

EXPRESSION ATTRIBUTION TEST (EAT)

Tom Manly/Paul Burgess 1991

Description:

In this test, a derivative of Picture Arrangement tasks (e.g. WAIS, WAIS-R), participants are presented with 8 cartoon strips. Each shows a brief story in a fixed order. The events shown were selected on the basis of inducing fairly predictable emotional states or changes in state in the protagonists (for example, appreciating a beautiful vase and then accidentally dropping it). In the strips the characters' faces are blank. For each item the participant is given a set of cards showing the face of the character/s with a particular emotional expression. S/he is asked to attribute each card to one panel in the cartoon based on their view of a) what the character/s are most likely to be feeling and b) the card that best represents that emotion. The number of cards for each item is always the same as the number of panels in the cartoon, and the cards are always initially presented in an order that is different from the cartoonists intention. Performance is scored relative to normative data.

Although the test was designed to test participants' appreciation of how people might feel in certain situations, poor performance might also result from a difficulty in identifying the intended emotional expression. As a control for this, after administering the items, the participant should then be presented with each of the faces and asked to judge the expression being shown. In addition, at the end of each item the participant is asked to briefly describe the story and the reactions of the characters.

Preparation:

The test is contained within 2 word files. Prior to administration the faces (EAT-faces) should be cut out and the text that accompanies them (e.g. ITEM VASE - G - ORDER 2) copied onto the back of each. Lamination of the stimuli and the card may assist in the longevity of the materials. You will also need the score-sheet at the bottom of this document.

Administration.

The first cartoon strip (VASE) should be placed in front of the participant and the faces for this item laid out beneath in the order now shown on the back of each card.

Say to the participant

"This cartoon tells a little story. As you can see, the face of the character in the story is blank - but on these cards you can see him with 3 different expressions. What I would like you to do is to think about how the character is most likely to be feeling in each panel and then choose from these cards the expression that is closest. When you have chosen, put each card in the correct order and tell me when you have finished."

Reminders of these instructions can be given at any time, as necessary, but no further assistance (e.g. "he looks happy here") should be offered.

Once the participant has completed each item pick up the cards IN THE ORDER THEY WERE PLACED and then copy the letter sequence from the back onto the score sheet. If the cards are in the order intended by the cartoonist this should spell a relevant word (POT, BIKE etc). If the order is different this should be recorded as a) a number of items have plausible alternatives and b) further normative data may change what is considered an appropriate response.

Once you have recorder the order - ask the participant to explain briefly what happened in the story and this should be recorded in the score sheet. Do not prompt them to say how the characters were feeling as failure for them to do this may be informative (No coding system has been worked out for this yet but the essential points of the story in terms of the cartoonists intentions are listed).

Once all 8 items have been completed in order, then present each face card to the participant one at a time and ask them to name the emotion as best they can (see score sheet).

EXPRESSION ATTRIBUTION TEST (EAT) SCORE SHEET

EXPRESSION ATTRIBUTION TEST (EAT) SCORE SHEET			
Name			
Date of Birth			
Sex			
Date of Test			
Item	Intended order/ alternatives	Response order	Participant's description
1	GIT		
2	POT		
3	BIKE		
4	DAMP		
5	RAINS SAINR		
6	GIFTS (IGFTS TIFGS TGFIS TGFSI GTFSI)		
7	WAITER		

8	DRUNKS (SRUNKD)		
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STORY DESCRIPTIONS

	Basic story	Story with intentions/emotions
1	A man is holding/looking at a vase. It falls. He looks at it again	A man is admiring/happy with a vase. He accidentally drops it and is very unhappy/upset/sad.
2	Two men are playing snooker. One wins. They shake hands	Two men are playing snooker. One is worried/concerned. One wins and is happy the other one is sad/disappointed/angry. In the end though he is a good sport and they are both happy.
3	A man is riding a bike. He leaves it against a lamppost and walks off while another man is walking towards it. The other man rides the bike. The first man looks at the lamp post	A man is riding his bike and leaves it against a lamppost. The other man takes the bike. As he rides away on the bike he is happy. The other man comes back and notices that his bike has gone he is very unhappy.
4	A woman is walking along in the rain. The car splashes her and the driver looks back. The car crashes into a tree.	A woman is walking in the rain and there is a car in the background. The man sees her and thinks it might be funny to splash her. She is very surprised when she is splashed and he thinks its funny. She is very angry and he still thinks its funny. When she sees that he has crashed his car she thinks its funny/has got her revenge - and he is very sad.
5	A man is lying in the sun. It begins to rain and he is wearing a coat. The sun comes back out and he lies down again.	A man is enjoying lying in the sun. He is upset when it starts to rain. He is sad to be in the rain/out of the sun. He cheers up when the sun comes out and enjoys lying in the sun again.

	Basic story	Story with intentions/emotions
6	A girl is standing by a Christmas tree with some adults talking to each other behind her. The girl talks to the woman and then sits down. The woman gives her a present and the little girl jumps up and down.	A girl is waiting next to the Christmas tree for her present. Her parents decide to play a trick by saying they haven't got a present for her. This makes the girl very sad/angry/disappointed. She looks up to see that she is being given a present which makes her very happy.
7	A woman walks to the bus stop and waits for the bus. One bus comes but she doesn't get on it/it doesn't stop. She waits again and then gets on a bus.	A woman is waiting for a bus and looks a bit anxious about the time/that she is going to be late. She tries to stop the bus but is surprised/horrified that it goes straight past. She is now very angry/unhappy/inpatient. When the next bus comes she shouts at the driver.
8	Two men are drinking and smoking. One knocks the other one's beer over. They stand up and point at each other. They then put an arm over each other's shoulders.	Two men are enjoying a talk/drink. One man accidentally knocks the other's beer over and is surprised while the other man looks sad/unhappy. The first guy thinks its funny and his laughter makes the other one angry. They both get angry then and are about to have a fight. In the end the bald man sees the funny side/is playing a trick on the other one (wasn't really angry) and in the end they can both laugh about it.

Naming Expressions

Item		Intended expression	Participant's response
VASE - G		Happy/contented/pleased/admiring	
VASE - I		Surprised/shocked/astonished/horrified	
VASE - G		Sad/disappointed/unhappy/appalled	
SNOOKER - P		Concentrating/neutral/focused Worried/pensive/anxious/holding his breath/neutral	
SNOOKER - O		Happy/delighted/pleased Unhappy/sad/disappointed/angry	
SNOOKER - T		Happy/delighted/pleased Happy/putting a good face on it/hiding disappointment/sportsmanlike.	
THEFT - B		Happy/neutral/contented Neutral/planning	
THEFT - I		Neutral Planning/thinking/neutral/happy	
THEFT - K		Happy/neutral Happy/pleased/smug/content	
THEFT - E		Sad/angry Happy/neutral/content	
SPLASH - D		Neutral/happy/contented Neutral/thinking/planning	

SPLASH - A		1. Surprised/shocked/horrified 2. Happy/finding it funny/smug/pleased	
SPLASH - M		Angry/very sad Happy/laughing/pleased	
SPLASH - P		Happy/laughing/pleased Sad/angry/disappointed	
SUNBED - R		Content/happy/sleeping	
SUNBED - A		Shocked/surprised/dismayed	
SUNBED - I		Sad/angry/disappointed	
SUNBED - N		Happy/laughing/pleased	
SUNBED - S		Content/happy/sleeping	
XMAS -G		Neutral/expectant/happy	
XMAS -I		Happy	
XMAS -F		Sad/angry/disappointed	
XMAS -T		Sad/coming round/becoming happy/ curious	

XMAS -S		Delighted/happy	
BUS - W		Neutral/happy	

BUS - A		Worried/concerned	
BUS - I		Happy/pleased	
BUS - T		Shocked/surprised	
BUS - E		Angry/worried/sad	
BUS - R		Angry/shouting	
BRAWL - D		Happy/content/talking Happy/content/talking	
BRAWL - R		Surprised/shocked Unhappy/sad/annoyed	
BRAWL - U		Laughing/happy/hysterical Angry/aggressive	
BRAWL - N		Angry/aggressive Angry/aggressive	
BRAWL - K		Angry/aggressive Laughing/seeing the funny side	
BRAWL - S		1. Laughing/seeing the funny side/ happy 2. Laughing/seeing the funny side/ happy	