European Election Study 1999

February 8, 2000

Content Analysis Codebook

**The Amsterdam School
of Communications Research *ASCoR***

Please write the appropriate codes of the following codebook on the codesheet. If a code does not apply, leave the respective box empty.

Level I: The Newscast/Newspaper Copy

V1   **News outlet**
⇐ List of news outlets (Appendix)

V2   **Date**
The first digit represents the month (May = 5, June = 6),
the second and third digits represent the day (01 to 31)
Example: May 3 = 503

V3   **Coder ID**
⇐ List of coders

Newspapers only

NP1   How much of the front page is taken up by all photographs, illustrations and graphs taken together? (Including advertising! Do not include calligraphy!)

0 =   Nothing
1 =   Up to a quarter page
2 =   Between a quarter and half the page
3 =   Between half a page and three quarters
4 =   More than three quarters of the page

Level II: The News Story

Definition: News story

A news story is an article in a newspaper and a news item in a TV newscast.

Television
- A news item is defined by its **topic**. It consists of all story elements (films, interviews, statements etc.--see below) that are presented as belonging to the same topic. A clear topic change always defines a new news story (e.g. from Kosovo to the Dioxin scandal). Take also into account changes within one section (e.g. in the Sports section a change from the transfer of a football player to the coverage of the national tennis team).

- But caution: Several (sub)topics may be combined into one "package" about an overarching topic, such as Kosovo. This package then looks like one long story.
  For our analysis, however, a new story begins
  a) once the background/backdrop of the anchorperson changes (e.g., the headline or the graph/photograph) *and/ or*
  b) once a topic is explicitly announced as different by the anchor: e.g., "Also today …," "Now to …".

- There are bulletins in which the background always remains the same. If it is *unclear*, whether there is a new topic (e.g. in news packages and the change of subtopics), you start coding a new news story when the bulletin shows the anchor again.
  After the film material, the anchor may sometimes make some concluding remarks concerning the story. Make sure that you don't include that when stopwatching the next story, but add that to the story the film material pertains to.
- *Note:* Headlines and summaries, announcements of other programs and commercials within the newscast are not coded.

Newspapers
- Articles to be coded have to begin on the front page.

- Their length does not matter: They can be regular articles (with headline and text), but also "bullets" (announcements of specific/ substantial articles that are to be found inside today's paper), or just a photo, a graph or a cartoon (with a caption). Even single headlines (for instance, above the newspaper title—"Pupil stabs teacher, p.10") count as articles!

- But: Advertisements and mere announcements of *sections* ("Arts, Section B," "The weather, p. 5") or games, lotteries, bingo numbers etc. are not coded. Also, announcements of the newspaper about itself are not coded, such as: days when it does not appear, or price increases.

- *Note:* If an article **explicitly** says that it is continued on another page, its continuation on the other page has to be coded as well. But: Articles that only consist of a headline or are only announced in an index/table of contents are **not** coded inside the newspaper – only the announcement on the front page itself.

- *Note:* New headlines **within** the text of an article do **not** constitute a new article.

V4   **Story number**
i.e. the number of the story within the newscast in the order of its appearance or of an article on the front page.

- *Newspapers*
  - To define the number of an article on the front page of a newspaper: Begin with the upper left article, then go (1) right and (2) down and start coding with the first story/article.
  - Please write the article number on the article in the newspaper!

- *Note:* **Do not count what you do not code!**
  So, ads, commercials, trailers, announcements of sections (see above) are not counted.

Television only

TV1   Is the recording of the **story complete**?

1 =   No, beginning is missing
2 =   No, end is missing

TV2a   Is the news story mentioned in the **first headline** of the newscast?
(Headlines = brief announcements of topics at the beginning of the program only)

1 =   Yes

TV2b   Is the news story mentioned in one of the **other headlines** of the newscast?

1 =   Yes

TV2c   Is the news story mentioned in a "**teaser**"?
("teasers" announce stories **within** the newscast, e.g., as "up next" or "later in this program")

1 =   Yes

Elements of a television story

TV3a   An **anchorperson/newsreader** reading or announcing the story (i.e. a person who sits in the studio and reads and announces news)

1 =   Yes

TV3b   **Newsfilm/footage, moving pictures**
(i.e., people — not journalists! – speaking in front of the camera or in the parliament, camera shows buildings, people arriving, shooting etc.)

Note: Newsfilm includes statements in front of the camera by people who are **not** journalists (but no interviews—see below).

1 =   Yes

TV3c   Report/statement by/or an interview with **correspondent(s) on location**
(i.e., a journalist on location or at least outside of the studio of the newscast who talks into the camera, often with a microphone in his/her hands)

1 =   Yes

TV3d   An **interview with anybody else** (politician, "normal" citizens, experts, victims etc.)

Note: An interview contains at least two – audible – questions! Otherwise it is a newsfilm.

1 =   Yes

TV3e   **(Substantial, topic-related) Talk between journalists in the same studio**

Note: No chats as a transition from one news block to the other!

1 =   Yes

TV3f   **A commentary**
(i.e., an element of the story that is explicitly defined as an evaluation and interpretation)

Note: A commentary has to be announced as such. Thus, just a positive or negative remark of the anchorperson or a correspondent is **not** a commentary.

1 =   Yes

TV4 **Length of TV news item** (in min : sec; four digits), incl. its introduction by the anchorperson.

Example: 1 minute and 58 seconds are coded as 0158, 42 seconds are coded as 0042

Newspapers only

NP2 Do one or more **photographs, graphs or illustrations** belong to the article?

    1 = Yes

NP3 **Size of the text of the article** (including all photographs/graphs/illustrations and its continuation on one of the other pages): in square cm (four digits)

Example: 6 cm x 12 cm = 0072 square cm.

NP4 **Placement**: Article begins on upper half of the page

    1 = Yes

NP5   **Type of story**

Choose only one!

01 =   Headline only

02 =   "Bullet"
(i.e. mostly headline and a short summary – at least one sentence –, which announces a substantial article that can be found inside the newspaper)

03 =   "News story"
(i.e. report of what has happened (when, where, who, what, sometimes also: why?)

04 =   "Reportage"
(i.e. feature article, vivid report of a correspondent, named as the author of the article. A "reportage" describes individual experience of the author; it is an eyewitness story of an event)

05 =   Commentary, editorial
(i.e. an article of its own, clearly defined to give evaluations. It has to be formally distinct from the rest of the page. It clearly expresses a standpoint of the author)

06 =   Portrait
(e.g. of a person, group, institution, organization – and nothing more than that. Otherwise it may be a news story or a reportage)

07 =   Interview
(The article is an interview – at least two questions! *Note:* Interviews as an element of "reportages" are not meant here)

08 =   Documentation
(The article is the original text, e.g., of a treaty, contract, of a letter)

09 =   Picture/graph/map
(The article is just that, often with a caption)

10 =   Cartoon
(The article is just that, often with a caption)

11 =   The article is a collection of quotes from other media—and nothing else!

12 =   Letter to the editor

Television and newspapers

V5 **Topic of the story**
(i.e. major subject of the story = taking the most space or time – often mentioned in the headline)

⇐ List of topics (Appendix)

Note: If there is more than one appropriate category, always choose the most specific one.

V6 **Explicitly:** Does the story or someone in the story say that this topic

1 = is **no** (real) problem? Does **not** have any (major) negative consequences?

V7 **Main location** of the story
Where does the story or the actions it depicts (mainly) take place (in terms of prominence in the story or length)?

⇐ List of locations (Appendix)

Note: If there are two equally important locations, code the one mentioned *first* in the story.

Note for newspapers: Headlines, bullets, cartoons, and pictures/ graphs may not contain enough information to code this category. In this case, you may leave this category blank.

Note: "Euroland", "Nato countries", "Europe as a whole", "UN", "OSCE", "WEU", "G8" must be explicitly mentioned to be coded here. The explicit mentioning of (various) single member countries does not suffice.

Example: An article about a speech held by Tony Blair in Germany would be coded with '06' (Germany) for the *main location* (V7).
If the speech mainly deals with Britain's future position in the EU, the *location where people are affected* (V8) is Britain.

V8 **Where** primarily (in terms of prominence in the story or space/ time devoted to it) are people directly **affected, influenced, harmed by or profit from** what the story is about?

⇐ List of locations (Appendix)

Note: This category **can only be left blank** if – in newspapers – headlines, bullets, cartoons, pictures/ graphs do not contain enough information for the coding of this category.

Screening

Continue with **political stories** only!

There are two ways a story can become political:

(1) If in the story

- *politicians* (from mayors and members of city councils to presidents—also members of royal families, and family members of politicians if they are explicitly related to the politician)
- *political groups* (factions, also within parties; the young members of a party etc.)
- *political institutions* (government, parliament, supreme court etc.) or
- *political organizations*[1] (parties, trade unions, Greenpeace etc.)

❑ are verbally mentioned at least twice (synonyms or personal pronouns also count)

or
❑ are verbally mentioned once **and** quoted (Blair said: "Britain...") / quoted without quotation marks (i.e. reported speech: Blair said that...)

or
❑ are verbally mentioned at least once **and** depicted at least once.

Important: If an article in a newspaper only consists of a headline/ bullet/ picture/ cartoon, **one** mentioning or one depiction of politicians, political groups, institutions or organizations is sufficient!
If you don't know whether the person/ group/ institution/ organization mentioned in a headline is a political actor, check briefly in the article.

(2) If the story explicitly mentions *politics* (foreign politics, social politics, finances of the state, budget, educational politics etc.).

---

[1] Political organizations are organizations that are set up with political goals/to influence political institutions. Thus, the "Association of the Friends of Wolfgang Amadeus Mozart" is not a political organization, although it may protest against the budget cuts of the Salzburg Festival. However, this story becomes political only if, for instance, the mayor of Salzburg is also mentioned twice—because he is a politician!

Exception for the screening of political stories: Stories about the Kosovo war

If the major topic is the **Kosovo conflict** (or victims of the Kosovo war or the bombing in Kosovo and in Serbia because of the Kosovo conflict), then:

Continue **only if** in the story

(1) politicians, political groups, political institutions or organizations **of the European Union**

- ❑ are verbally mentioned at least twice (synonyms or personal pronouns also count)

  or
- ❑ are verbally mentioned once **and** quoted (Santer said: "Kosovo...") / quoted without quotation marks (i.e. reported speech: Santer said that...)

  or
- ❑ are verbally mentioned at least once **and** depicted at least once.

  Important: If an article in a newspaper only consists of a headline/ bullet/ picture/ cartoon, **one** mentioning or depiction of politicians, political groups, institutions or organizations of the EU is sufficient!
  If you don't know whether the person/ group/ institution/ organization mentioned in a headline is related to the EU, check briefly in the article.

(2)   If the story explicitly mentions **politics of the European Union.**

POLITICAL STORIES and Kosovo Stories with a Connection to the EU only

---

V9 to V14   Actor 1-6

$\Leftarrow$ List of actors (appendix)

Up to six different **persons, groups, institutions or organizations** that are

- mentioned verbally at least twice (synonyms or personal pronouns also count)

or
- verbally mentioned once **and** quoted (Blair said: "Britain...") / quoted without quotation marks (i.e. reported speech: Blair said that...)

or
- mentioned verbally at least once **and** depicted at least once.

Exception: If an article in a newspaper only consists of a headline/ bullet/ picture/ cartoon, **one** mentioning or depiction of politicians, political groups, institutions or organizations is sufficient!

1. Actors are **not necessarily persons**. A government, an institution, an organization, even a country as a whole can be an actor if the story depicts so.
   An actor does **not necessarily have to act**, either. Actors can also be **objects** or **targets** of actions—they can be attacked or criticized, for instance.
   Journalists are actors only if they are reported **about,** i.e., if they are politicians themselves, or victims of bombing or if they are elected to an office etc.

2. An actor can only be coded once – although he/she/it/ they may appear at several places and with different functions in the story. Then, choose the category depicting the most important role of that actor in the story.
   If more than one code applies to one actor, choose the most specific one (e.g. a farmer is not to be coded as ordinary citizen, but as member of a professional group).
   There may be cases in which the same code has to be assigned to different actors, e.g. when two members of the same party are quarreling with each other.
   The reference point for deciding how to code an actor is always the story. If, for example, a member of the EP is depicted as *candidate* running for the EP, use level II of the Actor List and the respective country party list. If the person is mainly depicted as member of the EP (and also running for the EP again), use level I of the Actor List and the EP faction categories.

3. Criteria for selecting actors

    a) *If there is more than **one** actor:*

    Actor 1 = the main actor, the most important actor **of the story**.

    Indicators of importance are:
- duration, space of information about the actor
- frequency of being mentioned
- visibility (film, photographs etc.)
- quotes, statements of the actor.

    Note: Actors do **not** become important in a story because of their position, their rank or prestige!
    Note: Different actors may have the same code. Thus, the same code may be assigned several times.

    b) *If there are more than **two** actors that are sufficiently (see above) present in the story:*

    Code the other actors (except the main actor) in the order of their appearance in the story.

    c) *If there are more than **six** actors that are sufficiently (see above) present in the story:*

    Select the six **most important** actors in the story, code the main actor as actor 1 and the remaining five in their order of appearance. Criteria of importance: see above.

V15 to V20 Number of **direct, literal quotes** of each of the actors 1-6

How often is the actor quoted in the story? (also if translated simultaneously or dubbed).

Note: Do not code if what an actor said is only paraphrased or quoted by other sources.

V21 to V26 **Explicitly (only if the story or somebody in the story says/ depicts so):** Is the actor 1-6 evaluated favorably or unfavorably?

    1 =   Unfavorable (e.g. negative sides, emphasis on failure, unresolved problems)

    2 =   Mixed (e.g. emphasizing an actor's merits, but also his/ her negative sides)

    3 =   Favorable (e.g. positive sides, emphasis on success, solved problems, successful solutions)

V27 to V32 If you found in V21-V26 an evaluation of the actor 1-6: Whom does the evaluation **mostly** come from?

    1 =   From the actor himself/herself/itself (e.g., disgraces himself, admits errors, praises herself etc.)

    2 =   Other sources in the story (e.g., from other politicians, from victims, from people who were helped by the actor etc.)

    3 =   From the journalist(s), from the medium

Note: If there are several different evaluations and more than one "evaluator," use the one that is the most important in terms of space or time.

TOPIC-RELATED

V33 **Explicitly (only if the story or somebody in the story says/ depicts so):** Who is said or depicted as *mainly* handling, working on or taking care of the major topic of the story?

Mainly means in terms of the prominence, the length/ space a story devotes to an actor's handling of the topic. Always code this category according to the depiction of the story and not according to your knowledge about who is typically responsible for the topic.
If there are two actors who are depicted as equally dealing with the topic, code the first one mentioned.
Note: The actor relevant here is not necessarily one of the actors 1-6!

    1 =   Any national *government/governmental* actors (e.g. head of government, ministry, ministers, prime ministers of federal states, governors of regions, national army/troops and public administration)

    2 =   Any national *non-governmental political* actors (e.g. opposition politicians – also in federal states/regions, political organizations, political institutions other than government)

    3 =   Any national *non-political* actors (e.g. ordinary citizens, non-political organizations)

    4 =   EU or EU-related actors (e.g. EU institutions, EU politicians)

    5 =   Other (e.g. NATO, UN, UN/ NATO and other supranational troops)

V34 **Explicitly (only if the story or somebody in the story says/ depicts so):** Who *should* mainly be responsible for handling, working on or taking care of the major topic of the story?

Mainly means in terms of the prominence, the length/ space a story devotes to an actor's desired handling of the topic. Always code this category according to the depiction of the story and not according to your knowledge about who should typically be responsible for the topic.
If there are two actors who are equally depicted in the sense that they should handle the topic, code the first one mentioned.

Note: The actor relevant here is not necessarily one of the actors 1-6!

1 = Any national *government/governmental* actors (e.g. head of government, ministry, ministers, prime ministers of federal states, governors of regions, national army/troops and public administration)
2 = Any national *non-governmental political* actors (e.g. opposition politicians – also in federal states/regions, political organizations, political institutions other than government)
3 = Any national *non-political* actors (e.g. ordinary citizens, non-political organizations)
4 = EU or EU-related actors (e.g. EU institutions, EU politicians)
5 = Other (e.g. NATO, UN, UN/ NATO and other supranational troops)

V35 **Explicitly (only if the story or somebody in the story says so):** Is the **European Union** (its institutions or politics) mentioned in connection with the major topic of the story?

1 = Yes

V36 **Explicitly (only if the story or somebody in the story says/ depicts so):** Does the story **evaluate the current politics or the policy of own country** (i.e., the country of the news outlet) concerning the major topic of the story? Does it mention satisfaction or dissatisfaction with it – regardless of the source of such an evaluation?
Does the story or somebody in the story comment on it negatively or positively?

1 = Mostly satisfied (good job, no problem …)
2 = Both satisfied/dissatisfied (some good, some bad characteristics)
3 = Mostly dissatisfied (problems, flaws, mistakes, …)

Messages/ statements of the story as a whole

To code the following categories, you have to read, listen and watch very closely and carefully! One word, one picture can make all the difference!

V37   **Explicitly (only if the story or somebody in the story says/ depicts so):** Who is said or depicted as having *mainly* caused problems or difficulties (originally)?

Mainly means in terms of the prominence, the length/ space a story devotes to an actor as having caused problems and difficulties. Always code this category according to the depiction of the story and not according to your knowledge about who caused problems or difficulties.
If there are two actors who are equally depicted in the sense that they caused problems or difficulties, code the first one mentioned.

Note: The actor relevant here is not necessarily one of the actors 1-6!

1 =   Any national *government/governmental* actors (e.g. head of government, ministry, ministers, prime ministers of federal states, governors of regions, national army/troops and public administration)
2 =   Any national *non-governmental political* actors (e.g. opposition politicians – also in federal states/regions, political organizations, political institutions other than government)
3 =   Any national *non-political* actors (e.g. ordinary citizens, non-political organizations)
4 =   EU or EU-related actors (e.g. EU institutions, EU politicians)
5 =   Other (e.g. NATO, UN, UN/ NATO and other supranational troops)

V38   **Explicitly (only if the story or somebody in the story says so):** Does the story mention **poll results** (= survey results)?

1 =   Yes, and they are explicitly connected (**also**) to the European Elections of 1999
2 =   Yes, but they are **exclusively** connected to other topics/events

V39   **Explicitly (only if the story or somebody in the story says so):** Are one or more actors called (potential**) "winners"** or "**losers"** of what is depicted as a **competition or game**?

Note: Has to be mentioned explicitly – not victims, refugees that are not **called** "losers"or dictators that are not **called** "winners", for instance.

1 =   Yes, and this is explicitly connected **(also)** to the European Elections of 1999
2 =   Yes, but this is **exclusively** connected to other topics/events

V40   **Explicitly (only if the story or somebody in the story says so):** Does the story mention a person's, group's, institution's or organization's **presentation and style –** of how, in which way, in which manner they handle an issue? (e.g., competently, nervously, proudly, elegantly, badly, ill-prepared, hastily etc.). **Don't guess!**

1 =   Yes, and this is explicitly connected **(also)** to the European Elections of 1999
2 =   Yes, but this is **exclusively** connected to other topics/events

V41   **Explicitly (only if the story or somebody in the story says so):** Does the story mention that an action of a person, group, institution or organization was taken in order to **stabilize, consolidate or enhance his/its position, in order to make him/her/it look better** in public opinion or in the political arena? (i.e., a tactic or strategic move)

1 =   Yes, and this is explicitly connected **(also)** to the European Elections of 1999
2 =   Yes, but this is **exclusively** connected to other topics/events

V42   **Explicitly (only if the story or somebody in the story says so):** Does the story use one or more metaphors from the **language of games and sports**? (e.g., race, throwing in the towel, betting on the right horse, taking the bull by the horns, a good team-player, a good sportsman, etc.)

1 =   Yes, and this is explicitly connected **(also)** to the European Elections of 1999
2 =   Yes, but this is **exclusively** connected to other topics/events

Note: Every country has its own sports metaphors. Please take them into account.

V43   **Explicitly (only if the story or somebody in the story says so):** Does the story use one or more metaphors from the **language of war** (e.g., all-out war, fight, clash, blow up, bombing, battle, attack, skirmish etc.)?

1 =   Yes

V44   **Explicitly (only if the story or somebody in the story says/ depicts so):** Does the story say/ depict somewhere that a person, group, or institution/ organization is **able or not able** to solve a problem, to take action or take a decision?

1 =   Yes, ability
2 =   Yes, disability
3 =   Yes, both

V45   **Explicitly (only if the story depicts so):** Are there photographs or films that **illustrate conflict, disagreement**? (e.g., demonstrators throwing rocks at policemen, members of parliament shouting at each other).

1 =   Yes

V46   **Explicitly (only if the story or somebody in the story says/ depicts so):** Does the story (or somebody in the story) mention **two or more sides** of a problem or issue?

Note: These "sides" do not necessarily indicate a conflict or disagreement.

1 =   Yes

V47   **Explicitly (only if the story or somebody in the story says so):** Does the story verbally mention any **conflict/disagreement**?

1 =   Yes

V48   **Explicitly (only if the story or somebody in the story says so):** Does the story say that one person, group, institution or organization **reproaches/blames/criticizes** another?

1 =   Yes

V49   **Explicitly (only if the story or somebody in the story says/ depicts so):** If the story describes persons, groups, organizations or institutions as affected, influenced by/involved in an issue or problem: Does the story say **how specifically/concretely/practically that is the case, in which way, in which manner**? Does the story give a specific **example**? (e.g., waiting lines, hungry children, fleeing refugees, grateful people receiving bread, etc.)

1 =   Yes

V50   **Explicitly (only if the story or somebody in the story says/ depicts so):** Does the story mention/ depict the **private/personal life/fate** of persons?
(e.g., marriage/divorce, affairs, the children, hobbies, habits, clothing)

1 =   Yes

V51   **Explicitly:** Does the story or somebody in the story mention **emotions**? Does the story or somebody in the story describe feelings of outrage, anger, empathy, compassion, happiness, joy, relief, mourning, tenderness, admiration, sadness, disappointment etc.?

1 =   Yes

V52   **Explicitly (only if the story depicts so):** Can you see emotions clearly **on pictures, in films**? Such as outrage, anger, empathy, compassion, happiness, joy, relief, mourning, tenderness, admiration, sadness, disappointment?

1 =   Yes

V53   **Explicitly (only if the story or somebody in the story says so):** Does the story mention **economic, financial, monetary costs or expenses?**

1 =   Yes

V54   **Explicitly (only if the story or somebody in the story says so):** Does the story mention **economic, financial, monetary losses?**

1 =   Yes

V55   **Explicitly (only if the story or somebody in the story says so):** Does the story mention **economic, financial, monetary gains**?

1 =   Yes

V56   **Explicitly (only if the story depicts so):** Are there **pictures, films, illustrations or graphs** illustrating economic, financial, monetary costs, losses, gains? (e.g., balance sheets, calculations, coins and bills).

1 =   Yes

V57   **Explicitly (only if the story or somebody in the story says so):** Does the story mention **consequences** of an economic, financial or monetary issue **other than economic, financial or monetary costs, losses or gains?** (e.g., travel could be easier because of the Euro, greater clarity of the market because of a new law regulating the economy etc.)

1 =   Yes

V58   **Explicitly:** Does a journalist express **disdain** (German: abfaellig, French: dedain) about anything in the story = distance himself/herself from an event or politician, refer to artificial/staged aspects of an event, express embarrassment or disgust, call actions merely tactical?

1 =   Yes, and this is explicitly connected **(also)** to the European Elections of 1999
2 =   Yes, but this is **exclusively** connected to other topics/events

V59   **Explicitly (only if the story or somebody in the story says/ depicts so):** Does the story contain anything that is **supposed to be ironic, funny, amusing**, anything to make people smile or laugh?

Note: It doesn't matter if *you* cannot laugh …

1 =   Yes

V60   **Explicitly (only if the story or somebody in the story says so):** Does the story mention own country's (i.e., the country of the news outlet) **membership in the EU**?

If yes: Your impression:

1 =   the overall "tone" of the story in terms of own membership in the European Union gives an unfavorable impression of it (danger for democracy, fraud, bureaucracy …)
2 =   Overall tone is mixed/give both favorable and unfavorable impression
3 =   Overall tone give favorable impression (major benefits – peace, prosperity …)
4 =   Country's EU membership is mentioned, but overall tone is neutral

Explicitly (only if the story or somebody in the story says/ depicts so): Are any of the following "eurovisions" mentioned in the story?

V61a **Nationa**l identity (national values, culture), national independence and its threats?

    1 = Yes

V61b Europe, the EU as a way to **peace?**

    1 = Yes

V61c A **more** unified Europe (with integration pushed even further)?

    1 = Yes

V61d A **less** unified Europe (with integration slowed down, limited)?

    1 = Yes

V61e Europe as a **power** factor, European strength (economy, military, international relations)?

    1 = Yes

V61f **Democratization** of Europe, participation of citizens, a Europe close to the citizens?

    1 = Yes

V61g The Europe of the finance world, of **commerce**, business, of the banks, of trade, of multinational corporations?

    1 = Yes

V61h A European Union that is **enlarged**, includes, e.g., Turkey or Eastern Europe?

    1 = Yes

V61i A **corrupt** Europe?

    1 = Yes

V61j A Europe that is increasingly **controlling all other levels of politics** (Europe as an "octopus")?

    1 = Yes

V62   **Explicitly (only if the story or somebody in the story says so):** Is the **European Election Campaign** mentioned? Does the story at least mention or make reference to the campaign or the elections of the European Parliament in June 1999?

Note: If no, stop here!

1 =   Yes

V62a   **Explicitly (only if the story or somebody in the story says so):** If the European Election campaign is mentioned: Does the story mention that the campaign is

1 =   is boring
2 =   is exciting
3 =   is both, boring and exiting

V62b   **Explicitly (only if the story or somebody in the story says so):** If the European Election campaign is mentioned: Does the story mention that the turnout will be

1 =   low
2 =   high
3 =   both, low and high

V62c   **Explicitly (only if the story or somebody in the story says so):** If the European Election campaign is mentioned: Does the story mention that people

1 =   don't care, are not interested, apathetic
2 =   care, are interested, excited
3 =   both, not interested, apathetic and interested, excited