (whether it is mentioned in the explanation or not). If the explainer’s utterance suggests that there was no reason for which the agent performed the behavior — i.e., the behavior was unintentional — then we have a cause explanation, not a causal history of reason explanation.

- Sometimes causal histories of reasons co-occur with reasons. For example “Anne invited Ben for lunch. Why? Because she is outgoing, and she wanted to talk to Ben.” In addition to a particular reason why Anne invited Ben for lunch (she wanted to talk to him [311]), the explainer also cites a fact that preceded both Anne’s reason and her action — her trait of being outgoing [215].

- Causal history explanations sometimes describe the instigating factor for the agent’s reasoning process. For example, “I called 911 when the lady was hurt. (Why?) My sister handed me the phone [241]; I knew she was too scared to do it [342] and I wanted to help [311].” Or “Why did she replace the light bulb?” — “She could’ve been reading or using the light when it went out [231] and so she needed to replace the bulb [311].”

**Codes**

Causal histories (2**) and cause explanations (1**) have the same possible codes in their second and third digit. The crucial difference between cause explanations and causal histories is that causal histories apply to intentional behaviors, whereas cause explanations apply to unintentional behaviors.

**Examples**

211 Agent behavior [Anne asked Mike out for dinner] b/c she has done it before
212  Agent internal state  [Anne refused the salesman’s offer] b/c she was in a bad mood
213  Agent perception  [Anne stole a pound of peaches] b/c she saw them on display
214  Agent propos. state  [Anne slept until 10] b/c she didn’t realize the exam was in the morning
215  Agent trait  [Anne invited Mike to dinner] b/c she is friendly
217  Agent stable prop.  [She pushes people away] b/c she doesn’t want to look vulnerable
218  Agent categ. memb.  [I hurt my sister] b/c I was an adolescent boy
220  Situation  [Anne invited Sue to have lunch with her] b/c it was sunny
241  OthPers behavior  [Anne went to the party after all] b/c Mike had pressured her a bit
245  OthPers trait  [Anne didn’t say hello to him] b/c he is the kind of person nobody likes
246  OthPers cat. memb.  [I was going out with a guy at South] ‘cause Jennie was at South
251  Agent+OthPers  [Anne invited Sue to lunch] just because they always hang out together
256  Agent passive  [Anne was very polite to the guests] b/c she was taught to
260  Sit+OthPers  [Her parents visited her] b/c she was away at school
271  Agent+Sit+OthPers  [Why did you stay up so late?] Our whole dorm was having a party

Special Coding Cases and Conventions

H1. The explanation “...because she was hungry” is ambiguous. If it is used to explain, say, Anne’s inviting Ben for lunch, then it is merely a causal history [212] of whatever reason Anne had to invite Ben for lunch. The hunger typically fails to explain why she asked the person out for lunch. In contrast, the same explanation “...because she was hungry” may be used to explain why Anne stole a pound of peaches. In that case, the statement probably refers to a desire to reduce her hunger [311]. This desire can be considered a reason Anne had for acting that way. (The same considerations hold for thirsty or tired.)

H2. “Nothing (better) to do” can be a reason [432] if the agent took that fact into account when deciding to act (e.g., He took a train to Philly because there was nothing to do in their little town”); more often, however, it is a CHR [231], as in “They vandalized the gym because they had nothing better to do.”

H3. Raw emotions (“He was scared” or “She was angry”) are coded as 212 when they triggered whatever reason the agent had for acting. If the emotions are formulated as propositional states, however, they are typically reasons (“He was scared she would hurt him” [342] or “She was angry at him” [343]). Being bored can also be either a 212 or a 412, depending on specific context. For example, “She went to the movies because she was bored” [412] is best coded as a reason because the person seemed to have actually considered her boredom and then chose a way of combatting it. By contrast, “Why did that man start talking with you?”—“He was probably just bored.” [212] is better coded as a CHR, because the explainer seems to consider his boredom more like the occasion for talking to someone and not his specific reason for talking.

H4. Unconscious desires, beliefs, or tryings are coded as 214 or 217. “Why was this man broadcasting God’s news in the amphitheater?” — “Probably a psycho-christian [215] who feels he needs to spread his zeal to others [217]”. The explainer’s specific formulation often provides a clue as to whether the desire/belief is a psychoanalytic ascription or the actual reason that the agent had on his or her mind (e.g., the man would never think “I need to spread my zeal to others”).

H5. To like or love someone is often a 217, unless the agent likely considered that fact when deciding to act.

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1 We are currently unable to list examples for the causal history codes 242, 243, 244, and 247. Even though these explanations exist theoretically, they are extremely rare because internal states, perceptions, and beliefs/desires of another person rarely cause an agent’s reasons directly; rather, the agent realizes the presence of these factors, so they become reasons rather than causal histories.
A preference as a general tendency is coded as a causal history: “At the last duck game, I yelled out, ‘Go Beavs!’ Why? I like to do things that make people think I’m weird [219]. A specific liking that selects for the particular action in question is coded as a reason: “I ate a grapefruit and no one thought that I would. Why? Because I like grapefruit [323].” Even though the explanation is formulated in present tense, the liking was presumably the driving reason (was selecting) for eating the grapefruit.

Likewise, knowledge can either be general (CHR) or content specific: “He is knowledgeable [215]” vs. “He knows that immigrants have difficulties [342].”

“He couldn’t control himself” (when explaining an intentional action such as eating up all the chocolate) is coded as a 212.

“I was lazy, irresponsible, selfish, greedy” are all motivational states (214) that are less than conscious and certainly not rational grounds for acting. They can be 215’s if the context allows the inference that the person is assumed to be lazy, greedy, etc. in general.

Impersonal phrases (“people” or the generic “you”) are typically coded as CHRs with a _5_ as middle code (= everybody, both agent and other people): For example, “Why did he/she take the sure $2 over the gamble?”—“Um, I don’t think people…really like to take a chance.” Or, “Why did he go back to his friend’s place after going to the bar?—{It was just natural to go back to his place} after the bar.” [220]

S/he said. Another person saying something can be either a CHR (when it merely instigated the agent’s action) or a reason (when the other person’s saying is a claim that the agent is considering, testing, questioning). A CHR example is: “Your partner asked you, ‘Where are you from?’ Why did he? Uh, because I said I used to grow rhubarb at my house [241].” Here, the rhubarb statement appeared to trigger curiosity. Likewise, this is a case of instigation: “Then your partner read the poem out loud. Why did he? I think he read it out loud partly because I said, ‘Should we read them?’ [241].” By contrast, here is an example for a saying that is a reason: “My friend walked me home wearing nothing but basketball shorts in the freezing cold. Why? Because I said that he wouldn’t... [442] so he did.” The agent was clearly considering the specific content of what the other person saying, taking it as a challenge. And in the following example, the agent tests the other person’s specific claim: “Then you rotated the picture. Why did you? Uh, I rotated it because I wanted to see from the angle she was looking at [311]. Um, she said it looked like a river [442].”
Enabling Factor Explanations [6]

**Rule**

Enabling factor explanations cite factors that clarify *how it was possible* that an agent completed an intended action. Enabling factor explanations take it for granted that the agent had an intention to act as well as reasons to form that intention. They do not explain why the intention and reasons came about (as reason explanations or CHRs do) but rather cite factors that enabled the agent to turn the intention into a successful action. For example, if asked “How come Phoebe got all her work done?”, one might say, “Because she had a lot of coffee.” Phoebe’s act of drinking coffee does not explain why she was trying to get her work done. Rather, given that she was trying to get it done, the coffee enabled her to succeed.

**Comments**

- This mode of explanation does not really answer “Why?” questions, as all the other modes do, but rather “How was this possible?” questions. For example, “Jarron finished the assignment because he worked all night.” That he worked all night is not his reason for finishing, nor did it bring about his reason for finishing; rather, it explains how it was possible that he finished his assignment (given that he intended to do so).
- Enabling factors include the agent's skill, opportunities, and other facilitating forces.
- Enabling factor explanations only explain the action's occurrence — they cannot be used to explain why the agent formed the intention in the first place. (This is what reason explanations do.)

**Codes**

Enabling factors (6**) have the same codes in their second and third digit as do cause explanations (1**) and causal history of reason explanations (2**).

**Examples**

(incomplete because this explanation is rare and certain cause types are unlikely to be enabling factors)

<table>
<thead>
<tr>
<th>Code</th>
<th>Agent: Behavior</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>611</td>
<td>[Mary bought a new car] b/c she borrowed money</td>
<td></td>
</tr>
<tr>
<td>612</td>
<td>[Bob finished the assignment] because he had energy</td>
<td></td>
</tr>
<tr>
<td>613</td>
<td>[Anne figured out the answer] because she paid attention</td>
<td></td>
</tr>
<tr>
<td>614</td>
<td>[Jack finished his homework] b/c he knew the material</td>
<td></td>
</tr>
<tr>
<td>615</td>
<td>[Bob finished a difficult class assignment] b/c he is smart</td>
<td></td>
</tr>
<tr>
<td>617</td>
<td>[She made it through the crisis] b/c she believes things will always turn out for the best</td>
<td></td>
</tr>
<tr>
<td>618</td>
<td>[She finished the paper] because she is a senior</td>
<td></td>
</tr>
<tr>
<td>620</td>
<td>[Bob finished the assignment] b/c it was not difficult</td>
<td></td>
</tr>
<tr>
<td>631</td>
<td>[She won the game] because things went her way</td>
<td></td>
</tr>
<tr>
<td>641</td>
<td>[Mary bought a new car] b/c her brother gave her money</td>
<td></td>
</tr>
<tr>
<td>651</td>
<td>[Jack wrote a great paper] b/c he talked with the teacher</td>
<td></td>
</tr>
<tr>
<td>656</td>
<td>[Mary, who is poor, bought a new car] b/c she was given a loan</td>
<td></td>
</tr>
</tbody>
</table>
Key Questions to Decide Between the Four Modes

Does the explainer see the behavior as intentional?

- **NO**
  - CAUSE EXPLANATION

- **YES**
  - Does the explanation only explain the action, or does it also explain the intention?
    - **ONLY ACTION** (How possible?)
      - ENABLING FACTOR EXPLANATION
    - **ALSO INTENTION**
      - Was the agent having the content of the explanation on his or her mind when she formed the intention?
        - **NO**
          - CAUSAL HISTORY EXPLANATION
        - **YES**
          - REASON EXPLANATION