



How to succeed in DPICS coding without really trying

Melanie Nelson, Ph.D.
University of Oklahoma Health Sciences Center

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WHAT IS DPICS?

- Dyadic Parent Child Interaction Coding System
 - Method for quantifying parent and child behavior as they interact in three standard situations
 - Used as a baseline and outcome measure
 - Used to determine in-session treatment goals
 - Used to provide parents with concrete feedback

WHAT IS DPICS?

- Now in its 3rd edition (4th edition coming soon!)
 - Codes for which it was difficult to establish inter-rater reliability were dropped or combined
 - Codes that did not distinguish treated from non-treated or clinical from typical were moved to supplemental list
 - Flexible system
 - depending on purpose, different codes may be used
- RESEARCH VERSION
 - Intended for videotape coding
 - More codes used (including child codes)
- CLINICAL VERSION
 - Simplified for live coding purposes
 - Stresses codes with highest clinical import

CLINICAL DPICS

- Includes:
 - Major codes
 - TA, BD, RF, LP, UP, NTA
 - Child response to command (CO, NC, NOC)
 - Simplified codes
 - QU: IQ and DQ combined
 - CM: DC and IC combined (only used in CDI coding)
- Does not include:
 - Child verbalizations
 - Child Response to Questions
 - Parent and child vocalizations
 - Physical categories



CODING

- At pretreatment and posttreatment
 - Three situations, totaling about 20 minutes per caregiver (full DPICS assessment)
 - NEW-Can omit “warm-up” before Parent Led Play
- In CDI coaching sessions
 - 5 minutes of CDI coding with each caregiver before coaching
- In PDI coaching sessions
 - 5 minutes of PDI coding, and usually an additional 5 minutes of CDI coding (see session outlines)



DEFINITIONS OF CODES



NEGATIVE TALK (NTA)

o Negative Talk—formerly Criticism and Smart Talk

- Verbal expression of disapproval of the child or the child's attributes, activities, products, or choices
- Sassy or impudent speech
- Sarcasm
- General rudeness





COMMANDS

o Directions from one person to another that include a stated or implicit "you" as the subject and a stated verb phrase indicating a vocal or motoric behavior to be performed

- Direct Commands (DC)
 - o An order or direction for a behavior to be performed by the child
- Indirect Commands (IC)
 - o Command implied or stated in question form
- Command (CM)



RESPONSES TO COMMANDS

o Coded in the 5-second interval following the command

- Compliance (CO)
- Noncompliance (NC)
- No opportunity to comply (NOC)



NO OPPORTUNITY TO COMPLY COMMANDS

o Vague (but direct) commands

- “Behave” (DC/NOC)
- “Watch out” (DC/NOC)
- “Try” (DC/NOC)
- “Look” (DC/NOC)



o Bids for attention

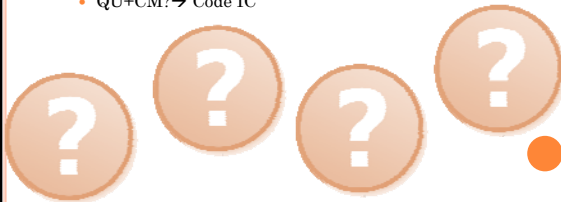
- Child’s name—“Aaron” (IC/NC)
- “Hey!” (IC/NOC)
- “Please” (IC/NOC)



QUESTION (QU)

o Verbal inquiries that have a rising inflection at the end and/or have the sentence structure of a question

- Do not distinguish between information questions and descriptive/reflective questions
- QU+CM? → Code IC



PRAISE



o A positive evaluation of the child’s behavior, activity, or products

- o Labeled Praise—specific
- o Unlabeled Praise—vague



REFLECTIVE STATEMENTS (RF)

o A declarative phrase or statement that has the same meaning as a child verbalization

- Must include some of the child's words, or synonyms thereof
- May not change the meaning of the child's statement or interpret unstated ideas
- May paraphrase



BEHAVIORAL DESCRIPTION (BD)

o Descriptive statements which describe the child's observable behavior

- Subject is the child (NOT the toy)
- Verb describes child's ongoing or just completed behavior
- Uses an action verb
- o **NEW!** Statements such as "That's a gray elephant you are coloring" will be coded as BD



THE NEW "GOT" RULE

o Statements with the verb 'got' are considered Behavior Descriptions if the child obtained an item recently (no more than 5 seconds before the parent's verbalization). Statements with the verb 'got' are considered Neutral Talk if the parent describes something a child has that was not obtained recently (more than 5 seconds ago).

o **Examples**

- Child: (picks up a cow)
- Parent: You got a cow in your hand. **(BD)**
- Child: (grabs a toy bus)
- Parent: You got a toy bus. **(BD)**
- Parent: You got brown eyes. **(TA)**
- Parent: You got yellow pants on today. **(TA)**



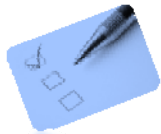
TALK (TA)

- Introduce information or indicate attention to the child
- Clinically useful



PRIORITY ORDER

- Used when a statement falls into two coding categories



- Negative Talk
- Direct Command
- Indirect Command
- Labeled Praise
- Unlabeled Praise
- Question
- Reflection
- Behavioral Description
- Neutral Talk



DECISION RULES ORDER

- Used when the coder is uncertain into which category a statement falls




- Neutral Talk
- Behavioral Description
- Reflection
- Question
- Unlabeled Praise
- Labeled Praise
- Indirect Command
- Direct Command
- Negative Talk






WAYS TO INCREASE AND MAINTAIN DPICS CODING SKILLS

- Order the DPICS manual and the DPICS coder workbook (both available at www.pcit.org)



WAYS TO INCREASE AND MAINTAIN DPICS CODING SKILLS



- Videotape coding and review (just like TiVo!)
- Put Priority Order and Decision Rules on wall
- Code with a friend!
 - Code a 5 minute segment together
 - Write down tricky codes to discuss and look up
 - Calculate percent agreement (aim for 80%)