

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 or see 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 or label attributes later in the story!

Definition of Animate v. Inanimate

In this study, we ask you to decide whether the outlined areas on the comic pages show depictions of **animate entities**, and if so, what type of animacy.

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

“Human” behaviour refers to behaving like a human; namely speaking using language and/or high-level thinking and planning . “Higher animal-like behaviour” refers to behaviours displayed by mammals, birds, reptiles etc. - basically, animals that have sentience and intentions.

Note that this is **not** a biological understanding of animate. When determining if something is animate, go through this list of questions below. If the answer to any of them are “yes”, then it is considered to display some type of animacy.

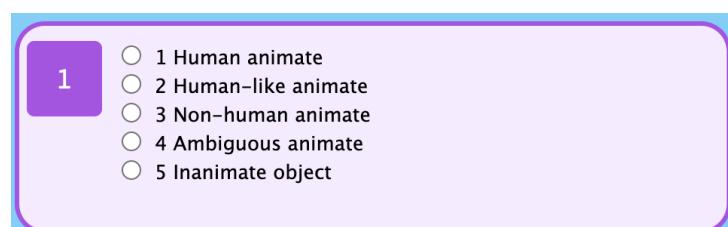
1. Is the entity showing human or higher animal-like behaviours (talking, thinking, sleeping, running, planning, building, using tools, etc.)?
2. Is or can the entity communicate on its own, through its own volition?
3. Is or can the entity move on its own, through its own volition?

Types of Animacy:

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

- **Human animate** - An actual human is depicted.
- **Human-like animate** - Something that looks somewhat human and acts human. This includes things that do not look human but are speaking and/or appear to think like a human. An example is the enchanted furniture in the film Beauty and the Beast!
- **Non-human animate** - Something that does not appear human, and does not speak using human language. This includes animal-like behaviour.
- **Ambiguous animate** - It is not clear whether what is depicted is animate or inanimate.
- **Inanimate object** - The depiction is not an animate entity.

The image below shows how options appear on screen. you can only choose one option.



Examples:

- **A Talking Tree** - **Human-like animate**, because it is speaking in language through its own volition.
- **A Wolf** - **Non-human like animate**, because it displays animal-like behaviours.
- **A Sleeping Teacup** - This could be **Human-like animate** if the teacup is shown to speak or do other human behaviours, or **Non-human animate** if the teacup only shows lower-level behaviours like sleeping - in this case, perhaps the teacup is a pet.
- **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 **ambiguous animate**.
- **An Artificial Intelligence**
 - If the AI is clearly sentient through speaking, thinking, or showing other higher-level behaviours, it is **Human-like animate**.
 - If the AI is like a chatbot (like Siri or ChatGPT) or chess-playing machine, it is an **Inanimate object**.
- **A Dragon** - **Non-human animate**, as it displays animal-like behaviours.
- **A Growing Tree** - **Inanimate object**, as it has no sentience and therefore isn't moving on its own volition.
- **A Sea Sponge** - **Inanimate object**, as it has no sentience and therefore isn't moving on its own volition.

Labelling the Depictions in the Outlines

We would also like to keep track of which person or thing we are referring to in each outline. To do this, you are prompted to assign a **unique label** for every animate person or thing.

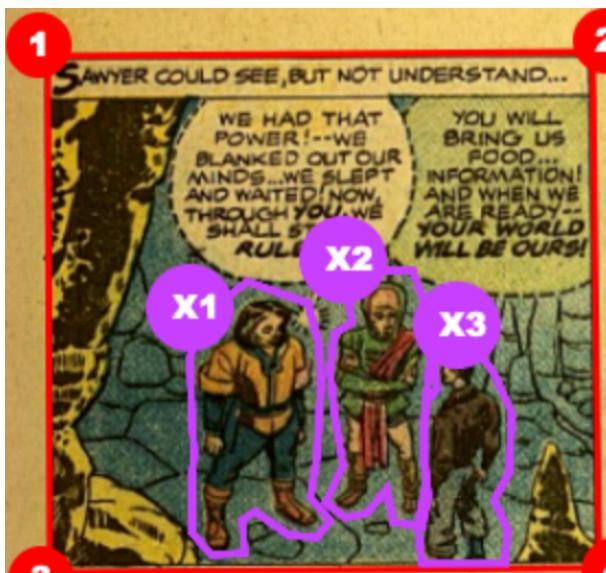
Most stories have at least one character that is repeatedly drawn across panels, which suggests that the character is moving, talking, or simply persisting through time. We would like to know if we have seen the person or thing in an outline before, or whether it is a new person or thing we haven't seen before.

In other words, **please assign each animate person or thing a unique label that follows them throughout the story.**

After selecting an animacy type option (shown above), a new darker purple section will appear (however, it will **not** appear if the inanimate object option is selected). 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 throughout the story.**

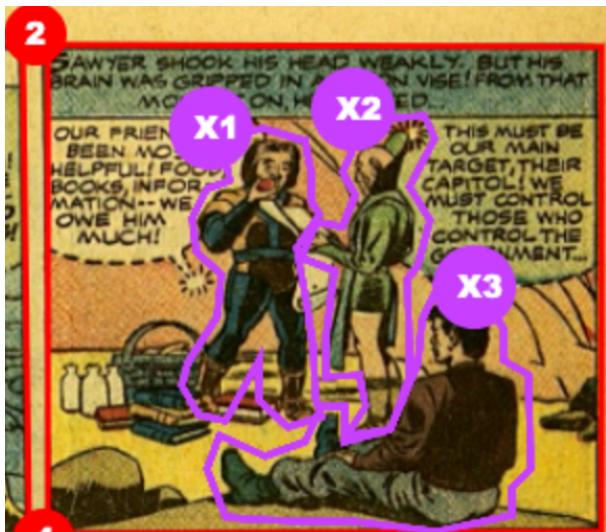
There are some examples on the next page....

Below are two sequential panels/sections, and the labels assigned to each outline are shown in the corresponding sections 1 and 2. There are three persons outlined in section 1. Each outline is given a variable in the label box (X1, X2, and X3), which are then put onto the outlines themselves. The same three persons appear in the next panel. Therefore, section 2 gives each person the same label they were given in section 1.



Section 1

1	<input type="radio"/> 1 Human animate <input checked="" type="radio"/> 2 Human-like animate <input type="radio"/> 3 Non-human animate <input type="radio"/> 4 Ambiguous animate <input type="radio"/> 5 Inanimate object	Label: X1 <input type="checkbox"/> Group <input type="checkbox"/> Part of group <input type="checkbox"/> Same as other label
2	<input type="radio"/> 1 Human animate <input checked="" type="radio"/> 2 Human-like animate <input type="radio"/> 3 Non-human animate <input type="radio"/> 4 Ambiguous animate <input type="radio"/> 5 Inanimate object	Label: X2 <input type="checkbox"/> Group <input type="checkbox"/> Part of group <input type="checkbox"/> Same as other label
3	<input checked="" type="radio"/> 1 Human animate <input type="radio"/> 2 Human-like animate <input type="radio"/> 3 Non-human animate <input type="radio"/> 4 Ambiguous animate <input type="radio"/> 5 Inanimate object	Label: X3 <input type="checkbox"/> Group <input type="checkbox"/> Part of group <input type="checkbox"/> Same as other label



Section 2

1	<input type="radio"/> 1 Human animate <input checked="" type="radio"/> 2 Human-like animate <input type="radio"/> 3 Non-human animate <input type="radio"/> 4 Ambiguous animate <input type="radio"/> 5 Inanimate object	Label: X1 <input type="checkbox"/> Group <input type="checkbox"/> Part of group <input type="checkbox"/> Same as other label
2	<input type="radio"/> 1 Human animate <input checked="" type="radio"/> 2 Human-like animate <input type="radio"/> 3 Non-human animate <input type="radio"/> 4 Ambiguous animate <input type="radio"/> 5 Inanimate object	Label: X2 <input type="checkbox"/> Group <input type="checkbox"/> Part of group <input type="checkbox"/> Same as other label
3	<input checked="" type="radio"/> 1 Human animate <input type="radio"/> 2 Human-like animate <input type="radio"/> 3 Non-human animate <input type="radio"/> 4 Ambiguous animate <input type="radio"/> 5 Inanimate object	Label: X3 <input type="checkbox"/> Group <input type="checkbox"/> Part of group <input type="checkbox"/> Same as other label

Sometimes an outline may have relevant attributes or features besides the label. For instance, the outline could contain a depiction of a group, or show a person or thing we've seen before but has drastically changed in appearance.

There are three checkboxes under the label, with the options of **Group**, **Part of group**, and **Same as other label**, to capture these cases. Examples of these are given below ...

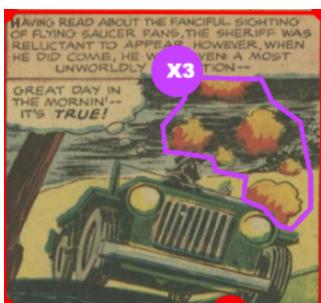


- **Group** - tick this button if the outline shows more than one person and/or thing. The label above will therefore refer to the whole group.

The example on the left shows an outlined crowd. The whole crowd is assigned the label **X1**.

- **Part of a Group** - tick this button if an individual person or thing is or was part of a group. In this case, a box next to the button will appear. In the top label above, put the label for the individual entity in the outline. In the box on the side, put in the label that has been assigned to the whole group.

The example below shows two panels. In the first, there is a group of orange fireballs which have been assigned **X3**. In a later panel, an individual fireball has broken away from the group and has been assigned the new label **X4**. The **Part of group** box is ticked, which gives a textbook is so that the individual **X4** can explicitly be associated group **X3**.



<input type="radio"/> 1 Human animate	Label: X3
<input type="radio"/> 2 Human-like animate	<input checked="" type="checkbox"/> Group
<input type="radio"/> 3 Non-human animate	<input type="checkbox"/> Part of group
<input checked="" type="radio"/> 4 Ambiguous animate	<input type="checkbox"/> Same as other label
<input type="radio"/> 5 Inanimate object	



<input type="radio"/> 1 Human animate	Label: X4
<input type="radio"/> 2 Human-like animate	<input type="checkbox"/> Group
<input type="radio"/> 3 Non-human animate	<input checked="" type="checkbox"/> Part of group X3
<input checked="" type="radio"/> 4 Ambiguous animate	<input type="checkbox"/> Same as other label
<input type="radio"/> 5 Inanimate object	



<input type="radio"/> 1 Human animate	Label: X5
<input checked="" type="radio"/> 2 Human-like animate	<input type="checkbox"/> Group
<input type="radio"/> 3 Non-human animate	<input type="checkbox"/> Part of group
<input type="radio"/> 4 Ambiguous animate	<input type="checkbox"/> Same as other label X4
<input type="radio"/> 5 Inanimate object	

- **Same as other label** - tick this button if an individual person or thing has already been assigned a label, but then receives another label for whatever reason. This often happens when a person has been assigned a label and later transforms to look completely different. It may be that these two versions of the same person are first thought to be two different people, and therefore receive two labels. Once you realise 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. You can then keep going with the new label.

As an example, see the last panel/section shown above. The outline contains a human-like figure. This figure has already been assigned **X5**. However, at this point in the story, it has become clear that this is the same entity as the individual fireball in the previous section that has been assigned **X4**. The **Same as other label** box should then be checked, and the previous label given to that entity should be put in the textbox.

If none of these options are applicable to the outline, just leave them all unchecked.

And that's it!

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