How the Open Text Question 24 was coded.

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[TEXT BOX]
[PROMPT TWICE; first prompt should say, "Please add more details, we want to understand your story." SECOND PROMPT: If response is less than 100 characters, the second response will say: "Is there anything else you could add? Every detail helps us."]
Q24.   Please write the story of how you and [Partner_Name] first met and got to know one another and be sure to describe "how" and "where" you first met.

Notes:
The coding of question 24 text answers was done independently post-survey by P.I. Rosenfeld and Reuben Jack Thomas, with disagreeing codes reconciled on a case by case basis. Of the 3,009 partnered respondents, there were 2,960 who answered Q24. 49 partnered respondents refused Q24, and an additional 26 respondents typed an answer in the box but did not provide useful information (see the variable **q24_codes**).

We generated 35 new variables, each beginning with q24_, each of which is coded yes/no, and each of which is coded independently from the others. These are described below. There are additional variables **q24_met_online,** and **summary_q24_total** which are summary variables. **q24_met_online** is a yes/no variable coded yes if any of the q24 internet codes are yes, and **summary_q24_total** is a variable which adds up all of the q24 codes.

In doing the coding of q24, "how did you meet your partner/spouse", we did not refer to the categorical "how meet" questions later in the survey. We did, a few times, refer to age of respondent (to distinguish "school" from "college") and a few times to gender and sexual identity (to distinguish platonic "girlfriends" from significant others).

It is also important to note that most couples list more than one chain of connection to their partner, and all the relevant chains are coded. So, the Respondent and the Partner may meet at church, but also have a mutual friend outside of church.

In the variable names for q24, R, P, and I stand for Respondent, respondent's Partner, and Intermediaries, respectively. We can refer to only one intermediary, or many, all relationships between them are checked.

Example: If the respondent met her husband through her coworker, who is her husband's sister, then the coding would be R coworker and P family, since there were two ties connecting the future partners through their intermediary. In this example, there are no I categories used, since there is only one intermediary, and thus no relationships between intermediaries.

For an example of a longer chain, consider a respondent who met his boyfriend through his roommate's childhood friend, whose father is the now-boyfriend's boss. This would be coded as R neighbor, P coworker, I family and I friend. These last two I categories represent the friendship connection between R's roommate and his childhood friend, and the father-son relationship between P's boss and that same childhood friend.

Usually the chains are 3 people long, involving one intermediary and two relationships (the intermediary's relationship to R, and the intermediary's relationship to P). Sometimes the chains are 2 people long, that is the Respondent and the Partner meet each other without an intermediary (in the neighborhood, as work neighbors, as coworkers, in a bar).

For the Intermediary category of relationships to be coded, the chain between Respondent and Partner needs to be at least 4 people long, including the R and P at the ends, and at least two intermediaries in the middle.

(R-Coworker P-Coworker) and (R-Neighbor, P-Neighbor) are usually 2-chains (no intermediary), but can be a 3-chain (with a common coworker or neighbor in the middle). Work neighbors are always 2-chains.

Coworker includes people who work for the same employer, even if their jobs are different. If people work for different employers but see each other around work, that is coded as "work_neighbors." If the work relationship is a supplier or deliverer, that is coded as "customer."

"neighbor" can be a next door neighbor, a roommate, a housemate, a boarder in one's house, someone who lives in the same apartment\condo building or dorm or barracks, or even someone who lives down the street or on the same block. but for someone who lives further away in one's neighborhood, with no intervening meeting mechanism listed, we coded "public."

For people who work in the same building but for different employers (i.e. not coworkers), we coded them as "work_neighbors" rather than coworkers because they see each other in the work neighborhood.

"sig_other" means significant other and can be a spouse or boyfriend\girlfriend, or even an ex, but not the current partner.

"family" is all non-significant-other family relations. We chose to code in-laws as direct family members.

"College" also includes graduate school and post-high-school trade schools.

"Military" and "college" are checked whenever they seem to contribute to the meeting, even when other foci or introductions are primary. for instance, if the respondent and their partner met at a bar in college or the army, then military or college are checked, to signify college bar or army bar. Military or college may also be checked if they met on a road trip in college or a trip while on leave in the army. Military is also checked even if the military seemed to be taking the respondent and partner apart, that is if military training or deployment put distance between the two, and they reunited later. Military duty can freeze a current relationship in place, to be restarted later. Being on leave from the military adds immediacy to any nascent relationship, because one knows the military person will soon be taken away.

"Customer" includes store clerks, personal coaches, teachers, babysitters, handymen, doctors, nurses, therapists, etc.

"Vol Org" includes clubs, hobbies, adult education classes (scuba, learning annex, etc), Alcoholics Anonymous, political clubs, ethnic organizations, sports, fraternities, sororities, high school or college sports teams, bowling or softball league, VFW bingo night, rock bands, choirs, and plays.

"Bar_restaurant" includes all businesses that are social gathering\mixing places, like bars, restaurants, coffee shops, bowling alleys, arcades, pool halls, skating rinks, dance clubs, sex clubs, bath houses, and even concerts. does not include stores (those are "public"). Sometimes people whose relationship starts online end up having a first date in a bar or restaurant, where they see each other for the first time. Even though this meeting in person follows after online relationship is already established, the meeting in person also qualifies for a "first meeting" if respondents describe it as such. Also, people who work together in a restaurant or social establishment are coded as bar. We do NOT code bar if the couple after already having met in person goes out on a first date to a bar or restaurant. Also, "met at a dance" is coded as bar/social gathering place unless a narrower audience is specified (fraternity, church), in which case it's a party.

"Private_party" means a somewhat exclusive social gathering, including weddings, church picnics, funerals, school dances, softball league awards dinner, birthday party at a bar, etc. Private party does NOT include parades, public festivals, concerts, or open events at bars.

Sporting events could be coded as "vol_org" or "bar_restaurant." Meeting at a professional sports game in the arena\stadium is counted as "bar", but meeting at an amateur sporting event is counted as a "vol org".

INTERNET

"internet" by itself is unspecified internet

"Internet Dating" can include any matchmaking or personal ad sites, including non-romantic (like band seeking a drummer).

"Internet Games" include online games and not-quite-games virtual worlds like Second Life.

"Internet Chat" includes chat room, instant messenger, and even email. I did not check this when the meeting was clearly only a result of non-internet sources, with email happening only after the relationship had begun.

"Internet Org" is akin to voluntary orgs, but on the internet, and includes special interest web sites, online communities, online newsletters, etc, that are not specifically devoted to dating\matchmaking, social networking, or online games.

It is important to recognize that there is a lot of functional overlap between the different kinds of sites. Some social networking sites have matchmaking components, some gaming sites have chat service, and so on. The respondents themselves were not asked about the internet specifically for Q24, so details are not always clear. It is probably best to use the **q24_met_online** summary variable rather than any of the individual q24 internet variables.

"public" is a catchall for all public spaces not included in "bar" and in which neither R P nor I are employed. this can include on the street, public transportation, public parks, beaches, stores, supermarkets, bookstores, around the neighborhood, parades, street festivals, in traffic, etc. also includes wrong number meeting over the phone (random but still based on geographic proximity of area codes). We didn't check "public" when transitive relationships or other organizations lead to the meeting, as the public space is incidental. for instance, meetings through a soccer team are coded as vol org but not public, even if they meet in a park. meetings through friends at the beach is only coded by the friend relations, not public.

"blind date" is reserved for cases that clearly sounded like first dates set up between people who didn't know each other and had not met by intermediaries, or when specifically called a blind date by R.

"Singles service" includes phone chat lines, matchmaking services (traditional ones like yentas too), single's dances, non-internet classified ads, video dating, speed dating, etc.

"Business trip" includes conventions and conferences, but not study abroad.

"Vacation" does not include study abroad either.

New q24 family variables added in HCMST version 3.0 by Stanford research team member Maja Falcon:

Research question: Which family members are most likely to play active roles in matchmaking?

Existing three variables of interest
q24_R_family
- 271 cases (not accounting for overlap between other variables)
- respondent's family played a role in matchmaking

q24_P_family
- 259 cases (not accounting for overlap between other variables)
- partner's family played a role in matchmaking

q24_btwn_I_family
- 14 cases (not accounting for overlap between other variables)
- an intermediate's family member played a role in matchmaking ex. roommate's sister's friend

New variables (Active Cases, where the family member takes an active role in introducing respondent and partner):
q24_fam_mother_active (Coded: 0,1)
- 100 cases
q24_fam_father_active (Coded: 0,1)
- 49 cases
q24_fam_brother_active (Coded: 0,1)
- 100 cases
q24_fam_sister_active (Coded: 0,1)
- 124 cases
q24_fam_other_active (Coded: 0,1)
- 49 cases
- Children and unspecified kin relationships
q24_fam_cousin_active (Coded: 0,1)
- 62 cases
- Cousins
q24_fam_aunt_niece_active (Coded: 0,1)
- 15 cases
- Aunts or nieces
q24_fam_uncle_nephew_active (Coded: 0,1)
- 16 cases
- Uncles or nephews

q24_fam_grandmother_active (Coded: 0,1)
    * 4 cases

q24_fam_grandfather_active (Coded: 0,1)
    * 1 case

New variables (Passive Cases where family members are mentioned, but tangentially; for instance, respondent met partner where partner was living, which happened to be partner's mother's house)
q24_fam_mother_passive (Coded: 0,1)
- 9 cases
q24_fam_father_passive (Coded: 0,1)
- 4 cases
q24_fam_brother_passive (Coded: 0,1)
- 5 cases
q24_fam_sister_passive (Coded: 0,1)
- 8 cases
q24_fam_other_passive (Coded: 0,1)
- 2 cases
- Children, unspecified kin relationships
q24_fam_cousin_passive (Coded: 0,1)
- 0 cases
- Cousins
q24_fam_aunt_niece_passive (Coded: 0,1)
- 0 cases
- Aunts or nieces
q24_fam_uncle_nephew_passive (Coded: 0,1)
- 0 cases
- Uncles or nephews
q24_fam_grandmother_passive (Coded: 0,1)
- 0 cases
- grandmothers
q24_fam_grandfather_passive (Coded: 0,1)
- 0 cases

NOTE: "other" is all other family relations. We chose to code in-laws as direct family members. Also, note that there is overlap, as sometimes matchmaking is a family affair.