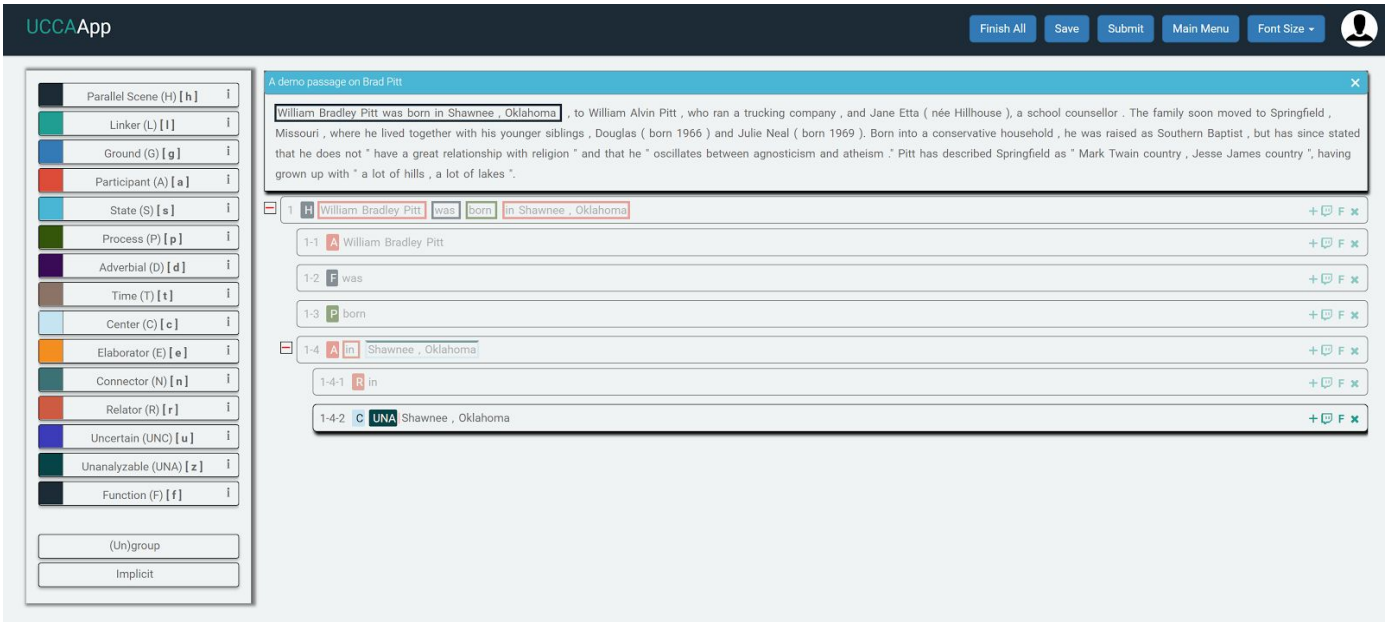
UCCAApp User Interface

- Annotation Task UI:
  - Layout:
  - Focus Unit:
  - Selecting Single / Multiple Units:
  - Discontiguous Units
  - Creating New (Primary) Units:
  - Deleting Units:
  - Remote units:
    - Adding remote units
      - Step 1: change to "Add Remote Unit" mode
      - Step 2: select the unit to be added as a remote sub-unit
    - Changing the category of a remote/implicit unit
    - Deleting a remote/implicit unit:
  - Keyboard shortcuts:
  - Restrictions:
  - Order of Children in the Unit Hierarchy:
  - Help Screens:

Annotation Task UI:



Layout:

- **The left sidebar** includes the buttons for the categories, as well as the utility mouse buttons “(Un)group” used for creating new units, and “Implicit” for creating implicit units (see below).
- **The navigation bar** includes functionalities for saving drafts (“Save”), submitting a completed passage (“Submit”), returning to the main menu (“Main Menu”) and controlling the font size (“Font Size”). It also includes the “Finish all” button, which validates the annotation of all open units and is explained below.
- **The main unit** area includes: (from top to bottom)
    - A possible comment or instruction from the project manager
    - A passage area:
        - Where the full text is presented
    - A unit hierarchy area
        - Where the units created by the user are presented

Focus Unit:

- At each given point, one unit is in focus, and is highlighted. The other units are faded. We call this unit the *focus unit*.
- The passage area can also be the focus unit, but if it is not, it won't be faded.

- Pointer - the flickering text cursor ("|") is always found in the focus unit.
    - You can move it with the up/down buttons between unit boxes and with the left/right buttons inside unit boxes.
    - Clicking on unit with the mouse shifts that unit into focus. The pointer will follow the focus unit.
    - In a unit box, when moving with the keyboard or not pressing on a sub-unit, the pointer will return to the last place it was when the unit box was last in focus.
- Double-clicking on bordered unit in parent causes the focus to shift to child unit.

Selecting Single / Multiple Units:

- All selected units must have the same parent unit
- Selection rules are similar to Microsoft Word user interface with “ctrl” (or “cmd” on Apple machines), and “shift” combinations
- Keyboard functionality:
    - Shift + arrows left/right: selects all tokens between starting and end point
    - Moving left/right without shift being pressed: unselects all units and navigate
- Mouse functionality:
    - Click on token and move to another token (while clicked): selects all tokens between starting and end point
    - If some units were selected before, they get unselected.
- Ctrl/Cmd button: (This allows marking discontiguous units)
    - Where the ctrl button is pressed, selecting further units with the mouse doesn't unselect previously selected units.
    - When ctrl button is pressed, navigating/selecting with the left/right arrows doesn't unselect previously selected units.

Discontiguous Units

- Discontiguous units are presented with an ellipsis symbol (…) instead of the intervening tokens that haven't been grouped into the unit. This symbol is not a token and is not selectable.

Creating New (Primary) Units:

- Selecting two or more units/tokens and pressing a category button: a new unit is created whose children are the selected units. It has the selected category. This also happens when selecting a single token.
- **Restriction:** it is allowed to have a unit whose children are all the children of an existing unit. However, you can’t do that more than once. So you can’t have two unary expansions one immediately after the other (an error msg will be shown).
- Permanent Restriction: a unit cannot have only punctuation tokens as children

- When a unit is created, the focus is changed to that unit.

Deleting Units:

- If a single unit is selected, and the spacebar is pressed or the "(Un)Group" button, it deletes that unit.
- Keyboard functionality:
  - Del button: deletes focus unit.
- Mouse functionality:
  - "x" button on a unit box: delete unit.
- When a unit is deleted, the focus move one unit upwards. All its children go up one level (except for the remote/implicit units which are deleted, see below).

Remote units:

Adding remote units

- In order to add a remote unit to the focus unit, you must follow two steps

Step 1: change to "Add Remote Unit" mode

- Mouse functionality: Click on the "**+**" symbol in the parent unit's box; select a remote unit; it adds it without a category

- Keyboard functionality: press Shift together with a category keyboard shortcut.
  - Example: if a category's shortcut is "A" then Shift+"A" will add a remote participant child to the focus unit.
- The cursor is different - target sign
- The focus unit should be highlighted with a special color

Step 2: select the unit to be added as a remote sub-unit

- Using the up/down buttons, left/right buttons: navigate to a unit and press spacebar to select it.
- Press the mouse button on an existing unit
  - A unit can be selected by pressing its span in its parent unit
  - A unit can be selected by pressing on its unit box outside the spans of its children
- Instead of selecting a previously created unit, the user can click the "Implicit" button on the left sidebar which will add an implicit unit instead.

- **Restriction:** a remote unit is always a unit (not a token). It cannot be an ancestor of the parent unit, and cannot be a descendent of the parent unit.

Changing the category of a remote/implicit unit

- Categories of remote/implicit units can be added/removed in the same way as other units.
- A remote/implicit unit is either created with a single category (if a category was selected when creating the unit) or without any (if done through the “+” mouse button).

Deleting a remote/implicit unit:

- Keyboard functionality:
    - “del” when the remote/implicit unit is in focus
- Mouse functionality:
    - The 'x' button in the unit's box.
- When a unit which serves as a remote unit of one or more units is deleted, all its instances as remote units are deleted as well.
    - The user is warned that the unit appears **N** times as a remote unit, and asks her to confirm that she wants to delete it.
- When a unit which has remote children units is deleted, all its remote/implicit units are deleted.

Keyboard shortcuts:

- Every functionality has a keyboard shortcut. (the tooltips for the buttons show what they are)
- Categories may have a single key shortcut, defined when the layer is defined.

Restrictions:

- When pressing "finish" the restrictions for all the sub-tree of the target unit are checked.
- When pressing "finish all" (on the navbar), it performs “finish” to all unit boxes that are open on the screen.
- When pressing “submit”, the restrictions for all units are checked and in addition:
    - Checks that all non-punctuation tokens are part of at least one non-passage unit
    - Checks that all regular units either have:
        - Only one child, which is an atomic unit
        - **OR** has a category that has a restriction of the type forbid_any_child
- If the check fails:
    - An error message of what error failed shows
    - Focus is shifted to the violating unit
- For “finish” or “finish all”, if check succeeds:

    - The sub-tree of the finished unit is collapsed
    - If the unit is a direct descendant of the *passage* unit, it becomes completely invisible
    - If a unit is invisible it is possible to make it visible again by pressing “alt+e” (displays selected unit in the passage box) or double clicking on the unit’s border in the passage box
- For “submit”, if check succeeds:
    - Return to the task selection window
    - The task is marked as “completed”

Order of Children in the Unit Hierarchy:

- In the unit tree, children units are ordered according to the order of appearance of their first token. This also includes remote units.
- Implicit units are always be the first children to be shown.

Help Screens:

- A screen with all the keyboard shortcuts is available through the navigation bar, or alt+h.
- Pressing F1 opens a documentation of the UCCA-App.
- Pressing F2 shows the description of the project.