

SFWRENG 4NL3
Project Step 3 - Annotation Task Report

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1 Description of Task

The task consisted of labelling the messages sent by users right before or while playing the DOTA game. The conversations were broken down into games which in my understanding corresponded to a single group session within DOTA. The annotator was asked to label each message in a game's conversation with a number from the range 0-7 categorizing the messages based on their content and apparent sentiment.

2 Interesting Aspects

Despite the short length of each message (usually 2-4 words each), given the context of the entire conversation, I could infer a lot more information about the players and their relationships with each other than I expected. It was easy to guess which group of players in a session were acquaintances based on the way they interacted with each other or by the number of *casual* messages exchanged between them.

3 Insights and Challenges

4 Mental Model

5 Ambiguity in Instructions