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could include provision for highly motivated behaviour associated with food searching and acquisition but this could otherwise go under 10. Its important to be clear where it should go I think as this will affect weightings

2

I was worried the WQ criteria list would inherently bias our experts with the large focus on negative experiences so I set about trying to see if we could re-frame it with the full neg to pos spectrum ———>

Good feeding				
	2	Absence of prolonged thirst	Negative to neutral No positive aspect	
Good housing		3	Comfort around resting	Negative to neutral Some debate about this - whether there is actual pleasure around comfort
		4	Thermal comfort	Negative to neutral There is likely pleasure around exposure to moderate sunlight but this is not captured in this criterion
		5	Ease of movement	Negative to neutral This criterion in WQ is trying to capture movement restrictions rather than the positive ATM
Good health		6	Absence of injuries	Negative to neutral These tend to arise via negative social interactions or interactions with the environment
		7	Absence of disease	Negative to neutral Note that some of these will have no impact on animal mental state- e.g. infertility
		8	Absence of pain induced by management procedures	Negative to neutral WQ give the highest score to those that avoid the procedures altogether, then second to those using best technique and analgesia
Appropriate behaviour		9	Expression of social behaviours	Negative through neutral to positive WQ include both nega nd pos social behaviours
		10	Expression of other behaviours	Negative through neutral to positive WQ include both neg behaviours e.g. stereotypes and pos behaviours e.g. play, as well as foraging, grazing etc.
		11	Good human-animal relationship	Negative through neutral to positive Pleasure through use of enrichments could be included here or in 12?
		12	Positive emotional state	Negative through neutral to positive In our Defra work experts suggested that positive experiences contributed around 40-50% of overall welfare. In human QoL studies positive experiences are considered most important in influencing overall QoL scores except when people experience severe pain/depression

Good environment (we've moved away from the term housing as it doesn't reflect the outdoor environment)	Feelings of frustration, pain, discomfort, boredom due to a restrictive/barned/uncomfortable environment	Feelings of pleasure through accessing enrichment, tending to bodily needs (e.g. scratching), playing, expressing highly motivated behaviours e.g. nest building, dustbathing, exercising autonomy within the environment
Good health	Feelings of pain, nausea, malaise due to injuries or disease, includes priming of pain system for lifelong pain if pain experienced early in life	Feelings of physical fitness/ vigour, expression of positive behaviours and experiences not limited by physical state
Appropriate behaviour / (Emotional state)	Feelings of fear, frustration, boredom	Feelings of pleasure from affiliative social interactions (oxytocin/ mesocortin), play, cognitive interest, confidence with humans/ other animals, autonomy (FANIC Good Life principles are confidence, pleasure, comfort, interest)

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