Annotation Changelog

-rephrased and cut down introduction and flora/fauna section as a result of automatic annotation developments, since annotating this is no longer a task to be concerned about.

-experimented with changing labels to hero/villain and day/night (light and darkness descriptions) in v2. This was to cut down on the mental workload of learning and understanding different archetypes, with the goal of improving inter-annotator agreement. Day and night was to track the theory that night commonly occurs with evil and day with good to see if flora/fauna were categorizing in day/night in similar ways cross-culturally. This was to attempt to find nuance in ‘villainy’.

-in archetype section rephrased specifics of which spans to annotate, if archetypes are neutral, etc.

-currently settled on changing labels to protagonist/default/antagonist, and good/neutral/evil as v3. This is to allow for tagging of anthropomorphic characters, neutral flora/fauna that aren’t playing major roles in stories, and for tagging morally ambiguous characters.

-clarified and added some flora and fauna to the pre-processing, including incorrect labels for species with similar names. Ex: Prairie Dog was causing all dogs to appear as rodents, Tasmanian devils were causing pre-processing to tag all devils as marsupials. Added more marine genuses, detailed deciduous and coniferous trees, insects, molluscs, and common male/female/child names for animals that weren’t previously identified. Added significant flora and fauna including crops, flowers, and more.