### **Anaphora Coding Protocol**

### **Brief overview of anaphora**

Anaphora are expressions that refer to other objects or entities introduced earlier in a discourse to avoid repetition (Mitkov, 2014). The interpretation of an anaphor is determined by the interpretation of the **antecedent**, the entity that the anaphor refers to (Mitkov, 2014; Lust, 1981). There are several types of anaphora that are commonly used in natural language, below are some of the most common:

Pronominal anaphora: anaphora that use pronouns. Example:

"Computational Linguists from many different countries attended the tutorial.

They took extensive notes." (Mitkov, 2014)

Note that not all pronouns are anaphoric (e.g. "It is important"). A non-anaphoric "it" is called **pleonastic**.

• One anaphora: using the word "one" to refer to the antecedent (Sukthanker et al., 2018). Example:

"If you cannot attend a tutorial in the morning, you can go for an afternoon <u>one</u>." (Mitkov, 2014)

• **Split anaphora:** a pronoun can refer to more than one antecedent (Sukthanker et al, 2018). Example:

<u>Katherine</u> and <u>Maggie</u> love reading. <u>They</u> are also the members of the reader's club." (Sukthanker et al, 2018)

## **Coding: Step by Step**

- 1. After you open the speech transcription file, highlight Column C, D, E, F and right click your mouse, scroll down to "Insert" and insert FOUR columns between Column B and Column C.
- 2. Change the file name to speech\_####-coded.txt, where #### is the participant ID.

## 3. Check each sentence or phase in **Column G** to see if there is an anaphor.

- a. If there is not an anaphor, leave the inserted columns blank.
- b. If there is an anaphor:
  - i. In Column C, write the anaphor word or phrase. If there are multiple anaphora in the sentence/phrase in Column F, list all anaphora in Column C, separated by commas.
  - ii. Determine what object the anaphor is referring to. In **Column D**, write the referent ID (see below).
    - 1. If there are multiple anaphora listed in Column C, list the reference IDs for each anaphor in Column D, separated by commas.
    - 2. If one anaphor references multiple objects, write the IDs separated by forward slashes. For example, if "they" refers to both the ladybug and praying mantis, write: 11/12.
  - iii. In Column E, mark the type of anaphora:
    - 1. Pronominal anaphora (write: pronoun)
    - 2. One anaphora (write: one)
    - 3. Split anaphora (write: split)

If there are multiple types of anaphora listed in Column C, list each type of anaphora in Column E, separated by commas.

iv. In **Column F**, write the **cue variable**. If the anaphora can be determined by speech only, write **1**. If the anaphora needs both speech and visuals to be determined, write **2**. If there are multiple anaphora listed in Column C, list the disambiguation variable for each anaphora in Column F, separated by commas.

| 1 | speech only                        |
|---|------------------------------------|
| 2 | speech <b>and</b> visuals required |

#### **Referent IDs**

Numbers will be used to identify each of the toys in study. Images of the toys can be found in the anaphora project Google Drive folder in anaphora project/toys. For the most part, the only objects/entities that will be referenced in the dialogues by anaphora will be from the list below:

| Toy name        | ID |
|-----------------|----|
| helmet          | 1  |
| house           | 2  |
| blue car        | 3  |
| flower          | 4  |
| elephant        | 5  |
| snowman         | 6  |
| rabbit          | 7  |
| SpongeBob block | 8  |
| turtle          | 9  |
| hammer          | 10 |
| ladybug         | 11 |
| praying mantis  | 12 |
| green car       | 13 |

| saw                     | 14 |
|-------------------------|----|
| doll                    | 15 |
| phone                   | 16 |
| Rubik's Cube            | 17 |
| rake                    | 18 |
| truck                   | 19 |
| white (police) car      | 20 |
| spinning drum (ladybug) | 21 |
| purple block            | 22 |
| bed                     | 23 |
| beach ball block        | 24 |
| people                  | 25 |
| non-study objects       | 26 |

Each toy corresponds to one unique ID value, which will be used when coding every transcript file.

Below are a few notes on special cases:

- **People:** if the child or the parent is referenced, use the ID number **25**. If other people not in the room are referenced, do *not* code for then.
- Non-present objects: do *not* code for referents that are not physically present in the room.
- Additional objects: for objects that are referenced that are not explicitly part of the study but still <u>present in the room</u>, use the ID number 26.

# Summary

- Column C: anaphora expression(s)
- Column D: referent ID(s)
- Column E: anaphora type(s)
- Column F: cue variable(s)