


How (not) to name an object

We asked various workers to "name the object in the bounding box", for a large number of images. **Now we need you to evaluate the names we got.**

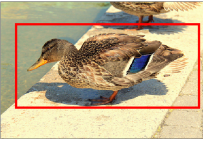
For each image you will see a list of names that were provided for the object in the bounding box. Your task is to decide for each name whether it refers to the correct object.

In this HIT you will get X images, with a total of X names. You will receive \$ for completing this HIT.

This task contains quality control items. Please read the detailed instructions carefully and take note of our policy on rejections (see below).

Please contact amore.upf@gmail.com if anything remains unclear.

Please decide for all items whether they plausibly refer to the **duck** marked by the red box.



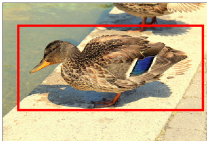
<input checked="" type="checkbox"/>	<input type="checkbox"/>	bird
<input checked="" type="checkbox"/>	<input type="checkbox"/>	animal
<input checked="" type="checkbox"/>	<input type="checkbox"/>	water
<input checked="" type="checkbox"/>	<input type="checkbox"/>	lake

Detailed Instructions

Your task is to decide, for a list of names, whether they refer to an object of interest. The object of interest is defined by a red bounding box and a name.

For example, in this image the object of interest is named **duck**. The names *bird*, and *animal* refer to the same object as **duck** whereas the names *water*, and *lake* do not.

Please decide for all items whether they plausibly refer to the **duck** marked by the red box.




<input checked="" type="checkbox"/>	<input type="checkbox"/>	bird
<input checked="" type="checkbox"/>	<input type="checkbox"/>	animal
<input checked="" type="checkbox"/>	<input type="checkbox"/>	water
<input checked="" type="checkbox"/>	<input type="checkbox"/>	lake

In some cases, given a bounding box, it is not unequivocally clear *which object is the target* and workers may have provided names for different objects in the same bounding box. We want you to focus only on the object indicated by the name (in red) in the instruction for each image. Please select only names which are plausibly referring to the same object as this name!

For example, in this image the names *food*, and *plate* both refer to an object in the bounding box. But only *food* refers to the same object as **pizza**.

Please decide for all items whether they plausibly refer to the **pizza** marked by the red box.

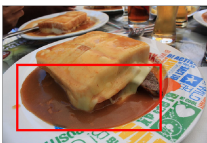


<input checked="" type="checkbox"/>	<input type="checkbox"/>	plate
<input checked="" type="checkbox"/>	<input type="checkbox"/>	food
<input checked="" type="checkbox"/>	<input type="checkbox"/>	beer

Sometimes, it is not unequivocally clear *what the object in the bounding box is* and different workers may have perceived the same object in a different way. We want you to select only names which could plausibly be used to refer to the same object (as shown in the image) even if they can not always be used for the same object.

For example, in this image the names *gravy*, and *soup* both plausibly refer to the same object as **sauce**, because it is not unequivocally clear whether the object in the box is *gravy*, or *soup*.

Please decide for all items whether they plausibly refer to the **sauce** marked by the red box.



<input checked="" type="checkbox"/>	<input type="checkbox"/>	gravy
<input checked="" type="checkbox"/>	<input type="checkbox"/>	soup
<input checked="" type="checkbox"/>	<input type="checkbox"/>	chicken

Quality control, rejections



This HIT contains quality control items. If you answer these items incorrectly you will receive a warning when you click on SUBMIT. If this happens please make sure you fully understood the instructions and/or try to work more carefully.

Regardless of the warning, you can still SUBMIT your results. Your submission is not automatically rejected. We do not reject workers lightly and will only do so after human consideration. However, when you receive a warning, please consider double-checking and improving your responses before submitting to avoid rejection.

Submit