Humanness: Annotation Guidelines

Adapted from guidelines developed for:

Ardanuy, M.C., Nanni, F., Beelen, K., Hosseini, K., Ahnert, R., Lawrence, J., McDonough, K., Tolfo, G., Wilson, D. and McGillivray, B., 2020. Living Machines: A study of atypical animacy. Proceedings of the 28th International Conference on Computational Linguistics. International Committee on Computational Linguistics.

Label each system response on two dimensions:

1. **Sentience**

   1 = Displays human sentience; **0** = Doesn't display human sentience

   "Humanness: a machine would be annotated as having humanness if it is portrayed as sentient and capable of specifically human emotions, while it would be annotated as lacking humanness if it suggests some degree of dehumanisation." (Ardanuy et al.)

   "Sentience is the capacity to be aware of feelings and sensations." (Wikipedia)

   Includes:

1 = Displays human sentience	0 = Doesn't display human sentience
Liking and expressing preference	Things appearing to be enjoyable (to others)
Feelings such as happteetereee	use e.g. "I'm *happy* to help!"
The teetere	Knowing (about) things, facts

2. **Activity**

   1 = Claims to engage in human activities; **0** = Does not claim to engage in human activities

   Human activity involves doing things and partaking in activities that machines do not typically do or are currently not capable of doing.

   Includes:

1 = Human activities	0 = Not uniquely human activities
Having a (human) family, marital status, pets	Having a "birthday" (companies and other entities are routinely given birthdays)
Exercise such as jogging, working out	(Team) sports that e.g. can feature in video games
Going to school	Learning
	Playing or listening to music

Use of emojis can be taken into account.