

S1: Vignettes

		Locus	
		Self	Other
Valence	Negative	<p>Think for a minute about a topic, issue, or incident that would undermine how the other person thinks about you. For example, it could be a discussion about</p> <ul style="list-style-type: none"> - you failing to meet his or her expectations, - you doing something morally distasteful, - you holding an opinion you know the other person would find repugnant, - you being disloyal toward the other person, etc. 	<p>Think for a minute about a topic, issue, or incident that would undermine how you think about the other person. For example, it could be your knowledge about</p> <ul style="list-style-type: none"> - his or her failure to meet your expectations, - him or her doing something morally distasteful, - him or her being disloyal toward you, - you revealing your unhappiness with him or her, etc.
	Positive	<p>Think for a minute about a topic, issue, or incident that would enhance how the other person thinks about you. For example, it could be</p> <ul style="list-style-type: none"> - a significant achievement by you, - you revealing highly positive feelings toward the other person, - you proposing something you know the other person would love, etc. 	<p>Think for a minute about a topic, issue, or incident that would enhance how you think about the other person. For example, it could be</p> <ul style="list-style-type: none"> - news of his or her significant achievement, - his or her admirable behavior in a difficult situation, - a demonstration of his or her loyalty toward you, etc.

S2: Coding Scheme

#	Main Category	Subcategory I	Subcategory II	Definition	Examples
	<i>Reasons</i>	<i>Focus</i>	<i>Process</i>	<i>Answers containing ...</i>	
1.0	Interaction Control			... time-based reasoning	"immediacy", "interactivity", "delayed", "direct", "time to"
1.1		Self		... time-based, self-oriented reasoning	"gives me time"
1.1.1			Sending	... time-based, self-oriented reasoning about the sending process	"gives me the opportunity to formulate a message"
1.1.2			Receiving	... time-based, self-oriented reasoning about the receiving process	"I can ignore a response"
1.2		Other		... time-based, other-oriented reasoning	"directly react to the other person"
1.2.1			Sending	... time-based, other-oriented reasoning about the sending process	"other has to answer me"
1.2.2			Receiving	... time-based, other-oriented reasoning about the receiving process	"other person has to face the problem"
2.0	Emotion Control			... cue-based reasoning	"mimics", "authentic", "not see each other", "emotion", "joy", "sorrow"
2.1		Self		... cue-based, self-oriented reasoning	"it feels unpleasant"
2.1.1			Sending	... cue-based, self-oriented reasoning about the sending process	"best way to express myself"
2.1.2			Receiving	... cue-based, self-oriented reasoning about the receiving process	"better to detect other's emotions and feelings"
2.2		Other		... cue-based, other-oriented reasoning	"other might dislike eye-contact"
2.2.1			Sending	... cue-based, other-oriented reasoning about the sending process	"lets other person convey his or her emotion"
2.2.2			Receiving	... cue-based, other-oriented reasoning about the receiving process	"other person receives more clearly"
3.0	Pragmatic Reasons			... pragmatic reasoning	
3.1		Convenience		... reasoning about the ease of use, accessibility and practicality	"it is simple"
3.2		Habit		... reasoning about established patterns of behavior	"the only way I communicate"
4.0	Symbolic Reasons			... reasoning about social norms and interpretation of choice	"right thing to do", "appropriate", "shows appreciation"