Guidelines for coding on *ThinkMate*
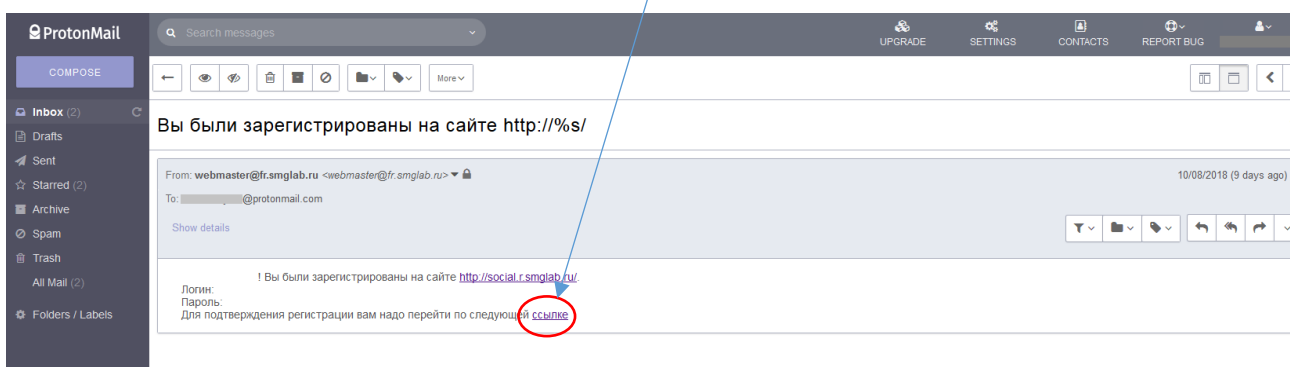
The beta version of *ThinkMate* is available at http://social.r.smglab.ru/en/.
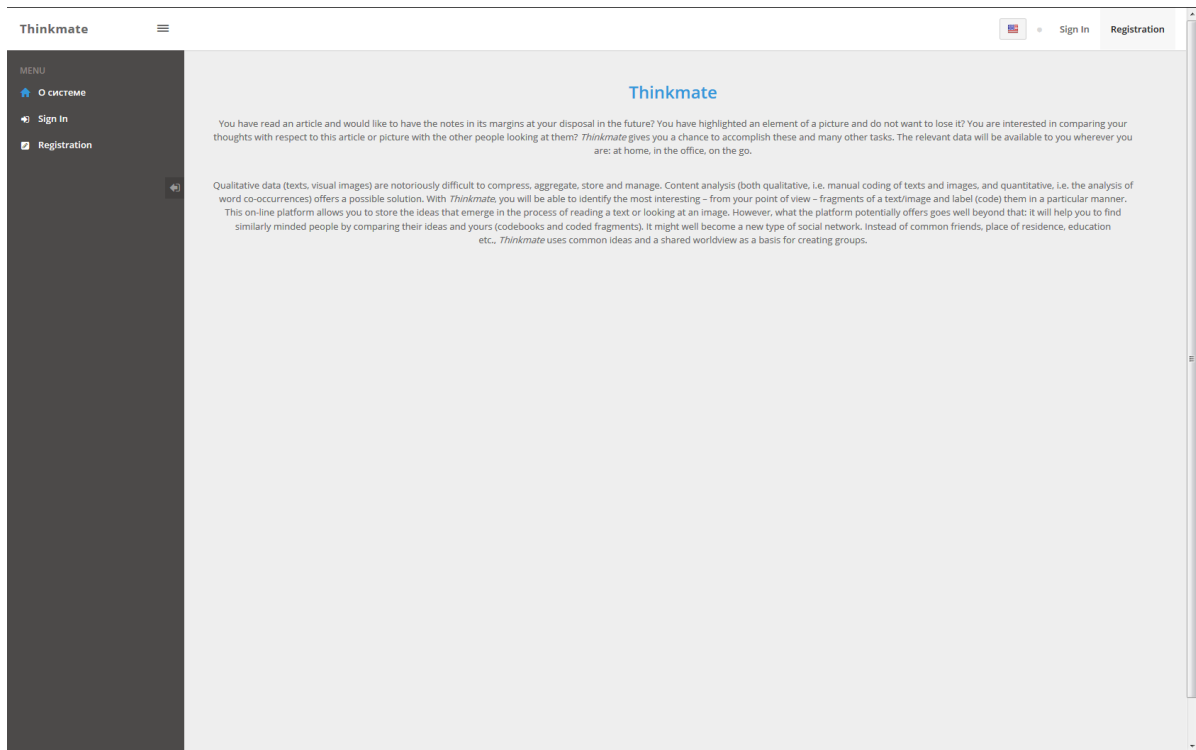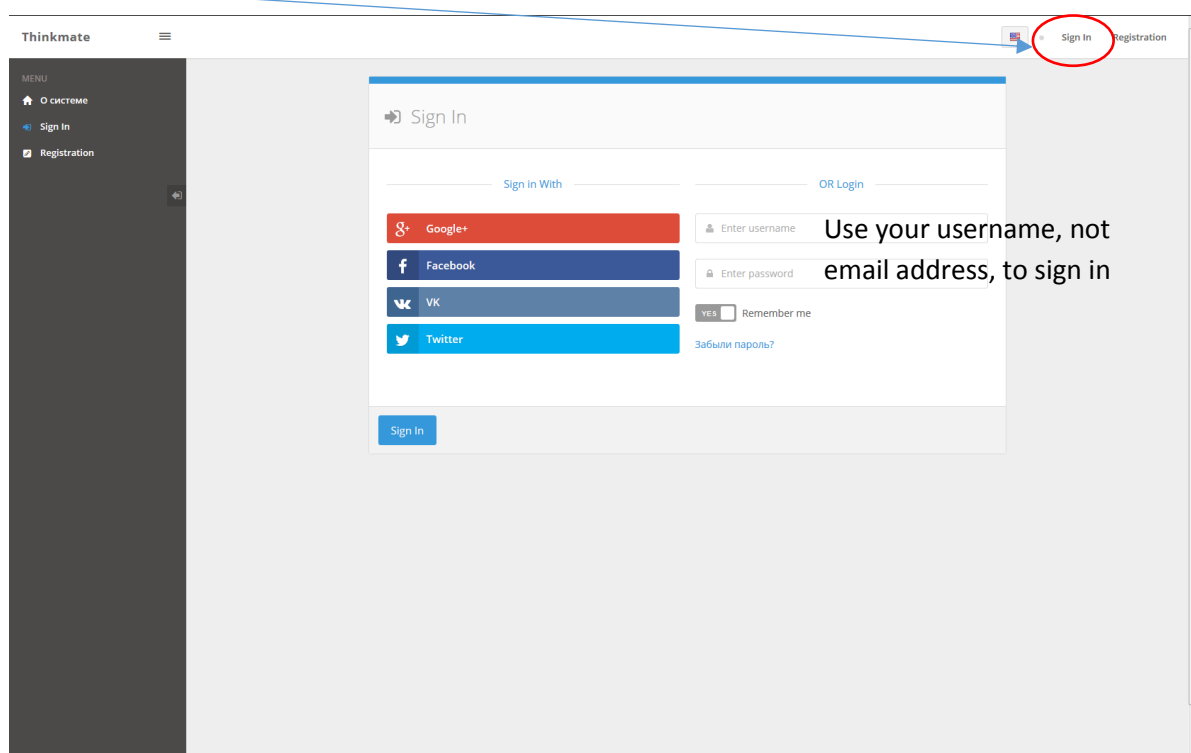

Before starting to code, you will need to register – via Registration – using either your *Facebook* account or your email (any email you have).

If you register by email, you will receive an activation link. Click on the link included in an email to activate your account and go back to *ThinkMate*.

You could log in now.

Please note that the *ThinkMate* interface is not available in English in its entirety yet (it is something we are working on right now).

After logging in, you will need to add yourself to a project titled CS4750. Their list is available on the 'Projects' page.

Make sure that the relevant codebook (CS4750) is activated. You are also able to consult the definitions of all four codes on this page.

Now select documents one by one by clicking on them. All five texts should be read and coded.
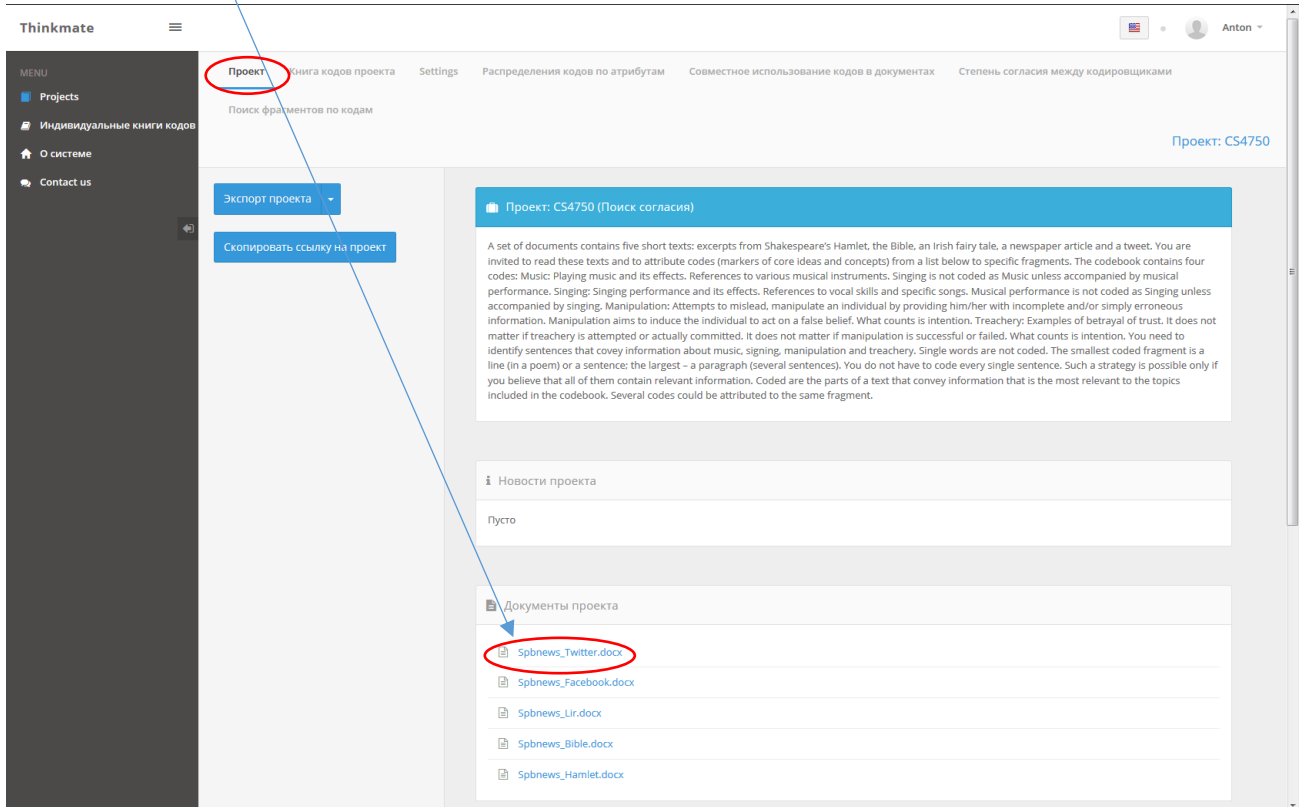
You select a fragment you wish to code, then choose a code to be applied from the drop down menu and click on the 'Code' blue button. When you see a vertical bar, the fragment is now coded.