# Annotation guidelines Scenarii of Teen Online Hate

Anaïs Ollagnier¹, Elena Cabrio¹, Serena Villata¹¹Université Côte d'Azur, Inria, CNRS, I3S

# **Dataset Description**

- This dataset has been collected with the agreement of the students and their parents.
- This dataset contains examples of language which may be offensive to some readers.

In this dataset, we present a hierarchical fine-grained tagset aiming at describing bullying narrative events occurring in multi-party chats. The used tagset provides a nuanced description of verbal aggression (covert vs. overt aggression) as well as pragmatic-level information. Described pragmatic aspects include the role of involvement in cyberbullying episodes of the chat participants, the role of the participant(s) targeted in verbal aggression as well as the discursive role and the discursive context in which exchanged messages occur – attack (ATK), defend (DFN), counterspeech (CNS), abet/instigate (AIN), gaslight (GSL), etc.

The conversations composing this dataset have been collected as a part of role-playing games conducted in different secondary schools. These role-playing games mimic cyber aggression situations that may occur among teens, involving topics such as ethnic origin, religion or the color of skin. To get further information please refer to the following paper:

Anaïs Ollagnier, Elena Cabrio, Serena Villata, Catherine Blaya. CyberAgressionAdo-v1: a Dataset of Annotated Online Aggressions in French Collected through a Role-playing Game. Language Resources and Evaluation Conference, Jun 2022, Marseille, France. (hal-03765860)

# **Dataset Annotation**

In total, 41 conversations have been collected. 7332 messages have been annotated by 2 experts in computational linguistics. The gold labels were assigned taking the agreement of the three annotators into consideration.

Each conversation is reposted in a tab-separated CSV file, reporting the following fields:

"id", "time", "name", "text", "role", "hate", "target", "verbal\_abuse", "intention", "context"

where:

- name denotes the surname of the chat contributor given as a part of the role-playing game.
- **time** is the hour at which the message has been sent.
- text represents the message.
- role refers to the bullying role attributed to the participant of the role-playing game.
- **hate** is a multi-level categorization denoting the way aggression is expressed in language.
- target denotes the role of the individual(s) targeted by online hate.
- verbal abuse defines 5 types of hate manifestations occurring in written language.
- **intention** refers to the motive of the current message in the ongoing discourse.
- **context** denotes the "type" of discursive role that motivated the form of speech act performed in the current message.

# Rôle

The role of the message's author. As a part of the proposed role-playing game, we adapted the categorisation introduced by (Sprugnoli et al., 2018) by assigning 5 types of active roles involved in cyber aggression:

- **bully**: person who initiates the harassment
- **victim**: person who is harassed
- bystander-defender: person who helps the victim and discourages the harasser
- bystander-assistant: person who takes part in the actions of the harasser
- **conciliator**: a common friend of the bully and the victim mediating the disagreement among active participants

#### Hate

Online hate is defined by Salminen et al. (2020) as "comments using language that contain either hate speech targeted toward individuals or groups, profanity, offensive language, or toxicity" – in other words, comments that are rude, disrespectful, and can result in negative online and offline consequences for the individual, community, and society at large.

Here, the attributes correspond to the nuanced distinction depicting the nature of online hate introduced by (Kumar et al., 2018). This schema consists of distinguishing overt and covert aggression, like the explicit-implicit distinction.

Code	Attribute	TAG
1.1	Overtly Aggressive	OAG
1.2	Covertly Aggressive	CAG
1.3	Non Aggressive	NAG

# 1.1. Overtly Aggressive (OAG)

Any speech / text (henceforth, text will mean both speech as well as text) in which aggression is overtly expressed – either through the use of specific kinds of lexical items or lexical features which are considered aggressive and / or certain syntactic structures is overt aggression. It includes direct attacks against the targeted participant, and involves the use of commands, directives and specific kinds of lexical items such as language containing racial or homophobic slurs; explicit HS uses words whose literal definition taken from the dictionary is hateful. It can also correspond to abusive statements which do not contain slurs or derogatory words. Overt aggression typically involves explicit threats or aggressive behavior that is explicitly expressed. In this case, if the threat to post a photo is accompanied by explicit harm or harassment (e.g., threatening to post embarrassing or compromising photos), it would fall into the category of overt aggression.

Some of the examples are given below:

<julie-victime></julie-victime>	tg saloppe
<marjorie-harceleur></marjorie-harceleur>	bande de lesbiennes vous degoutée aaaaah
<julie-victime></julie-victime>	tu me fais vomir

# 1.2. Covertly Aggressive (CAG)

Any text in which aggression is not overtly expressed is classified as covert aggression. Covertly aggressive speech, also known as implicit aggression, refers to a more subtle and indirect form of expressing aggression or hostility. It involves the use of language that is not explicitly aggressive but still carries negative or derogatory undertones. Among well-known cases:

- Figurative language: irony, sarcasm, black humor, metaphor, metonymy, synecdoche, exaggeration, fallacy, euphemism, circumlocution
- Extralinguistic Knowledge: concerns any knowledge that exists outside the language scope belonging to and inferred by an author or a recipient of a message

• Perception: depends on author's and recipient's perception. An author may infer something accessible only to them and their surroundings. As well as that, authors may convey their feelings about the topic of a message non-literally: we perceive what they have in mind without any written proof. That is why we introduce two other implicit properties based on human perception: Inference and Sentiment. Inference represents something that is inferred: any conclusion that maybe inferred on the basis of the information conveyed. Sentiment is an emotional feeling or judgment that exists in a message outside of its verbal context.

Some of the examples are given below:

#### $\rightarrow$ metaphor

<jim-soutien-harceleur></jim-soutien-harceleur>	il est ou le mamouth
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#### Remark

Reactive behaviours: in the context of multi-party setting, messages can be sent in a reaction to a previous message. This message can not exhibit aggression in any form. However, the conveyed meaning in context is clearly abusive.

#### → reactive bahaviours

<coralie-soutien-vi ctime&gt;</coralie-soutien-vi 	julie nva sucer tes grans mort	OAG
<fatimah-victime></fatimah-victime>	aaaaaaaaaaaaaaaaaa ok, c'est ça ton problème mais ptete que si toi aussi tu arreter de manger du porc tu serais moi aggressive!	NAG
<julie-harceleur></julie-harceleur>	coralie je commence par les tiens	OAG

# 1.3. Non-aggressive (NAG)

This label should be given to all utterances which do not exhibit aggression in any form. Some of the examples are given below:

<marie-soutien-victime></marie-soutien-victime>	ça se fait pas en plus de prendre en photos
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<arthur-conciliateur></arthur-conciliateur>	c'est bon chacun fait ce qu'il veut aucune d'entre vous
	n'aimerait faire faire insulter alors pourquoi vous continuer

# Remark:

As we are working on conversational data it is important to identify the appropriate motive of a message to consider its context at large. In other words, the narrative chain (the organization of a conversation or discourse in terms of a series of interrelated events or actions that are linked together in a cause-and-effect relationship) has to be considered in order to understand the intentions and motivations of the participants.

<zoé-victime></zoé-victime>	j'ai des seins vous êtes des grosses jalouse vous avez rien vous	NAG
<lucie-harceleur &gt;</lucie-harceleur 	ah je croyais que s'etait des bourllets	OAG

hate can be conveyed over multiple messages authored by the same participant. Previous messages have to be considered to assign the appropriate hate type.

<julie-harceleur></julie-harceleur>	le traite pas de puceau y ta bz dans les chiotte	OAG
<coralie-soutien-vi ctime&gt;</coralie-soutien-vi 	va doigter ta mere toi	OAG
<julie-harceleur></julie-harceleur>	comme la moitié des mecs	CAG

# **Target**

# The target is only identified for AOG and CAG messages.

the role of the individual(s) targeted by online hate; They correspond to the active roles involved in aggressions introduced in the previous section. The reference to the target can be explicit such as the forename of the addresses or a coreferencial pronoun. The target can be also inferred from the ongoing discourse. Some of the examples are as given below:

#### individual

Coral ie	Eh vzy 1v1 demain <u>julie</u> jte bz	OAG	bully
Léo	Elle est vraiment vilaine	OAG	victim

<julie-harceleur></julie-harceleur>	retourne en algerie	CAG	victim
<fatimah-victime></fatimah-victime>	tumfais vomir LeoSoutienduharc	OAG	bully_support
<coralie-soutien-vi ctime&gt;</coralie-soutien-vi 	et toi retourne en enfer sal epute de julie	OAG	victim

# group

Targets may refer to a group. In this case, all the addressees should be identified.

ſ	Fatima	mais c'est <u>vous</u> qui avez un pb avec la	bully/bully_support
		religion	

# Verbal\_abuse

# The type of verbal abuse is only identified for AOG and CAG messages.

Cyber aggression can take many forms. Verbal abuse prevails. It can include harassment, that is repetitive, offensive messages sent to a target, cyber-stalking (sending repetitive threatening communications), flaming that is sending messages with abusive and vulgar terms, such as swearing, gossiping, or mocking, denigration. We have identified 5 types frequently occurring in written language:

Code	Attribute	TAG
2.1	Blaming	BLM
2.2	Name-calling	NCG
2.3	Threat / Coercion	THR
2.4	Denigration	DNG
2.5	Aggression-other	отн

# 1.1. Blaming (BLM)

Making the victim believe they are responsible for the abusive behavior or that they bring the verbal abuse upon themselves.

- o For example:
- "I hate getting into fights, but you make me so mad!"
- "I have to yell, because you're so unreasonable and thickheaded!"

# Examples in scenarii:

<zoé-victime> je t ai fait quoi pour que tu dises ça</zoé-victime>	
<natacha-soutien-harceleur></natacha-soutien-harceleur>	:') :') :')
<lucie-harceleur></lucie-harceleur>	frère t'es là tu fais la lèche avec les profs

<soan-soutien-victime></soan-soutien-victime>	zoé tu vaux mieux que sa	
<natacha-soutien-harceleur></natacha-soutien-harceleur>	c elle qui est venue nous dm donc on lui dit ce quon pense merdeee	
<zoé-victime></zoé-victime>	bah normal vous avez envoyé des photos a tout le monde je prends pas des photos de vous dans les vestiaires moi	

# 1.2 Name-calling (NCG)

Abusive, derogatory language or insults that chip away at the target's self-esteem, sense of self-worth, and self concept.

For example:

- "You don't get it, sweetie, because you're just too dumb."
- o "It's no wonder everyone says you're a jerk."

<teresa-soutien-victime></teresa-soutien-victime>	pauline et pierre 2 grosses merdes qui parlent

<julie-victime></julie-victime>	tu m'étonnes que vous l'avez vue, c'est vous qu'il l'avez prises
	connasses

# 1.3 Threat / Coercion (THR)

Statements meant to frighten, control, and manipulate the victim into compliance.

# For example:

- "Tomorrow you'll be dead."
- "I'm gonna make your mouth shut!"

chez lui

Examples from scenarii

<arthur-soutien-harceleur></arthur-soutien-harceleur>		continue et jvai te faire manger le sol
<julie-harceleur></julie-harceleur>	écou	te moi bien billi boy la dernière fois qu'un mec m'a dit ça il

habitait en face d'un cimetière, maintenant il habit(e en face de

# 1.4 Denigration (DNG)

Harsh remarks that are meant to make the person feel bad about themselves and are not constructive, but deliberate and hurtful.

# For example:

• "Before I came along you were nothing. Without me you'll be nothing again."

- "I mean, look at yourself. Who else would want you?"
- "vas y t'es tellement une pute que tu irai draguer meme les mecs de tes copines"

# Examples from scenarii:

<teresa-soutien-victime></teresa-soutien-victime>	tu crois on a peur de toi t degun redesend
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# 1.5 Aggression-other (OTH)

Content corresponding to other types of abusive, derogatory language or insults deliberately harmful not fitting in the other categories.

# Examples from scenarii:

<pauline-harceleur></pauline-harceleur>	theo ftg
<pauline-harceleur></pauline-harceleur>	bon fatima retournes chez tamr pleurer
<coralie-soutien-victime></coralie-soutien-victime>	mais gros lol cquoi ton pb va te pendre sal pute

# Intention/Discursive role

This category refers to the role of the current post/comment in the ongoing discourse as discussed in (Kumar & al., 2022). This particular subtag is used to identify the nature or discursive effect of messages that can be found on a thread. It consists in distinguishing the ways in which aggressive speech plays out when a chat participant is engaging in a dialogue with others in a semi-asynchronous setting.

Code   Attribute   TAG
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3.1	Attack	ATK
3.2	Defend	DFN
3.3	Counterspeech	CNS
3.4	Abet and Instigate	AIN
3.5	Gaslighting	GSL

Considering the role of involvement in cyberbullying episodes and the data setting (multi-party conversations), the tagset of discursive roles introduced by (Kumar & al., 2022) has been extended. Here are the new attributes:

3.6	Conflict-resolution	CR
3.7	Empathy	EMP
3.8	Other	ОТН
3.9	NULL	NULL

# 3.1 Attack (ATK)

Any message which performs aggression either OAG or CAG against a victim and/or their supports (the conciliator can also be targeted). It is conceived as acts of aggression enacted with deliberation. It can take many forms:

- Insults: The use of language that is intended to belittle, demean, or insult another person. This can include name-calling, personal attacks, or derogatory language directed towards a specific individual or group.
- Threats: The use of language that is intended to intimidate, scare, or coerce another person. This can include threats of physical harm, emotional harm, or damage to reputation or social status.
- Mockery: The use of language that is intended to ridicule or mock another person. This can include sarcasm, parody, or imitation of a person's mannerisms, appearance, or speech.
- Exclusion: The use of language that is intended to exclude or isolate another person from a social group or conversation. This can include ignoring, shunning, or ostracizing an individual from the chat.
- Taunting: The use of language that is intended to provoke or bait another person. This can include teasing, goading, or baiting an individual into a response or reaction.

- Discrediting: The use of language that is intended to undermine another person's credibility or reputation. This can include spreading false or misleading information about an individual or casting doubt on their achievements or character.

# ATK is only performed by bullies and their supporters.

# Examples from scenarios:

#### $\rightarrow$ insults

Julie	ooooooh fatima retourne faire ton ramadan a la con ça te fera pas de mal	OAG	victim	ATK
→exclusio	on			
Elodie	on veut pas de sa ici	CAG	victim	ATK

# 3.2 Defend (DFN)

Any message whose intention is to protect oneself or others from perceived attacks. It is conceived as a non-deliberate impulsive aggressive response (or not, it can be NAG, OAG or CAG) in the context of retaliation for some (perceived or real) insult or attack. Counterattacks and defensive messages can rely on the strategies enumerated to perform ATK. It can also consist of challenging (questioning the abusers' behaviors) or refuting the abusers' messages.

# DFN is only performed by the victims, their supporters or the conciliators.

# Examples from scenarii:

Elodie	oui les garcons avec les filles pas fille et fille c degeulasse	OAG	victim	ATK
Anna	grave vous me degouter	OAG	victim	AIN
Julie	t'as un problème va te faire soigner sale homophobe	NAG	NULL	DFN

Coralie	moi jsuis noire c'est encore mieux	NAG	NULL	CNS
Fatimah	prends ça julie	NAG	NULL	ОТН
Julie	comme la femme qui lave mes chiottes	CAG	victim_support	ATK
Coralie	va doigter ta mère toi	OAG	bully	DFN

# 3.3 Counterspeech (CNS)

Counterspeech is any direct response to hateful or harmful speech which seeks to undermine it. Unlike defensive messages, counterspeech is motivated by a desire to address harmful speech and promote positive communication and does not rely on emotional appeals or personal attacks. Numerous communicative strategies (cf. Counterspeech – Dangerous Speech Project) at work are observed in this context:

- presentation of facts to correct misstatements or misperceptions
- pointing out hypocrisy or contradictions
- warning of possible offline and online consequences of speech
- denouncing speech as hateful or dangerous

CNS is always non-aggressive in tone and content and is only performed by the victims, their supporters or the conciliators.

Examples from scenarii:

	ça se fait pas en plus de prendre en photos	CNS
n-Victime>		

# 3.4 Abet / Instigate (AIN)

Any message which supports or encourages a previous (negative) message or instigates an individual or group to perform an aggressive act is tagged as abet/instigate. The difference between abet and instigate lies in how the speech relates to the act of aggression. Instigation happens before the event and its purpose is to trigger or provoke an act of aggression. Abetment involves speech that occurs during or after the act of aggression and its purpose is to praise, support, and/or encourage that act. The purpose of both is to enable and validate aggressive speech and actions. The following situations are considered a part of an abetting or instigating behaviors:

- Encouraging or supporting the aggressor: This involves praising, supporting, or encouraging the aggressor's negative behavior or speech, which can further validate and enable the aggressor to continue with their behavior. Laughers in response to a negative message are a form of praise or support.
- Disseminating harmful content: This involves sharing, forwarding or re-posting harmful content that was originally created by the aggressor, which can further amplify and extend the reach of the aggressive behavior.
- Participating in aggression: This involves actively engaging in aggressive behavior, such as by joining in on insulting or mocking someone or by ganging up on someone with others.

# AIN is only performed by the bullies and their support.

#### → participating in the aggression

Emilie	mais tu veut quoi toi retourne avec ta gadji et assume au passant que vous étent lesbiennes sa dégouteeee	bully	ATK
Julie	on est pas ensemble déjà puis même si c'était le cas, ça ne te regarde pas et je vois pas en quoi ça te concerne	victim	CNS
Anna	mais grave bande de lesbiennes vous degoutée aaaaah	bully_su pport	AIN

# 3.5 Gaslighting (GSL)

Any message that seeks to minimize the trauma or distort the memory of a trauma faced by another person (usually mentioned in the previous post/comment) is tagged as gaslighting. Gaslighting is a form of emotional abuse in which the abuser manipulates the individual's perception of reality by denying or distorting their experiences, feelings, or memories. The goal of gaslighting is to make the individual doubt their own sanity or perception of the situation and exert power and control over them.

- Denying or minimizing harmful behavior: The gaslighter may deny that the aggressive behavior occurred or downplay its impact. For example, if someone makes a hurtful comment in a chat, the gaslighter may respond by saying "It was just a joke, why are you being so sensitive?"
- Blaming the victim: The gaslighter may shift the blame onto the victim, making them feel like they are responsible for the aggression. For example, if someone is being

- harassed in a chat, the gaslighter may say "Well, you shouldn't have said that in the first place" or "You brought this on yourself."
- Questioning the victim's memory or perception: The gaslighter may suggest that the victim is misremembering or misinterpreting what happened, which can make the victim doubt their own memory or perception. For example, if someone makes a derogatory comment in a chat, the gaslighter may say "I don't remember you saying that, are you sure it happened?"
- Invalidating the victim's experiences or feelings: The gaslighter may dismiss the
  victim's feelings or experiences, making them feel like their emotions are not valid or
  important. For example, if someone expresses hurt feelings in a chat, the gaslighter
  may say "You're being too sensitive, it's not a big deal."
- Gaslighting by group consensus: The gaslighter may use the support of others in the
  group to make the victim doubt their own experiences or feelings. For example, if
  someone is being bullied in a chat, the gaslighter may say "Everyone else thinks
  you're overreacting, why can't you just take a joke?" This can make the victim feel like
  they are being singled out and can lead to further isolation and distress.

# 3.6 Conflict-Resolution (CR)

Any message attempting to solve a conflict or to de-escalate a situation rather than to engage in aggressive or harmful behaviors.

- Mediation: the participant attempts to mediate or resolve the conflict between the victim and the bully.
- Mitigation: the participant attempts to mitigate the impact of cyberbullying on the victim.
- Education: the participant educates the group on appropriate behavior and communication in online chats.

CR are always non-aggressive in tone and content and are only performed by the victim supports and the conciliators.

Théo	qu'est ce ta helbert?	bully_su pport	ОТН
Herbert	sa sert a r de se prendre la tete comme des enfants	conciliat or	CR

# 3.7 Empathy (EMP)

Messages containing empathy demonstrate understanding, compassion, and support towards those affected by cyberbullying. This can involve messages that express sympathy, offer assistance or resources, or validate the emotions of the addressees.

# EMP are only performed by the victims and their supports

# $\rightarrow$ support the victim

Sylvia-victi m	la serbie c'esst le sang, vous etes jaloux c'est tout	victim	DFN
Théo	va sucer tes profs	bully_su pport	ATK
Soan	grave	victim_s upport	EMP

# 3.8 Other (OTH)

In rare instances where it is not possible to decide how to tag a message displaying either any kind of intention or where the intention of the participant is unclear, it is tagged as other (OTH). For instance, the following situations are tagged as OTH:

- Neutral: messages not conveying explicit or implicit harm.
- Non-standard utterances: This label can be used to annotate utterances that do not follow standard sentence structures, such as incomplete sentences, one-word responses, and sentence fragments.
- Emoticons and emojis: This label can be used to annotate emoticons and emojis
  used in the conversation. These can be used to convey emotions, attitudes, and
  reactions.

# 3.9 NULL (NULL)

Data are collected as a part of a role-playing game, they can include biased data such as interactions not related to the scenario. In this case, messages are annotated as NULL.

# Context

Multi-party chats consist of a narrative chain (a sequence of related events that are connected through a series of causal relationships). By context, we refer to the causality link existing between intentions among exchanged messages. In other words, it consists of identifying the causality link leading to or causing/explaining the intention conveyed in the

analyzed message. The same labels that the ones introduced to describe the speech acts in Section 3 are used.

Code	Attribute	TAG
4.1	Attack	ATK
4.2	Defend	DFN
4.3	Counterspeech	CNS
4.4	Abet and Instigate	AIN
4.5	Gaslighting	GSL
4.6	Conflict-resolution	CR
4.7	Empathy	EMP
4.8	Other	ОТН
4.9	null	NULL

Due to the semi-asynchronous and "entangled" nature of the contributions by chat participants, we have determined a set of rules defining the scope of a contextual window corresponding to a bullying narrative event.

# Scope of context attribution

- direct: In this setting, the intention of the previous message is reported. It can be denoted by a non-ambiguous coreference (name, pronoun) or a topically-related answer.
- indirect: In this setting, messages answering to each other can be separated by other chat participants' contributions. However, they have to be a part of the same subsequent bullying event (being topically related and/or targeting the same participant).
- NULL: this label is used when the analyzed message is not answering previous messages and/or is not topically related. It can be messages contributing to escalating the bullying but not related to the subsequent bullying event.

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# Glossary

Term	Definition
tahia	"vive" → "vive le maghreb"
la honda	terme d'origine hispanique généralement utilisé pour définir la famille ou encore les gars sûrs à qui l'on peut faire confiance.
tahan	homosexuel
être le sang	Le sang est une expression populaire pour désigner des liens forts ex. liens amicaux entre deux personnes.
shnek	partie génitale féminine
hassa boulette	absolument aucune idée mais boulette est un mot utilisé pour désigner quelqu'un avec des rondeurs
trdc	trou du cul
klebs	chiens
kehba	pute
daronne	mère
zebi	organe sexuel masculin (=interjection pour dire ma bite)
ftg	ferme ta gueule
tg	ta gueule
tchwin/tchoin	fille facile
la lib	la récréation?
def	défoncer dans le sens le frapper
whl/wallah	extrait de l'arabe qui signifie serment par Allah sous-entendu « [je le jure] par Allah »
en moulant	je pense qu'il voulait dire en moulon (= groupe)
babtou	désigne quelqu'un à la peau blanche

askip	à ce qu'il parait
gwer	désigne quelqu'un à la peau blanche non musulman
connaître r	rien savoir
galoche	embrasser
yar	il n'y à rien
gadgi	fille
pd	homosexuel péjoratif
blk	on s'en fout
lvdm	la vie de ma mère
nikomok (nikoumouk)	nique ta mère en arabe.
vzy	vas-y
bz	baise (Posséder sexuellement)
doigter	désigne une pratique sexuelle utilisant les doigts
frr/frrr	frère