

# Doctoral Dissertation Research: Punishment and Work in the US Prison System, Interview Coding Scheme

Report created by Michael Gibson-Light via ATLAS.ti

## Code Report – Grouped by: Code Groups

(41) codes

Local filters:

Show codes in any of the groups FOLK RANKINGS, SORTING MECHANISMS, STRATIFICATION OUTCOMES, WORK GAMES, WORK GAMES - DIGNITY or WORK OUTLOOKS

---

## FOLK RANKINGS

### Active: 20 Codes:

- **Criteria: 1-on-1 Staff**

Comment: by Mike

*Reference to time spent 1-on-1 with staffers as a negative feature of a prison work program*

- **Criteria: Autonomy, high**

Comment: by Mike

*Reference to relatively higher degree of autonomy as a positive feature of a prison work program (e.g., high freedom of movement)*

- **Criteria: Autonomy, low**

Comment: by Mike

*Reference to low degree of autonomy as a negative feature of a prison work program (e.g., limited freedom of movement)*

- **Criteria: Internal Mobility, high**

Comment: by Mike

*Reference to internal mobility as a positive feature of a prison work program (e.g., moving between stations)*

- **Criteria: Internal Mobility, low**

Comment: by Mike

*Reference to limited internal mobility as a negative feature of a prison work program (e.g., inability to move between stations)*

- **Criteria: Management, good**

Comment: by Mike

| *Reference to managerial styles as a positive feature of a prison work program*

- **Criteria: Management, poor**

Comment: by Mike

| *Reference to managerial styles as a negative feature of a prison work program*

- **Criteria: Off the Yard**

- **Criteria: Pay, high**

Comment: by Mike

| *Reference to relatively higher pay as a positive feature of a prison work program*

- **Criteria: Pay, low**

Comment: by Mike

| *Reference to low pay as a negative feature of a prison work program*

- **Criteria: Racial Politics Influence**

Comment: by Mike

| *Reference to racial politics influencing participant ability to secure / pursue a specific prison work program*

- **Criteria: Security, buffered**

Comment: by Mike

| *Reference to limited exposure to prison security apparatus as a positive feature of a prison work program (e.g., no on-site CO, no cameras, etc.)*

- **Criteria: Security, exposed**

Comment: by Mike

| *Reference to exposure to prison security apparatus as a negative feature of a prison work program (e.g., having an on-site CO, many cameras, etc.)*

- **Criteria: Skill, high / mid skill**

Comment: by Mike

| *Reference to the skilled nature of the work as a positive feature of a prison work program*

- **Criteria: Skill, low**

Comment: by Mike

| *Reference to the unskilled / de-skilled nature of the work as a negative feature of a prison work program*

- **Criteria: Stability, high**

Comment: by Mike

*Reference to work site instability as a negative feature of a prison work program (e.g., low turnover, infrequent firings / demotions)*

- **Criteria: Stability, low**

Comment: by Mike

*Reference to work site stability as a positive feature of a prison work program (e.g., high turnover, frequent firings / demotions)*

- **Rankings: "Low Tier / "Bad Job"**

Comment: by Mike

*Participant references or describes a particular work program in disparaging terms, or Participant describes the characteristics of a "bad prison job"*

- **Rankings: "Mid Tier"**

Comment: by Mike

*Participant references or describes a particular work program in neutral terms, or Participant describes the characteristics of a "mid tier" or "just fine" prison job*

- **Rankings: "Top Tier" / "Good Job"**

Comment: by Mike

*Participant references or describes a particular work program in positive terms, or Participant describes the characteristics of a "good prison job"*

---

## **SORTING MECHANISMS**

### **Active: 5 Codes:**

- **Sorting: Cultural Capital**

Comment: by Mike

*Reference to or evidence of embodied knowledge regarding labor market norms and expectations, interview procedures, or job search material preparation as relevant to the internal prison job market*

- **Sorting: Human Capital**

Comment: by Mike

*Reference to or evidence of marketable work skills, capabilities, or experience as relevant to the internal prison job market [regarded as "human capital" by staff participant]*

- **Sorting: Nationality**

Comment: by Mike

*Reference to nationality or citizenship as relevant to the internal prison job market*

- **Sorting: Race/Ethnicity**

Comment: by Mike

*Reference to racial/ethnic group membership or "racial politics" as relevant to the internal prison job market*

- **Sorting: Social Capital**

Comment: by Mike

*Reference to or evidence of valuable ties to influential prisoners or institutional staff as relevant to the internal prison job market*

---

## **STRATIFICATION OUTCOMES**

### **Active: 4 Codes:**

- **Outcomes: Driven to Informal Market**

- **Outcomes: Formal Market Outcome**

Comment: by Mike

*Reference to formal material outcomes of labor market position (e.g., pay disparity, supplemental food purchasing, paying medical fees, paying telephone fees, paying electrical fees, paying other prison fees, amassing savings)*

- **Outcomes: Informal Market Outcome**

Comment: by Mike

*Reference to informal material outcomes as a result of labor market position (e.g., black market purchases of goods such as food, recreational items and games, hobbycraft), or Reference to purchasing black market services (e.g., yard lawyers, security, bunk cleaning, laundry)*

- **Outcomes: Prospects / Preparations**

Comment: by Mike

*Reference to immaterial or preparatory benefits of labor market position (e.g., access to resources for job preparation on-site, promise of referrals or work from management, experience for resume building)*

---

## WORK GAMES

### Active: 3 Codes:

- **Games: Coping Game**

Comment: by Mike

*Reference to workplace coping games—ritualized distractions from formal work routines aimed at breaking up the “long day’s grind”*

- **Games: Professionalism Game**

Comment: by Mike

*Reference to workplace professionalism game—including mock professionalization, distinction from lower-tier workers or non-workers, drawing connections between labors and firms/professionals in the outside world*

- **Games: Resistance Game**

Comment: by Mike

*Reference to workplace resistance games—overt collective assertions of agency and expressions of grievances*

---

## WORK GAMES - DIGNITY

### Active: 3 Codes:

- **Dignity: Re-Injecting Dignity**

Comment: by Mike

*References to or evidence of re-injecting dignity, renewed sense of self-worth*

- **Dignity: Resisting Indignity**

Comment: by Mike

*Reference to or evidence of actively resisting (or seeking to resist) indignities germane to prison or labor*

- **Dignity: Tolerating Indignity**

Comment: by Mike

*Reference to or evidence of seeking to tolerate the indignities of prison or labor*

---

## WORK OUTLOOKS

### Active: 6 Codes:

- **Outlooks: Anti Work, current / specific job**

Comment: by Mike

*Reference to or evidence of negative outlooks towards current prison work assignment*

- **Outlooks: Anti Work, general**

Comment: by Mike

*Reference to or evidence of negative outlooks towards work in general or in the outside world*

- **Outlooks: Anti Work, penal labor**

Comment: by Mike

*Reference to or evidence of negative outlooks towards the practice of penal labor or prison work experiences (beyond current prison work assignment)*

- **Outlooks: Pro Work, current job**

Comment: by Mike

*Reference to or evidence of positive outlooks towards current prison work assignment*

- **Outlooks: Pro Work, general**

Comment: by Mike

*Reference to or evidence of positive outlooks towards work in general or in the outside world*

- **Outlooks: Pro Work, penal labor**

Comment: by Mike

*Reference to or evidence of positive outlooks towards the practice of penal labor or prison work experiences (beyond current prison work assignment)*

