

Psychological State Measure: Branched Version (RTSM-Br)

Instructions for Respondent

Not everyone is motivated by the same things. In fact, the same person may be motivated by different things at different times, depending on the situation or their state of mind. You will be shown pairs of statements. You decide which of the statements in each pair best describes what you wanted immediately before taking this survey.

Below are some pairs of statements that may describe what you wanted immediately before taking this survey. For each pair, please indicate which statement best describes your motivation at that time. There are no right or wrong answers, and no particular response is better than any other.

| I WANTED TO... | A lot more ← | Somewhat more ← | A little more ← | A little more → | Somewhat more → | A lot more → | I WANTED TO... |
|---|-----------------|--------------------|--------------------|--------------------|--------------------|-----------------|---|
| Do something crucial <i>Telic</i> | 3 | 2 | 1 | 1 | 2 | 3 | Do something of no great concern <i>Paratelic</i> |
| Do something serious <i>Telic</i> | 3 | 2 | 1 | 1 | 2 | 3 | Do something playful <i>Paratelic</i> |
| Accomplish something for the future <i>Telic</i> | 3 | 2 | 1 | 1 | 2 | 3 | Enjoy myself at this moment <i>Paratelic</i> |
| Be defiant <i>Negativistic</i> | 3 | 2 | 1 | 1 | 2 | 3 | Do my duty <i>Conforming</i> |
| Do what I'm not supposed to do <i>Negativistic</i> | 3 | 2 | 1 | 1 | 2 | 3 | Do what I'm supposed to do <i>Conforming</i> |
| Do the opposite of what's expected of me <i>Negativistic</i> | 3 | 2 | 1 | 1 | 2 | 3 | Do what's expected of me <i>Conforming</i> |
| Focus on my own needs <i>Autic</i> | 3 | 2 | 1 | 1 | 2 | 3 | Focus on others' needs <i>Alloic</i> |
| Benefit personally <i>Autic</i> | 3 | 2 | 1 | 1 | 2 | 3 | Benefit others <i>Alloic</i> |
| Do something for others <i>Alloic</i> | 3 | 2 | 1 | 1 | 2 | 3 | Do something for myself <i>Autic</i> |
| <i>Using skip logic, ask these three questions only if respondent is in the Autic state:</i> | | | | | | | |
| Be powerful <i>Autic-Mastery</i> | 3 | 2 | 1 | 1 | 2 | 3 | Be cared for <i>Autic-Sympathy</i> |
| Be in control <i>Autic-Mastery</i> | 3 | 2 | 1 | 1 | 2 | 3 | Be helped <i>Autic-Sympathy</i> |
| Be looked after <i>Autic-Sympathy</i> | 3 | 2 | 1 | 1 | 2 | 3 | Dominate <i>Autic-Mastery</i> |
| <i>Using skip logic, ask these three questions only if respondent is in the Alloic state:</i> | | | | | | | |
| Help others to be powerful <i>Alloic-Mastery</i> | 3 | 2 | 1 | 1 | 2 | 3 | Show consideration for others <i>Alloic-Sympathy</i> |

| | | | | | | | |
|---|---|---|---|---|---|---|--|
| Strengthen others <i>Alloic-Mastery</i> | 3 | 2 | 1 | 1 | 2 | 3 | Be loving towards others <i>Alloic-Sympathy</i> |
| Help others to succeed <i>Alloic-Mastery</i> | 3 | 2 | 1 | 1 | 2 | 3 | Care for others <i>Alloic-Sympathy</i> |

Programming Instructions

Items should be presented in random order, within the constraints of the skip logic. If possible, anchors should also be randomly assigned to left and right positions. Comments in italics are to guide programming and scoring of the instrument and should not appear in versions seen by respondents.

Scoring Instructions

Step 1: For each item, assign a numerical score between 1 and 3 for a single state, using the key in the table above.

Sample responses are shown below. The first item would be scored as telic = 3 and paratelic = 0. The second item would be scored as telic = 2 and paratelic = 0. The third item would be scored as telic = 0 and paratelic = 1.

| | A lot more | Somewhat more | A little more | A little more | Somewhat more | A lot more | |
|---|------------|---------------|---------------|---------------|---------------|------------|--|
| I WANTED TO... | ← | ← | ← | → | → | → | I WANTED TO... |
| Do something crucial <i>Telic</i> | ③ | 2 | 1 | 1 | 2 | 3 | Do something of no great concern <i>Paratelic</i> |
| Do something serious <i>Telic</i> | 3 | ② | 1 | 1 | 2 | 3 | Do something playful <i>Paratelic</i> |
| Accomplish something for the future <i>Telic</i> | 3 | 2 | 1 | ① | 2 | 3 | Enjoy myself at this moment <i>Paratelic</i> |

Step 2: Sum the numerical scores for each state.

Continuing the example above, the scores are telic = 5 and paratelic = 1.

Step 3: Determine state within each pair based on the state with the highest summed score.

In the example, this individual is classified as being in the telic state because the telic score (5) is greater than the paratelic score (1).

Step 4: In the case of a tie between summed scores for each state within a domain, determine state based on the number of items chosen for each state.

The individual in the example chose two items in the telic direction and only one item in the paratelic direction and is classified as being in the telic state.

Step 5: Repeat for all remaining domains.

Resulting data will be three nominal variables. Two are dichotomous: telic vs. paratelic and rebellious vs. conforming. one is a four-category variable representing the crossed pairs of transactional states (autic-mastery, autic-sympathy, alloic -mastery, alloic-sympathy).