

ScriBe

USER MANUAL

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Introduction

Welcome to the ScriBe tutorial series. This manual is your guide to using ScriBe software for transcribing multimedia files and conducting qualitative data analysis. ScriBe is designed to support researchers by providing tools to manage, analyze, and visualize audio and biometric data.

After completing this guide, you will be able to:

- Understand what ScriBe is and how to use it in research
- Request and set up your own project
- Create codebooks with categories and codes
- Create sessions and invite collaborators
- Upload audio and GSR (Galvanic Skin Response) files
- Create and use analysis tables
- Code your data and export your results

Getting Started with ScriBe

What is ScriBe?

ScriBe is a multimedia playground that allows researchers to:

- Upload and transcribe audio files (.mp3, .mp4)
- Identify speakers using diarisation
- Combine audio with physiological data (e.g., GSR from Empatica or EmbracePlus devices)
- Code and categorize qualitative data
- Visualize and export findings

How to Request a Project

1. Visit the registration link (provided in the video or documentation)
2. Log in with your UT credentials
3. Navigate to User Applications
4. Select BMS Lab Project Registration
5. Fill in the necessary project information
6. Submit and wait for approval

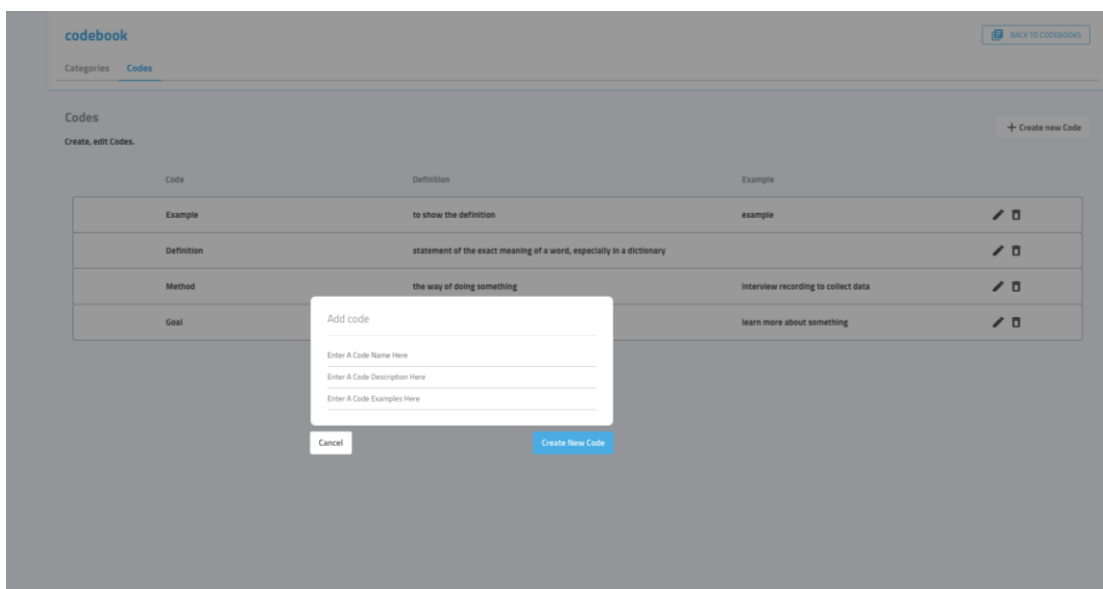
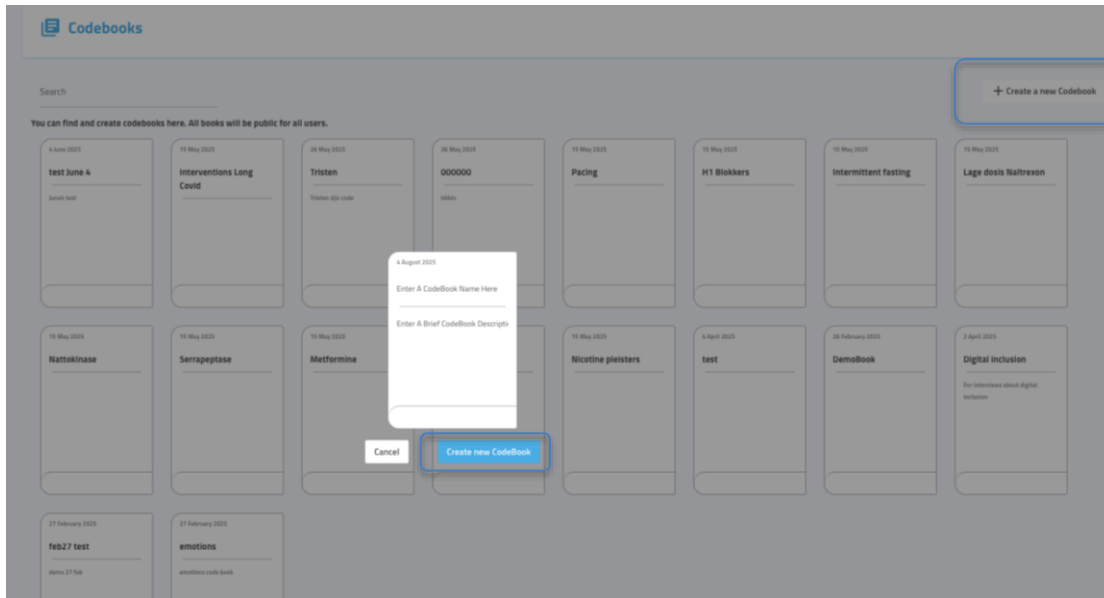
Basic Terminology

- Session: Your main project workspace containing files, collaborators, and analysis tools.
- Codebook: A structured collection of categories and codes used during data analysis.
- Analysis: The environment where you apply codebooks to data files, invite coders, and interpret your findings.

Setting Up Your Analysis

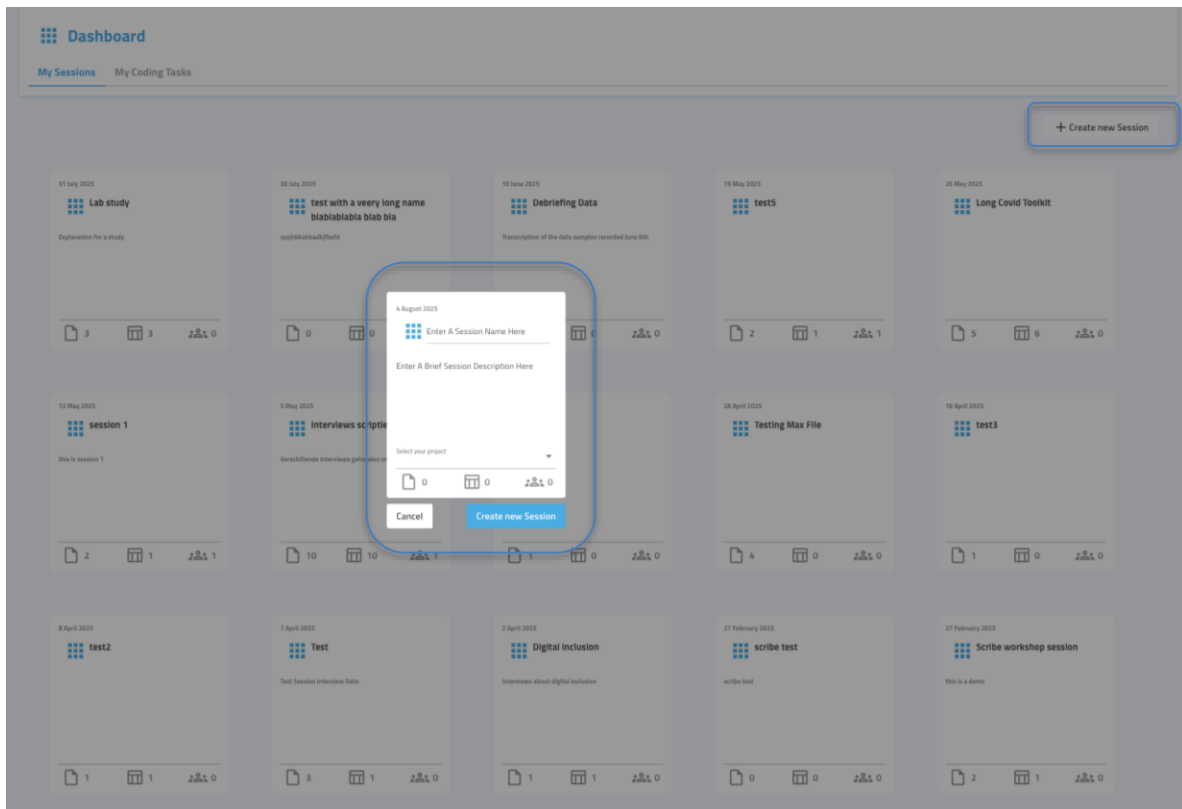
I. Create a Codebook with Codes and Categories

1. From 'My Apps' on the BMS Lab server, open the ScriBe dashboard
2. Click on 'Codebooks' in the left menu and click '+ Create a new codebook'
3. Add a name and description, then click 'Create New Code' to save
4. Open your codebook to add categories and codes
5. Create a category and a code, then assign the code to the category



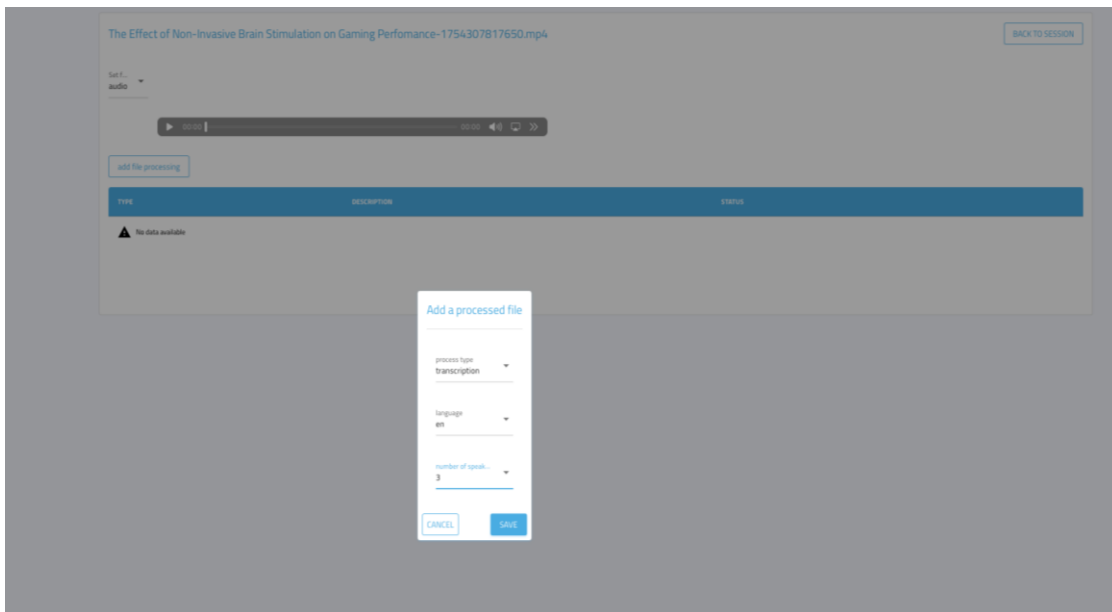
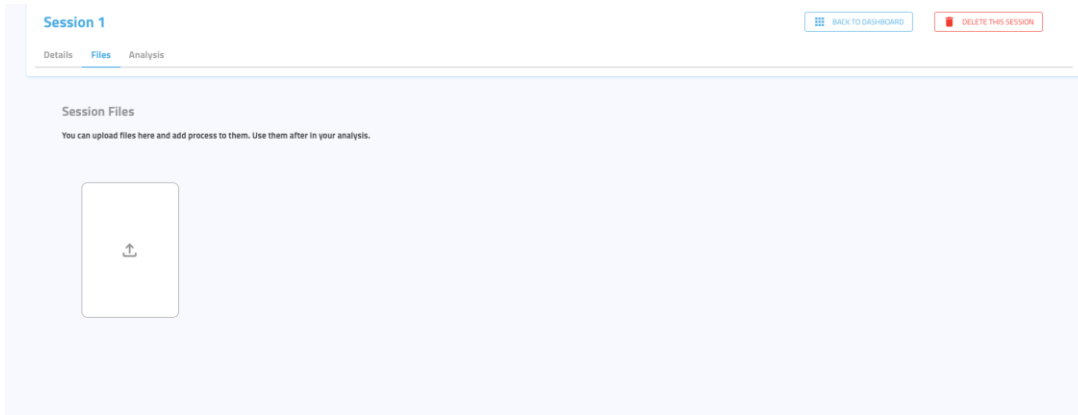
II. Create a Session with Collaborators

1. From the Dashboard, click '+ Create a new session'
2. Add a name, description, and select your approved project
3. Click Enter to save
4. Select your session to view session details
5. Click 'Add a new collaborator', enter name and email, and click Save



III. Upload Audio and GSR Files

1. Go to your Dashboard and select your session
2. Navigate to the 'Files' tab
3. Click Upload and choose audio (.mp3/.mp4) or GSR file
4. Click the pencil icon on uploaded audio to open processing options
5. Select 'Transcription' and choose the language (English or Dutch)
6. Enable diarisation if needed (max 5 speakers)



Working with the Analysis Table

I. Create an Analysis Table

1. Open your session and go to the 'Analysis' tab
2. Click '+ Create new analysis', name it, and save
3. Click on the analysis card to expand options
4. Add codebooks, files, and coders using the + icons
5. Click 'Go to the analysis table' to start coding

II. Code Your Data in the Analysis Table

1. Click 'Add Column' and choose your data type
2. Add the audio transcription file to view speaker dialogue
3. Add the codebook to display coding columns
4. Assign codes and categories to specific segments
5. Add a notes column if desired for annotations

III. Export the Analysis Table

1. In the analysis table, click the download button in the top-right corner
2. Select CSV as the export format
3. Save the file to your device

Analysis

BACK TO EDIT SESSIONDELETE ANALYSIS

DOWNLOAD ANALYSIS TABLE

Expand

The Effect of Non-Invasive Brain Stimulation on Gaming Performance-1754307817650.mp4

0:05 2:13

THE...MP4

spk3

spk2

spk1

20 40 60 80 100 120

+ add a column

START	END	transcript (Duration)	transcript (Speaker)	transcript (Words)	codes (Codes)	codes (Categories)	notes (Notes)
00:00:09	00:00:24	15.16	Speaker 1	Hello, I am doing a master's in conflict Risk and Safety at UT. Currently, I'm doing research into the effect of noninvasive brain stimulation on gaming performance. The focus is on transcranial direct current stimulation on visuospatial working memory measured in a gaming setting.	Goal	Category	
00:00:24	00:00:54	27.12	Speaker 2	The study focuses on timing and polarity effects and has a sham condition for control. For this within subject design was chosen with five sessions and different stimulation protocols which every participant had to go through. The stimulation focuses on the lower right dorsolateral prefrontal cortex for cognitive functions. For this, a gamified working memory task was chosen. Reminiscence of the Super Hexagon task.			
00:00:56	00:01:02	5.60	Speaker 3	Okay, Nick, would you mind telling me about the equipment we need for the stimulation?			
00:01:02	00:01:24	16.40	Speaker 2	Of course. So first you're going to need a cap where the Electrodes can be placed. Um, next, you're gonna need the actual wires with the electrodes attached. And then you need the battery, which will deploy the current.			
00:01:25	00:01:26	1.48	Speaker 3	Why do we need the gel?			
00:01:27	00:01:39	11.12	Speaker 2	So the gel is important for, uh, higher skin conductance. So the electrodes are not directly connected to the skin. And the syringe will be used to apply it to the participants head.			
00:01:40	00:02:09	26.28	Speaker 3	The research is still ongoing. However, what we can say from our preliminary results is that we have a tendency for online and nodal stimulation to improve the gaming performance and to give you proper results. We have to finish the research and do a further analysis. If you want to know how our proper analysis in the end will look like. Stay tuned and get back soon.			

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