

A: Time

- 1: Present
- 2: Past
- 3: Future
- 4: Seasonal
- 5: Generational
- 6: Ancient
- 7: Mythic

- a: event
 b: process
 c: cyclical
 d: long
 e: short
 f: reported
 g: permitted
 h: obliged
 i: possibly
-

B: Place

- 1: Forest
- 2: Plain
- 3: Mountain
- 4: Highland
- 5: Valley
- 6: River
- 7: Sea
- 8: Lake
- 9: Coastal
- 10: Swamp
- 11: Island
- 12: Bay

- a: village
 b: town
 c: City
 d: Region
 e: place
 f: area
 g: near
 h: far
 i: universal

C: Culture

- 1: Symbolic expression
- 2: Recreation and leisure
- 3: Sport
- 4: Religion
- 5: Ritual
- 6: Socialisation
- 7: Knowledge
- 8: Art
- 9: Language
- 10: Singing
- 11: Dancing
- 12: Music

- a: performance
 b: simulation
 c: public
 d: private
-

D: Society

- 1: Group
- 2: Individual
- 3: Corporate
- 4: Categorical
- 5: Institutional
- 6: Political
- 7: Alliance
- 8: Gender
- 9: Marriage
- 10: Kinship
- 11: Status

- a: high
 b: low
 c: cooperative
 d: competitive
 e: altruistic
 f: external
 g: local

E: Ecology

- 1: Health
- 2: Reproduction
- 3: Mortality
- 4: Population
- 5: Migration
- 6: Nutrition
- 7: Housing
- 8: Sanitation
- 9: Water
- 10: Access to resources
- 11: Conservation
- 12: Plants
- 13: Animals
- 14: Predation
- 15: Symbiosis
- 16: Parasitic
- 17: Minerals
- 18: Erosion

- a: human
 b: cultivated
 c: uncultivated
 d: increase
 e: decline
 f: stable

- g: high
 h: low
-

F: Climate

- 1: dry
- 2: wet
- 3: hot
- 4: cold
- 5: humid
- 6: temperate
- 7: precipitation
- 8: wind
- 9: drought

G: Economy

- 1: Production
- 2: Distribution
- 3: Exchange
- 4: Consumption
- 5: Maintenance
- 6: Labour
- 7: Employment
- 8: Agriculture
- 9: Land
- 10: Hunting
- 11: Gathering
- 12: Mining
- 13: Logging
- 14: Property
- 15: Resources
- 16: Energy
- 17: Surplus
- 18: Deficit

- a: large
 b: small
 c: high
 d: low
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H: Jural

- 1: Norm
 - 2: Sanction
 - 3: Protection
 - 4: Reconciliation
 - 5: Revenge
 - 6: Negotiation
 - 7: Deterrence
 - 8: Contract
 - 9: Rights
 - 10: Obligations
- a: violation
 b: conformance
 c: change
 d: arbitration

I: Material

- 1: Wood
- 2: Animal products
- 3: Plant products
- 4: Mineral products
- 5: Derived materials
- 6: Synthesised materials

- a: artefact
 b: instrument
 c: permanent
 d: transient
 e: indigenous
 f: traditional
 g: imported
 h: fuel
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J: Technology

- 1: Food
 - 2: Spinning, Weaving etc
 - 3: Leather etc
 - 4: Pottery
 - 5: Metal work
 - 6: Woodwork
 - 7: Construction
 - 8: Extraction
 - 9: Transformative
 - 10: Transportation
- a: shelter
 b: storage
 c: medicine
 d: reproductive
 e: ritual
 f: indigenous
 g: traditional
 h: imported
 i: learning

K: Ethnographic Intent

- 1: Description of:
- 2: Identification of:
- 3: Classification of:
- 4: Evidence for:
- 5: Good example:
- 6: Summary of:

L: Meta Context

- 1: Event
- 2: Behaviour
- 3: Description
- 4: Formulae
- 5: Explanation
- 6: Biography
- 7: Story
- 8: Myth
- 9: Ritual
- 10: Prediction

- a: interview
b: observation
c: participation
d: conversation
e: third party

M: Agents

- 1: Woman
- 2: Man
- 3: Boy
- 4: Girl
- 5: Someone
- 6: Baby
- 7: Group
- 8: Animal
- 9: Plant
- 10: Inanimate
- 11: Supernatural
- 12: Environment
- 13: Government
- 14: Company
- 15: NGO

- a: young
b: old
c: external
d: other
e: plural
f: local

N: Prepositions

- 1: in
- 2: out
- 3: to
- 4: from
- 5: up
- 6: down
- 7: exchange
- 8: ←
- 9: →
- 10: ↔

Note: 1, 4, 6, 8 are equivalent
2,3,5,9 are equivalent
7 and 10 are equivalent

O: Role Attributes

- 1: Authority gives order
- 2: Benefit presents benefit
- 3: Care provides care
- 4: Deference shows deference
- 5: Effort works for
- 6: Feeding gives food
- 7: Hostility causes harm
- 8: Informing sends message
- 9: Joking initiates joke
- 10: Question requests data
- 11: Payment makes payment
- 12: Kin ancestor of

- a: not
b: low/small/diminished
c: high/large/enhanced

Items in this category are patterned on a directional paradigm, in conjunction with the *N: Prepositions* category. The glosses to the right above are for the case, e.g. N9, O1 is interpreted as 'gives order'. N8, O1 is interpreted as 'takes order' (see below). N10, O1 is interpreted as 'equality'. The following table gives the

← and ↔ glosses for this category. See manual for more explanation of the agent/role attribute/patient codes.

If you do not use a N:Preposition code you are denoting an unspecified relationship: O1 would be read as an unspecified Authority relationship.

- | | | | |
|----|---|------------------|--|
| 1: | ← | takes order | |
| | ↔ | equality | |
| 2: | ← | receives benefit | |
| | ↔ | reciprocity | |
| 3: | ← | receives care | |
| | ↔ | mutuality | |
| 4: | ← | receives honour | |
| | ↔ | courtesy | |
| 5: | ← | worked for | |
| | ↔ | cooperation | |
| 6: | ← | receives food | |
| | ↔ | nurturance | |

- | | | | |
|-----|---|------------------|--|
| 7: | ← | suffers harm | |
| | ↔ | conflict | |
| 8: | ← | receives message | |
| | ↔ | conversation | |
| 9: | ← | receives joke | |
| | ↔ | jesting | |
| 10: | ← | asked for data | |
| | ↔ | consulting | |
| 11: | ← | receives payment | |
| | ↔ | exchange | |
| 12: | ← | descendent of | |
| | ↔ | sibling of | |

P: Patients

- 1: Woman
- 2: Man
- 3: Boy
- 4: Girl
- 5: Someone
- 6: Baby
- 7: Group
- 8: Animal
- 9: Plant
- 10: Inanimate
- 11: Supernatural
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- a: young
b: old
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e: plural
f: local

T: Threads

- 1:
- 2:
- continue

Notes

Must be accompanied by actual notes or abstract. If possible do at least abstract in English or other language.

After Note or Abstract insert clauses from the categories above, eg

<* A1a, B4g, E1a+, I3, J8c+, K1, L4b, M2e, N9, O2, P14 *>

The <* and *> contain a clause which describes the content of the note or abstract.

You may have more than one clause, indeed this is likely.

The '+' indicates particularly important terms. '-' is used to indicate lesser terms. These are optional, but the use of '+' to indicate the main term is useful.

You needn't include terms unless you wish. They needn't be in alphabetical order. It is possible to use parts of a term group, e.g. **E, E4**, or **E4a**. You may use a category more than once in a clause.

You should always indicate a value for K and L. K and L can appear in their own clause if you wish, eg

<* K2, L3 *>

You should create your own set of keywords, called threads.

Threads will emerge from your research and interest, like **marriage, gossip**. You should create a list of these, and preferably number them, using the number in the clause, rather than the words, though the words can be used.

Threads always appear in their own clause, eg

<* T marriage *>, or at the very end of the main clauses, eg <* ... , T marriage *>.

Preferred would be, assuming that marriage is thread 5

<* T5 *>

The numbers etc are a bit time consuming in the very beginning, but you can go very quickly with time, and the results when you return will be much more accurate. If you are typing these into a word processor, we can extract the clauses directly, reducing error enormously.

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