Annotation written guide: Watergirl

See `annotation-guide-watergirl.txt` for purpose, definition, and categories. This guide is on downloading the corpus and working with ELAN.

Download a subset of the corpus (first three games as of @Jun 22, 2021) at https://minersutep-my.sharepoint.com/:f:/g/personal/jeavila6_miners_utep_edu/Eu6QCAat8p5FuIn1eUrnNeABS2iYK7LCpXJNsXDFq0hZrQ?e=ikdw82 -or- ask us for the complete corpus (~9GB) on a flash drive.

Download the ELAN annotation tool at https://archive.mpi.nl/tla/elan/download (the latest version 6.1 is good, do not install the "Simple-ELAN" version)

1. Open `en-wategirl.../watergirl-data/#Game 01/game_1.eaf` in ELAN.
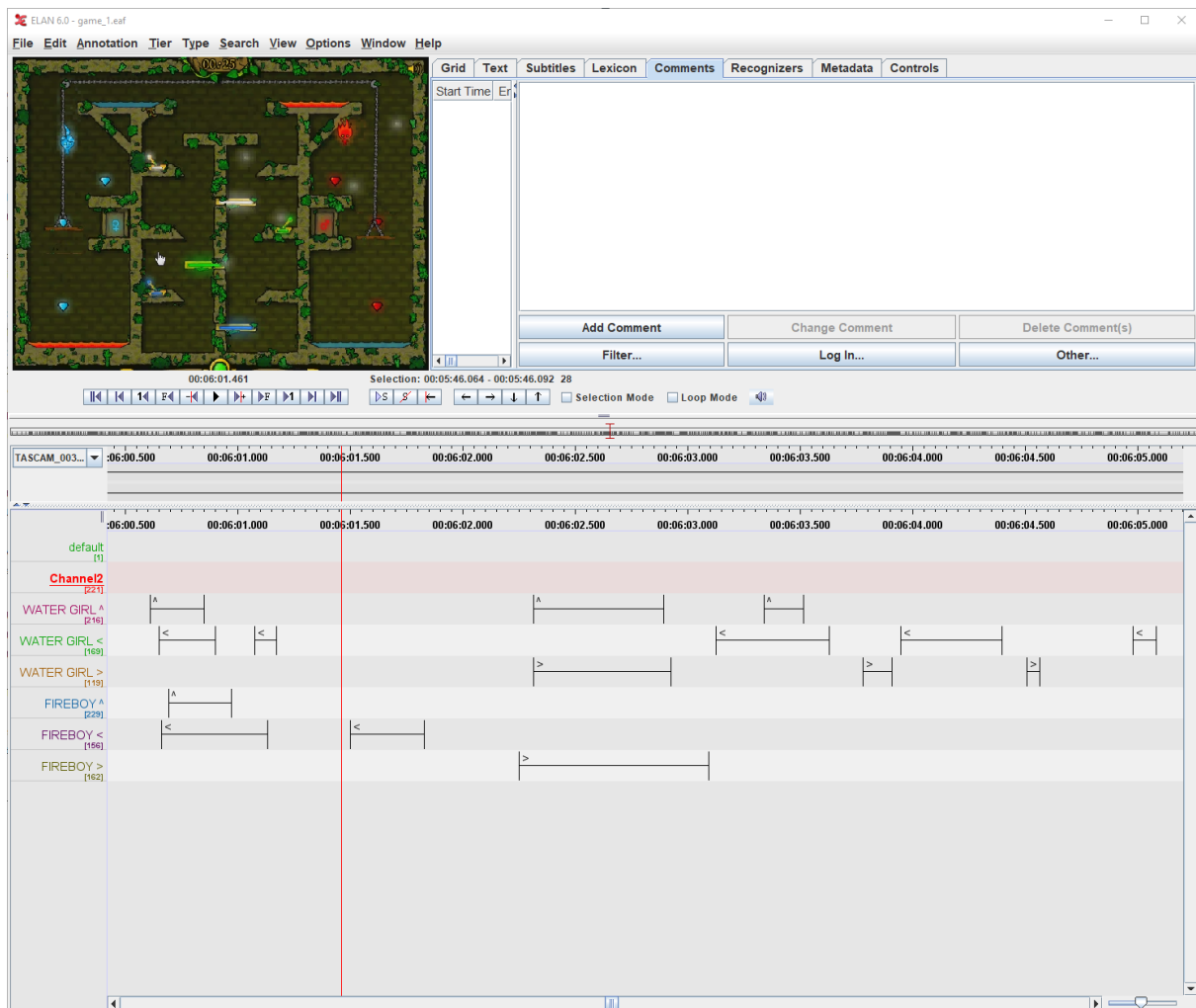
2. Expand the section with the waveform so that you can more easily see when the first player versus second player is speaking. (The waveforms may not always be visible.)
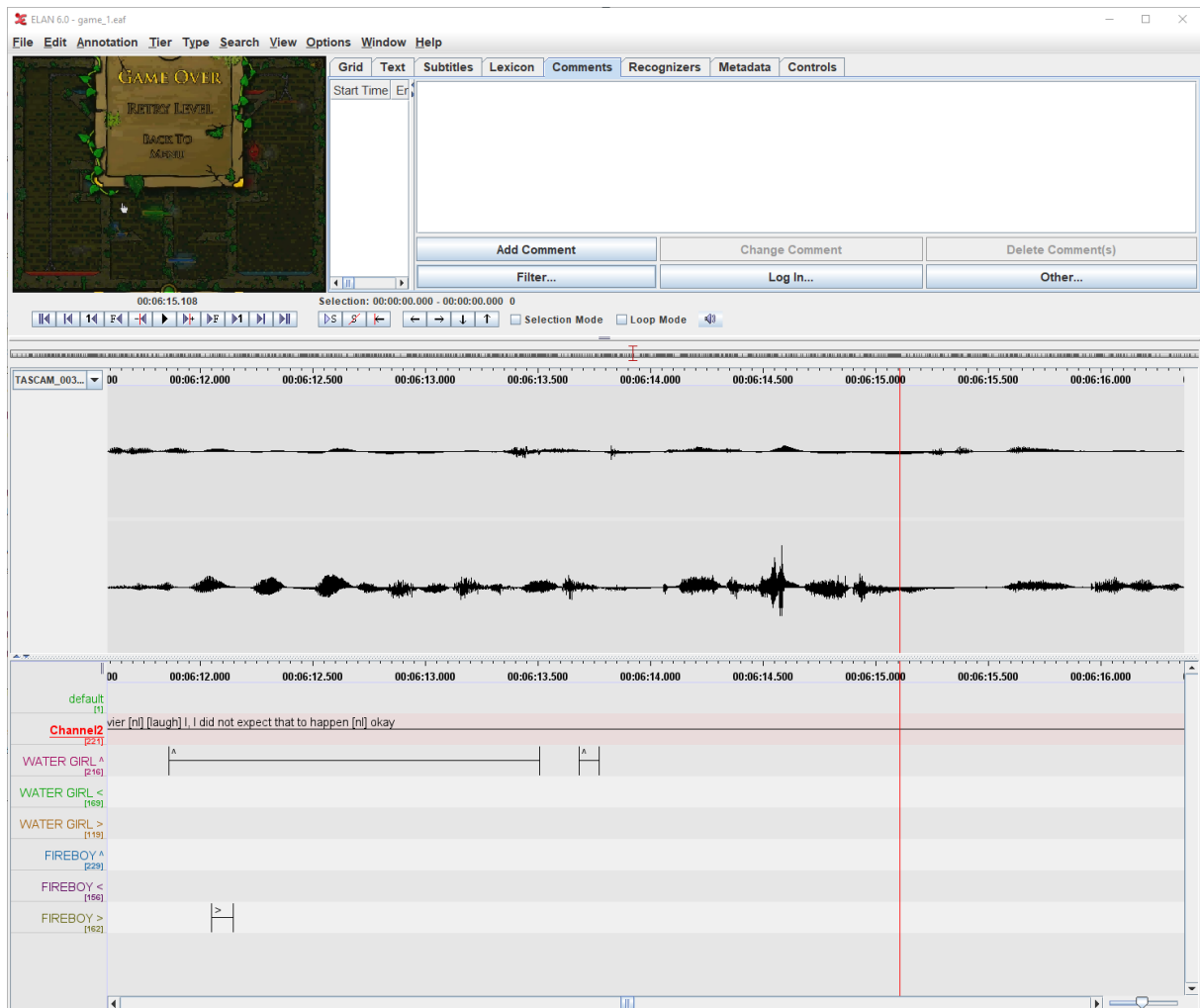
3. Add two new "tiers" (similar to a layer, for annotation) for your dissatisfaction labels. From the top menu, select *Tier > Add New Tier*. In the *Add Tier* window that appears, enter `WATER GIRL DISS` as the *Tier Name*. Select `default` for the *Tier Type*. Leave the rest of the settings as they appear. Your window should look like below. Click *Add* (the window will not close automatically).

4. Add another tier as before, but this time with the name `FIREBOY DISS`. (I am not sure why the original annotators added a space in `WATER GIRL` but no space in `FIREBOY`, but we'll do the same to keep it consistent.)

5. After closing the *Add Tier* window, you should see the new tiers at the bottom of the window, with [0] next to them indicating there are no annotations on those tiers yet.
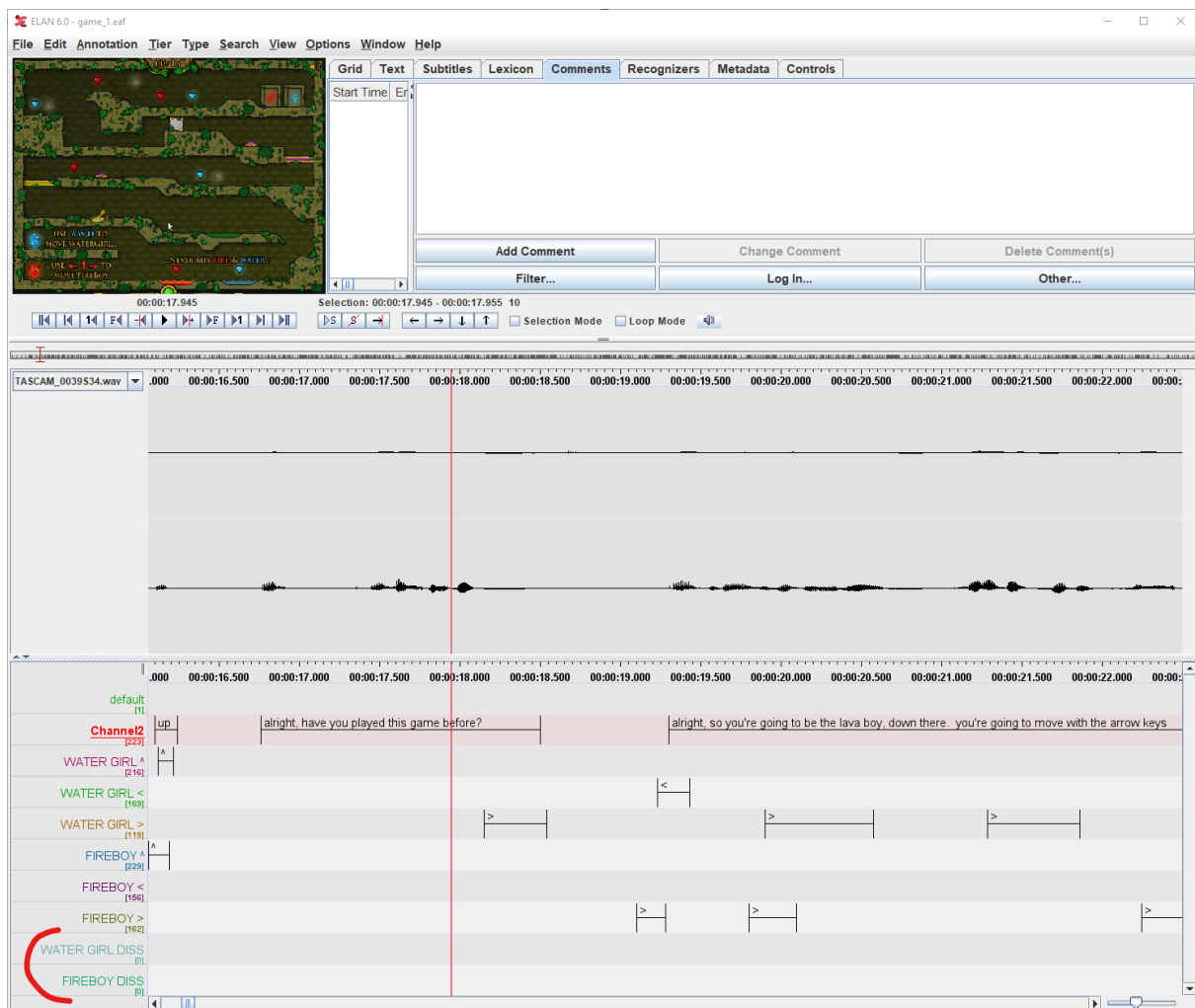
6. To annotate for dissatisfaction, highlight and utterance. While hovering over the highlighted region, and with the cursor within the appropriate tier, right click and select *New Annotation Here*. In the text box that appears, enter the one or two-character annotation (category) and press Enter.
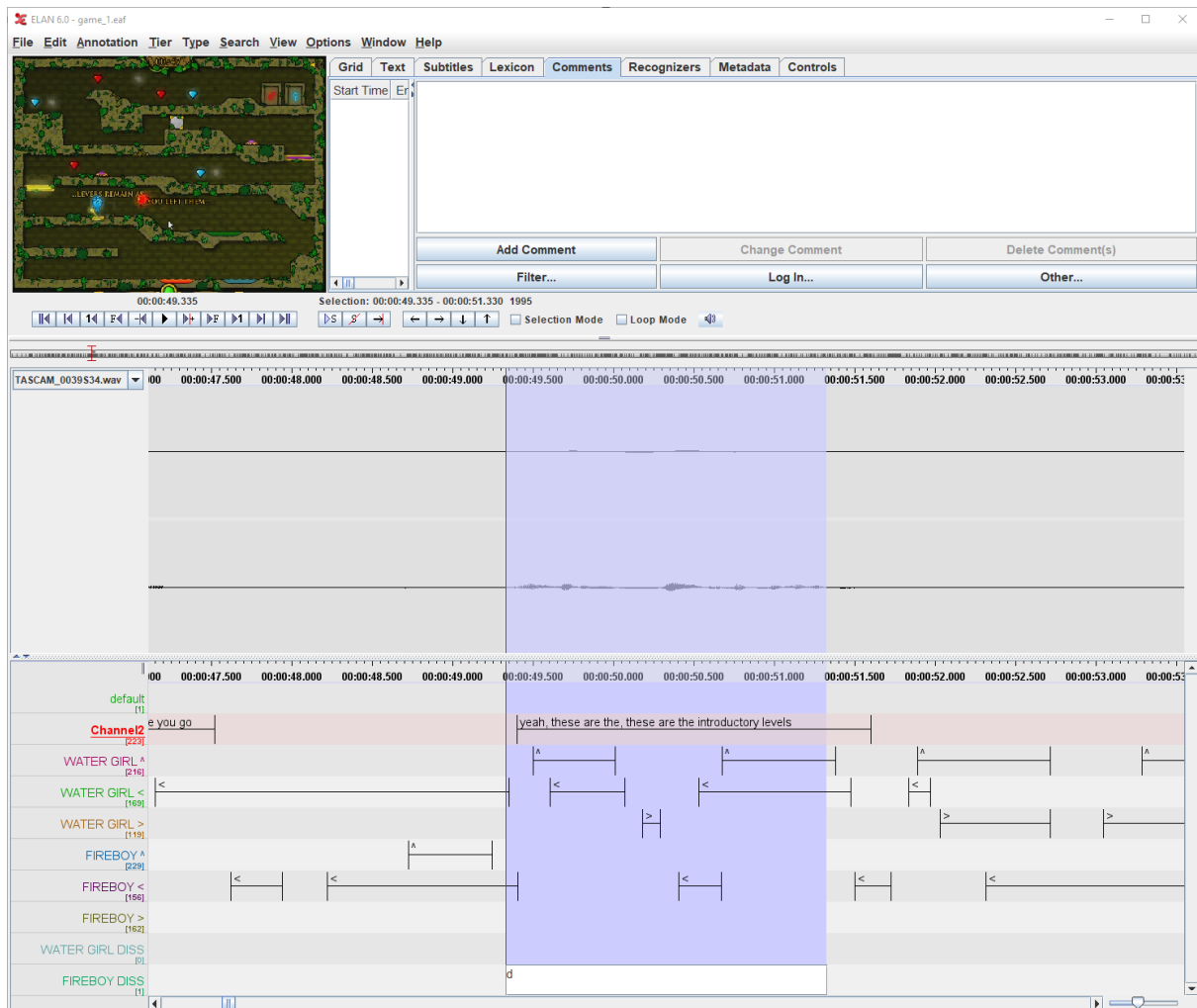
7. Continue annotating the rest of the dialog. The start of the video should indicate who is playing as what character, but if you are unsure, keep the annotations on separate tiers and rename them later if you need to. To rename a tier, right-click it on and select *Change attributes of [tier name]*.

8. ELAN has *many* tools so there are many tabs you'll ignore. The useful ones are the *Controls* and *Grid* tabs. In the *Controls* tab you can change the volume and playback speed. In the *Grid* tab, you can select a tier and manage a list of annotations for that tier.

9. When you're done annotating, save the annotation file (the same .eaf file you opened), overwriting the original. The updated annotation file is the same, with all tiers from before, plus the two new annotation tiers you completed.

10. Continue for the rest of the games.

Learning the keyboard shortcuts make the process a lot easier, e.g. play selection with Shift+Space and enter new annotation with Ctrl+Alt+N. The others you can find in the drop down menus or by hovering over the buttons.