



## Qualitative Analysis Process and Codebook

Parent Code	Child Code	Description
<b>Causes of violence</b>		Includes any discussion of causes of violence
	Technology	Includes mention of social media, videogames, and other tech media that promotes the spread of violence
	Music	Includes mention of any music that promotes the spread of violence
	Desire for inclusion	Includes mention of trends and behaviors that promote CV activities (i.e., promoting violence to look cool; those perpetrating the hood culture; desire to create reputation; seeking respect)
	Beef/Interpersonal issues	Includes mention of generational beef, hood beef, gossip or any type of interpersonal conflict
	Gentrification	Includes mention of housing shifts that cause rival communities to live together
	Access to guns	Includes any mention of the availability of fire arms
	Lack of resources/money	Includes mention of violence that occurs out of need or lack of access to basic needs
<b>Community connection</b>		Includes any discussion of how people relate to their neighbors (i.e., people are fearful or not fearful of their neighbors); specifically include response to a question at the start of the interview that asks interviewees about how they connect with community members, unrelated to violence
<b>Community daily activities</b>		Includes any mention of the respondents daily activities (i.e., places they may go regularly, activities they enjoy in their community, etc. )
	Methods of transportation	Includes any mention of mode of daily transportation (i.e., metro, walking, car, rideshare, etc.)
<b>CV exposure impact on mental health</b>		Any mention of how people feel after or as a result of violent or traumatic events happen in the community.
	Anxious/worried	Any mention of people feeling anxious or worried as a result of CV
	Desensitization	Includes desensitization of both community and youth
	Isolation	Any mention of people isolating themselves after experiencing CV
	Depression	Includes discussion of depression
	Fear	Includes discussion of fear as a result of community violence
	Hopeless	Includes discussion of community not being able to improve or change no matter what
	Traumatized	Includes discussion of being traumatized or having PTSD as a result of community violence
<b>State of violence</b>		Includes mention of violence being everywhere, changes over time, and outside perceptions of violence
	Changes of over time	Includes any discussion of violence being better or worse than the past; double code this with state of violence
	Outside perceptions	Includes any mention of how others opinions of the community and its state of violence; double code this with 'state of violence'

<b>Current state of youth</b>		Includes reference to things generally happening with youth
<b>Elements of community safety</b>		Refers to responses to the question explicitly asking about elements of community safety; double code with other areas as needed
<b>Fears of safety</b>		Includes any mention of what causes them to fear for their safety
	Violence crimes	Includes shootings, stabbing, carjackings, reckless driving
	Bullets don't have a name	Includes mention of the random nature of crimes, no one is safe from exposure to crime or victimization; everyone is exposed
	Neighborhood environment	Includes mention of catcalls, unwanted attention, people loitering
	Youth involved crime	Includes mention of youth perpetuated violence; double code with violence crimes if necessary
<b>Feel safe</b>		
	Location	Includes any mention of locations people feel safe in
	Faith	Any mention of faith helping people feel safe
	Cautious behavior/awareness	Includes being aware of the surroundings, using cautious behavior to feel safe (i.e., moving quickly when out, avoiding certain places, not going out at certain times)
	With my people	Includes mention of friends, family, people you shared identity, safety in numbers
	Security	Includes mention of non-police related security, metal detectors, and body searches
	Weapon possession	Includes mace, firearms, etc.
<b>Personal experiences of violence</b>		Includes any mention of a personal experience of violence
<b>Police</b>		Includes any mention of police
	Care for community	Includes mention of care and lack of care for the community by police (i.e. harsh approaches, harassment, situation management, not risking life; knowing community)
	Desire for police presence	REMOVED
	Distrust	Includes corruption, relationship stigmas
	Lack of urgency	Includes comments about delayed response for police, EMS, dispatchers, and any others org or systems tied to emergency services
	No impact on violence	
	Patrolling frequency	Includes thoughts about how much patrolling they feel their community needs
<b>Community Resources</b>		Includes any mention of existing resources that support the community
	Beneficial programs	Includes mention of any programs, organizations, or events that are helpful to youth
	Resources needed	Includes mention of lack of programs, access, affordable activities, opportunities in other neighborhoods, events, social supports and other resources
	Solutions	Includes mention of resources needed but phrased as a solution; should be double coded with resources needed
<b>Caregiver response to community violence</b>		Includes --- Selective about child's friends, Staying in the house
<b>Safety impact on community connection</b>		Includes -- Minding your business, communication, lack of communication, interpersonal connections and interactions; includes responses at the end of the survey focused on connecting lack of safety to community trauma
<b>Adult presence</b>		

	Role of village	
	Role of parents/caregiver	Includes parenting burden and parents not parenting
<b>Violence prevention programs</b>		Includes mention of needing improvement and working well; and if they don't know about the programs
<b>Mental health</b>		Includes perceptions and experiences of mental health
	Mental health services	Includes mention of access to, lack of access, or need for mental health services
	Mental health stigma	Includes mention of perception of using mental health services or having any mental health issues
	Coping mechanisms	Includes any mention of things people do to cope with exposure to CV (i.e., playing video games, isolating themselves, connecting with family/friends, etc.); also includes poor coping mechanism
	Who can I run/turn to	Includes mention of what/ where people go for support when exposed with CV
<b>Great quotes</b>		Add quotes related to data walk

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[Learn more about Safety 7 at https://www.childtrends.org/project/centering-youth-experiences-youth-participatory-action.](https://www.childtrends.org/project/centering-youth-experiences-youth-participatory-action)