BASIS-32 score code N

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BASIS-32 score code N

Identifying and definitional attributes

Metadata item type: Value Domain

METEOR identifier: 761803

Registration status: <u>Health, Standard 09/12/2022</u>

Definition: A code set representing responses on the Behavior and Symptom Identification

Scale (BASIS-32) consumer-rated measure on a 5-point scale from no difficulty to

extreme difficulty.

Representational attributes

Representation class: Code

Data type: String

Format: N

Maximum character length: 1

	Value	Meaning
Permissible values:	0	No difficulty
	1	A little difficulty
	2	Moderate difficulty
	3	Quite a bit of difficulty
	4	Extreme difficulty
Supplementary values:	9	Not stated / Missing

Collection and usage attributes

Guide for use:

The questions included ask the consumer to rate their difficulties against the following criteria:

- Managing day-to-day life (for example, getting to places on time, handling money, making everyday decisions)
- 2. Household responsibilities (for example, shopping, cooking, laundry, keeping room clean, other chores)
- 3. Work (for example, completing tasks, performance level, finding/keeping a job)
- 4. School (for example, academic performance, completing assignments, attendance)
- 5. Leisure time or recreational activities
- 6. Adjusting to major life stresses (for example, separation, divorce, moving, new job, new school, a death)
- 7. Relationships with family members
- 8. Getting along with people outside the family
- 9. Isolation or feelings of loneliness
- 10. Being able to feel close to others
- 11. Being realistic about yourself or others
- 12. Recognising and expressing emotions appropriately
- 13. Developing independence, autonomy
- 14. Goals or direction in life
- 15. Lack of self-confidence, feeling bad about yourself
- 16. Apathy, lack of interest in things
- 17. Depression, hopelessness
- 18. Suicidal feeling or behaviour
- 19. Physical symptoms (for example, headaches, aches and pains, sleep disturbance, stomach aches, dizziness)
- 20. Fear, anxiety or panic
- 21. Confusion, concentration, memory
- 22. Disturbing or unreal thoughts or beliefs
- 23. Hearing voices, seeing things
- 24. Manic, bizarre behaviour
- 25. Mood swings, unstable moods
- Uncontrollable, compulsive behaviour (for example, eating disorder, handwashing, hurting yourself)
- 27. Sexual activity or preoccupation
- 28. Drinking alcoholic beverages
- 29. Taking illegal drugs, misusing
- 30. Controlling temper, outbursts of anger, violence
- 31. Impulsive, illegal or reckless behaviour
- 32. Feeling satisfaction with your life

The questions are grouped into 5 domains, representing:

- relation to self and others:
- daily living and role functioning;
- · depression and anxiety;
- impulsive and addictive behaviour; and
- psychosis.

The consumer responds by selecting how often they are experiencing difficulty with a corresponding score of:

- 0 No difficulty
- 1 A little difficulty
- 2 Moderate difficulty
- 3 Quite a bit of difficulty
- 4 Extreme difficulty

Scoring of this measure is conducted through a proprietary, licenced algorithm.

Comments: The Behavior and Symptom Identification Scale (BASIS-32) is copyrighted by

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Source and reference attributes

Submitting organisation: Australian Institute of Health and Welfare

Reference documents: Eisen SV, Dill DL, Grob MC (1994). Reliability and validity of a brief patient-report

instrument for psychiatric outcome evaluation. Hospital and Community Psychiatry

45(3), 242-247. doi:101176/ps.45.3.242

Relational attributes

Data elements implementing this value domain:

Person—self-assessed mental health status, BASIS-32 score code N

Health, Standard 09/12/2022