

- datafication.

quantify form. Does sth potentially lost from that? ☆

- ~~data~~ digital doubles: are we relating to that data ourselves? ☆

~~enga~~ engaging users and quantify their data/needs. then represent them in graph ....

data collection { surveillance.

└ user

Commercial use: not evil. the goals behind are not evil.

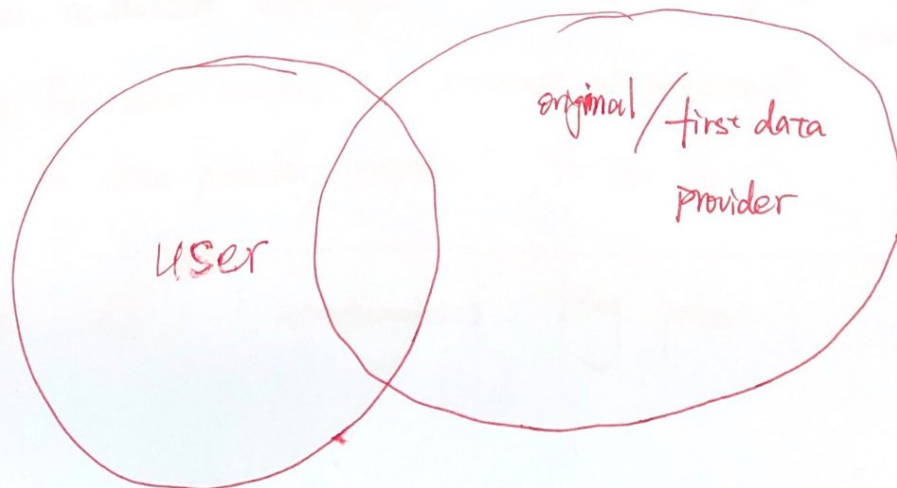
fulfilling goals of other ~~stak~~ stockholders.

Quantification. comparison.

gamification & behaviour change.

Power { Power control of commercial companies.

└ bring power back to the human. ?



⌘ Do Companies have the right to what my future will be?

# Data Collection: (for under-resourced languages).



## 1. Datafication:

Quantification VS.  
represent it graphically.

(Q: ~~Can~~ the under-resourced languages be quantified totally?  
Will we lose some semantic meaning?)

## 2. Digital doubles:

Do they relating to that data themselves?

What are they potentially lost?

~~Will~~ Will it change their behavior later?

## (3. Gamification).

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Goal: Why <sup>do</sup> we want to use Machine Translation for under-resourced languages? (For group who speak this language)  
(For user purpose? commercial purpose?  
Or data provider purpose? Or for all?)

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Our audience: ★. (~~academic~~, blog poster).

Our goal:

Our style:

1-2 academic.  
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Exercises 2