

Instructions and Examples

Please refer to these instructions as needed throughout the study

Two Fundamental Things to Keep in Mind:

1. Please go through the panels and prompts in the order that you would naturally read them on a comic page.
2. In other words, do not go back and change previous answers if new information is given in later panels.
3. Keep in mind that a person or thing may change in animacy type and label later in the story!

Definition of Animate

In this study, we ask you to decide the **type of animacy** of the person or thing shown in the outlined areas.

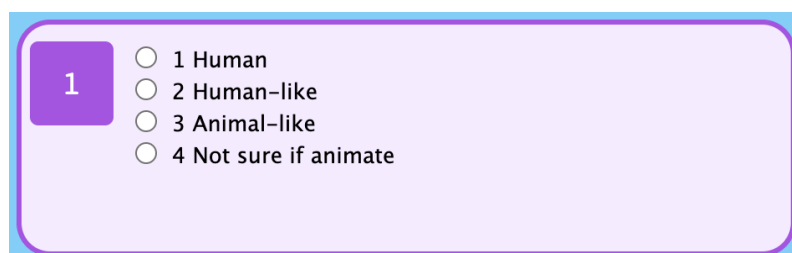
The overall definition of animate for this study is: **a depiction of an entity that displays human or higher animal-like behaviours, and/or can communicate autonomously and move intentionally.**

“Human” behaviour refers to behaving like a human, like speaking using language, having intentions to do something, and having high-level thinking. “Higher animal-like behaviour” refers to behaviours displayed by mammals, birds, reptiles etc.

There are several options to choose from to describe the animacy type. The different types and what they mean are:

- **Human-** An actual human is depicted.
- **Human-like-** Something that acts like a human, but isn’t shown as a human. This includes things that can talk, think, intentional move or pick something up, plan, etc. This also includes things that do not look human but can speak and act like a human. An example is the enchanted furniture in the the film Beauty and the Beast!
- **Animal-like** - Something that acts like an animal and not like a human. For instance, something that can move on its own volition, but cannot speak.
- **No sure if animate** - It is not clear whether it is animate or inanimate. For instance, it’s not clear if something is moving through its own volition, or has intentions about what it’s doing.

This is how the options appear on screen:



1

- ☐ 1 Human
- ☐ 2 Human-like
- ☐ 3 Animal-like
- ☐ 4 Not sure if animate

Examples:

- **A Talking Tree** - **Human-like**, because it is speaking in language through its own volition.
- **A Wolf** - **Animal-like**, because it is an animal and displays animal-like behaviours.
- **A Zombie** - This may depend on the rules of the world established in the story! If the state of the zombie's mind is unclear, it may be best to put **Not sure if animate**.
- **An Artificial Intelligence** - If the AI is clearly sentient through speaking, thinking, or showing other higher-level behaviours, it is **Human-like**.
- **A Dragon** - **Animal-like**, as it displays animal-like behaviours.

Labelling the Outlines

You are prompted to assign a **Label** for every outlined animate person or thing, if you can keep track of that person or thing across the story.

Most stories have at least one character that is repeatedly drawn across panels. These characters are drawn in different places and positions across panels to suggest that the character is moving or talking. We would like to know if we have seen the person or thing in an outline before, or whether it is a new person or thing we haven't seen before. We would also like to know if it is not possible to keep track of a thing across the story.

After selecting an animacy type option (shown above), a new darker purple section will appear. You are prompted to choose between two options: **Individual** and **Non-individual**.

1

☒ 1 Human
☐ 2 Human-like
☐ 3 Animal-like
☐ 4 Not sure if animate

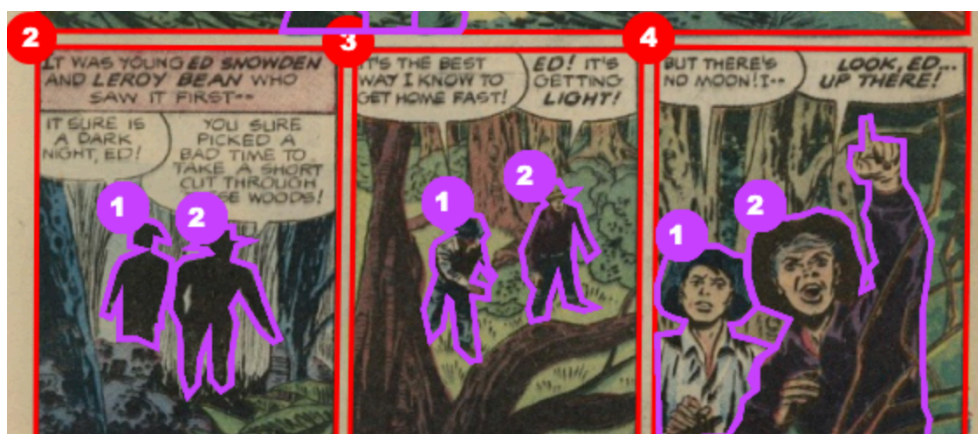
Individual ☒
Non-individual ☐

The “Individual” option:

Most of the time, there will be persons that you can track across a story. These are considered to be **Individuals** because you can individuate, or identify them, from one panel to the next.

Once you select the Individual option, you are prompted to put a one or two-letter label for the corresponding outline - it is best to use labels like **X1, X2, X3...**, etc. The most important thing to remember is that **each person or thing will keep the same label through the the story**.

An example of how this works is given below on the next page. You can see three sequential panels. The labels assigned to each outline are shown in the corresponding sections 2, 3 and 4. The same two people seem to appear in each panel - we can tell through how they look, and the names they use to refer to one another. Therefore, the same label is assigned to the same person in each panel. One character keeps the label X1, and the other keeps the label X2.



Section 2		Section 3		Section 4	
1	<input checked="" type="radio"/> 1 Human <input type="radio"/> 2 Human-like <input type="radio"/> 3 Animal-like <input type="radio"/> 4 Not sure if animate	Individual <input checked="" type="radio"/> X1 Non-individual <input type="radio"/> <input type="checkbox"/> Had a different label	1	<input checked="" type="radio"/> 1 Human <input type="radio"/> 2 Human-like <input type="radio"/> 3 Animal-like <input type="radio"/> 4 Not sure if animate	Individual <input checked="" type="radio"/> X2 Non-individual <input type="radio"/> <input type="checkbox"/> Had a different label
2	<input checked="" type="radio"/> 1 Human <input type="radio"/> 2 Human-like <input type="radio"/> 3 Animal-like <input type="radio"/> 4 Not sure if animate	Individual <input checked="" type="radio"/> X2 Non-individual <input type="radio"/> <input type="checkbox"/> Had a different label	2	<input checked="" type="radio"/> 1 Human <input type="radio"/> 2 Human-like <input type="radio"/> 3 Animal-like <input type="radio"/> 4 Not sure if animate	Individual <input checked="" type="radio"/> X1 Non-individual <input type="radio"/> <input type="checkbox"/> Had a different label

The “Had a different label” checkbox:

Underneath the label box, there is a checkbox for **Had a different label**. Tick this checkbox **if an individual person or thing has already been assigned a label, but then receives another label for whatever reason**.

It may be the case that there appears to be two characters, and each are given different labels. Later it becomes clear that these two characters are actually the same person. In this case, check **Had a different label** - once you realise that the two appearances are actually the same person, indicate this by putting the new label in the top box and put the old label in the right box. **Then, keep using the new label in later panels.**

A good example of this happens in superhero comics. You might be introduced to a new superhero in costume, and only later learn that a character you’ve seen before is actually the superhero’s secret identity. Tick the **Had a different label** box on the panel you realise that these are the same character, and keep going on using the new label.

The “Non-individual” option:

Finally, some outlined persons and things cannot be tracked from panel to panel. There may be things of the same kind where it is not possible to know which one is which across the story. For example, a story might feature a group of ants. It is not possible to tell the ants apart and follow an individual ant through the story, as knowing which ant is which is not relevant to the story. In these cases, choose the **Non-individual** option. See the example below.

This panel shows a number of outlined fireball entities. All the fireballs look that same, and as the story progresses it is impossible to tell which fireball is being shown. In this case, all the outlines surrounding the fireballs should be given the **Non-individual** option (Section 1 only shows options for outlines 1-3, and does not show the options for 4-11).

1

Section 1

1

☐ 1 Human

☐ 2 Human-like

☐ 3 Animal-like

☒ 4 Not sure if animate

Individual ☐

Non-individual ☒

2

☐ 1 Human

☐ 2 Human-like

☐ 3 Animal-like

☒ 4 Not sure if animate

Individual ☐

Non-individual ☒

3

☐ 1 Human

☐ 2 Human-like

☐ 3 Animal-like

☒ 4 Not sure if animate

Individual ☐

Non-individual ☒

And that's it!

Thanks again for your help with the study. I hope you enjoy reading the comic!