

SEIP-Q SCORING

For Attributional and Emotional Response Variables:

Add up scores on all stories for each construct and then divide by number of items to get the score for that construct on a 0-3 scale:

Hostile Attribution (HA) = A1 + A4:	Total HA Score divided by 16
Negative Emotional Response (NER) = B + C:	Total NER Score divided by 16
Instrumental Attribution (IA) = A2:	Total IA Score divided by 8
Benign Attribution (BA) = A3:	Total IA Score divided by 8

Response and Decision Variables (After Fontaine et al., 2010):

D = Socially Appropriate Response
E = Direct Aggressive Response
F = Relationally Aggressive Response

D1/E1/F1	How likely is it that you would act this way?
D2/E2/F2	How good or bad is it to act this way?
D3/E3/F3	If you acted this way, how likely is it that your friend will keep your secrets in the future?
D4/E4/F4	If you acted this way, how much would your friend respect you?
D5/E5/F5	How easy would it be for you to act this way?
D6/E6/F6	How would you feel about yourself if you acted this way?
D7/E7/F7	How much would other people like you if they saw you acting this way?

R-Eval (Q2)	= Response Valuation
Exp (Q3/Q4/Q6/Q7)	= Outcome Expectation
R-Eff (Q5)	= Response Efficacy
R-Enact (Q1)	= Response Enactment

Do this separately for D, E, and F

THEN, score all variables as separately for Overt Aggression and Relational Aggression stories. Thus, for Overt (or Relational) Aggression HA or NER: total the score for those four stories for each of those variables and divide by 8. For Overt (or Relational) Aggression IA or BA: total the score for those four stories for each variable and divide by 4. For Overt (or Relational) Aggression R-Eval, R-Eff, or R-Enact: total the score for those four stories for each variable and divide by 4. For Overt (or Relational) Aggression O-Exp: total the score for those four stories for each of the four variables and divide by 16.

Overt Aggression Stories	= 2 / 3 / 4 / 8
Relational Aggression Stories	= 1 / 5 / 6 / 7