

## Annotation Scheme - 冰激凌

We divided our annotation scheme into two parts: annotating the characters and annotating the characters' alignments.

For the character annotation scheme, our markables are the fairy tale, since we want to get the characters for each fairy tale. The attribute is the characters in the story. There are no fixed values, as each story has different characters and a different number of characters. The values are therefore lists of names of different lengths.

For the alignments, our markables are the characters in each fairy tale. The attribute is the alignment and can have the values *good*, *neutral* or *bad*.

Without dividing the schemes, we could have either used a second attribute for alignments, which would also be a list of alignments, or one attribute for characters and alignments, that would be a list of tuples, with each tuple containing a name and an alignment. The first option has the disadvantage of having to match both attributes. The second option has the disadvantage of having a lot of information in only one attribute.

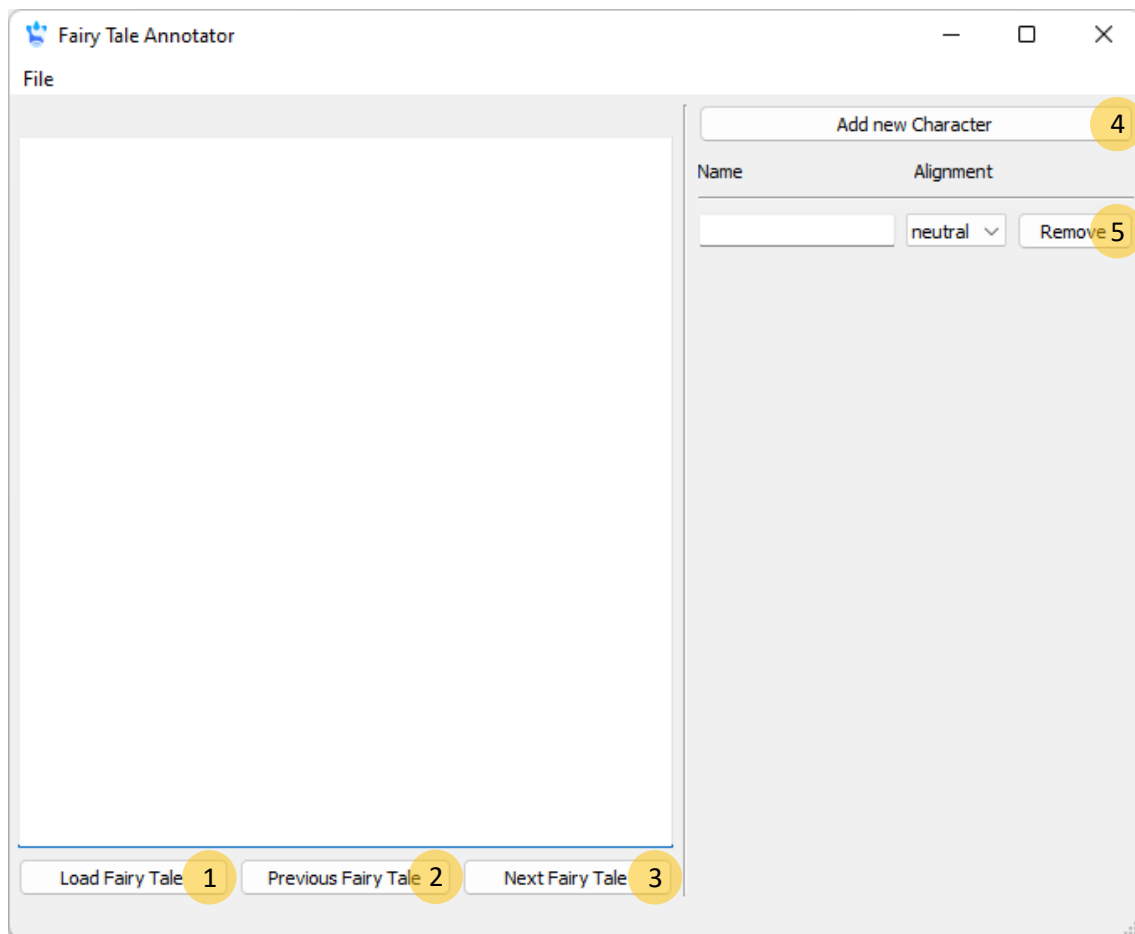
Although we have two schemes, we can annotate them both simultaneously and save them together. They can be represented with a yaml file, which actually kind of uses the aforementioned tuple representation. The tuples can be split up after loading the data. The file would be structured in the following way:

```
cinderella:
- character1:
  name: "Cinderella"
  alignment: "good"
- character2:
  name: "The father"
  alignment: "neutral"
- character3:
  name: "The step-mother"
  alignment: "bad"
...
clever_else:
- character1:
  name: ...
```

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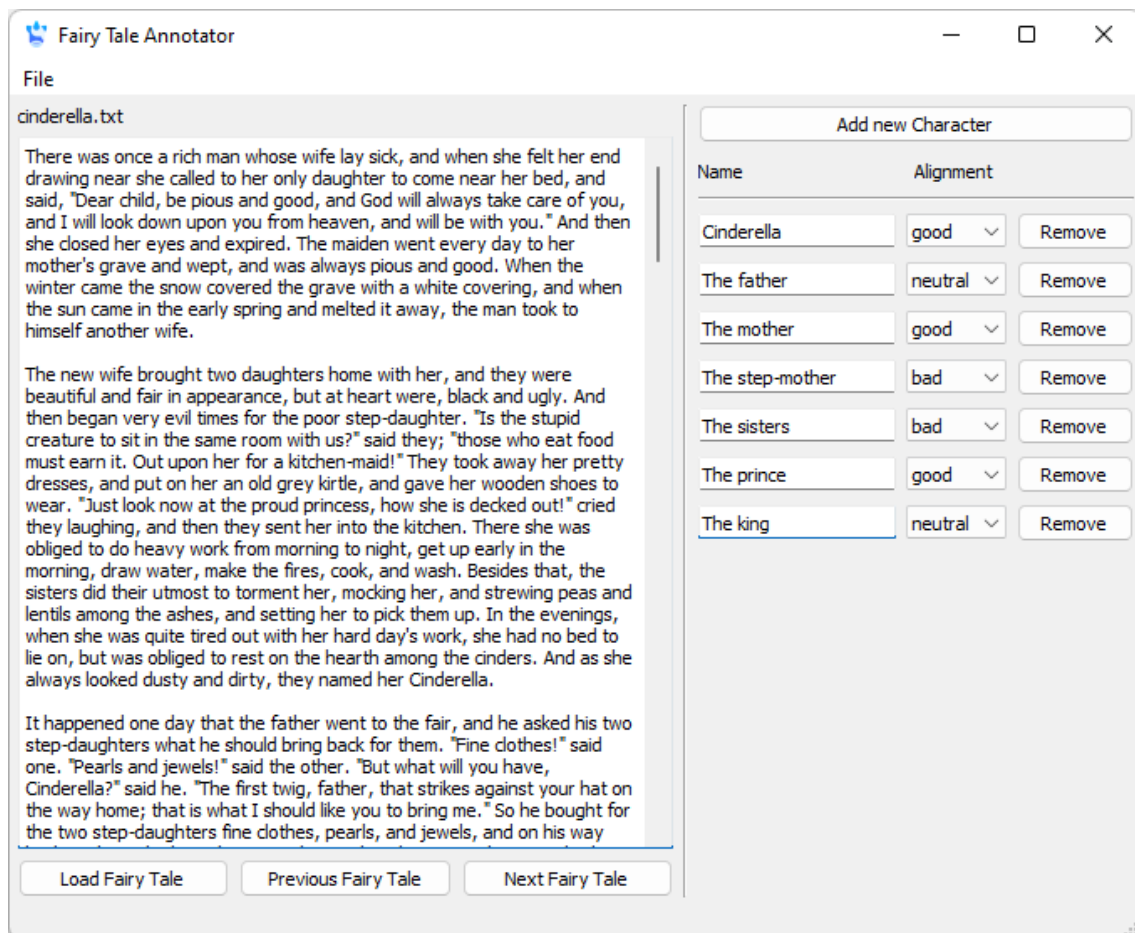
## The annotation application

When opening the application, no fairy tale will be loaded initially, and the list of characters will be empty. To load a fairy tale, click the **Load Fairy Tale** button (1) and choose one of the textfiles from the corpus. By using the **Previous Fairy Tale** (2) and **Next Fairy Tale** (3) buttons, you can go to through the files in alphabetical order in the current directory, without having to load each file individually. You can add more characters to the list on the right by using the **Add new Character** button (4). Characters can also be removed by clicking on their **Remove** button (5).



## Annotating a fairy tale

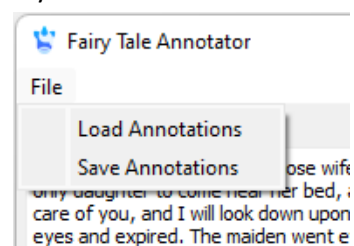
After loading a fairy tale, the name of the file will be displayed on the top left, and the content will be displayed in the box on the left half. You can then fill out the character names and their alignments on the right side. If the character has an actual name, the name should be used. If they are only referred to by a specific noun (e.g. mouse or father), the noun should be used as the name. When using nouns, always add "the" in front of the noun. The options for alignment are *good*, *neutral* and *bad*. Make sure to add all characters and do not leave any character empty. The image below shows an example annotation for the fairy tale "Cinderella".



## Exporting the annotations

The annotations do not need to be exported for each fairy tale individually. Going to a different fairy tale automatically creates a new list for the characters. When you are done and want to save the annotations for all fairy tales that were annotated, you can use the **Save Annotations** option from the **File** menu. You will then be prompted to specify a location and filename.

If you already have a file containing annotations, you can also import them using the **Load Annotations** option. You can then edit your annotations or add new annotations for more fairy tales.



If you have unsaved changes and try to exit the program, you will also be given the option to save your work before closing. This works the same as saving manually.

