

Building on Basic Annotations for Conducting Research: Exploring Examples and Solutions with Participants Using a Small Czech Sign Language Sample

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Abstract

In this workshop I will work with participants to explore how a small Czech SL example text, which has already been given a basic glossing (in Czech and English) can be "improved" by (a) streamlining the glosses according to ID glossing principles and the identification of sign types and (b) by the addition of annotations and tags on supplementary tiers in order to sort and search the data by various criteria. Participants will discuss possible research questions and decide on what annotations are required to address or answer these questions.

Plan

Lead by Johnston

- The CZ SL sample movie
- Background
 - Recap of lecture
 - Annotation guidelines
 - sign types
 - type and token annotation
 - grammatical class
 - simplified
 - non-manuals & CA
- The CZ SL sample (lead by Johnston)
 - original gloss annotations
 - import
 - time alignment
 - adapting ('polishing')
 - sign type
 - regularization
 - 'separation'
 - free translation
 - CLU identification
 - grammatical class categorization
 - CA

Individual or group work

- The CZ SL sample (groups?)
 - (ideally one CZ SL signer per group)
 - free translation
 - adapting ('polishing')
 - sign type
 - regularization
 - simplification of gloss ('separation' of information to other tiers)
 - CLU identification
 - grammatical class categorization
 - CA identification
- Discussion (workshop then group suggestions)
 - research questions?
 - does template allow one to address this?
 - does one need a controlled vocabulary?
 - can 'tertiary processing' allow to generate derived data?
 - do you need to create new types of tiers?
 - if so, what?



RESPONDENT 3

REFER (to) + FILM + REFER (to) + TWO + THIN + THICK + SEE + THICK + BEGINNING + FALL DOWN + GESTURE (WAVE) + GO (two people next to each other) + AFTER + GO INSIDE + SHOP + PROBABLY + HAIR-DRESSER + TWO + LADIES + SIT + SIT + ONE + FLY AWAY + HAT + LOSE + WIND + REASON + BLOW (from air-shaft) + FLY AWAY + JUST + KLF (two people who are going) + THICK + THIN + KLF (two people who are going) + FALL DOWN (under; left hand: KLF of car; right hand: give the hat under the car) + CAR + KLF (two people who are going) + LADIES + WANT + GET OUT + HAT + CAR + FALL DOWN (under) + HOW? + GESTURE + BOTH + WANT + SHOW + PROVE ONESELF + HELP + GESTURE (WAVE) + CAR + KLF of car + PUSH + TAKE + GIVE + YES + PUSH (with both hands, left hand stay in this position) + JUST + KLF of water + WATER + KLF (shape and size of water) + (now the left hand end with the sign „push“) + FALL DOWN + BOTH + WET + only facial expression = desperation + GESTURE + BOTH + LADIES + LIKE + SUFFERERS/BE SORRY + WET + REASON + KLF me + WANT + ME + HELP + GESTURE (WAVE) + INVITE + INSIDE + DEPARTMENT + GIVE + PUT INTO + CLOTHES + DRY + HANG (the clothes to the drier) + SPEAK + HECKLE + LADY + HECKLE + INDEX (him) + LIKE + FLIRT + FLIRT (another sign) + BOTH + GESTURE (wave) + PEACE + SZ „don't worry“ + THINK + BOTH + DO NOT HAVE + MAN + SINGLE + LIKE (very speed sign) + PEACE + GESTURE + AFTER + RUN (like mad) + FINALLY + HECKLE + GET WORSE + FINALLY + HECKLE EACH OTHER + RUN AFTER (the table) + THICK + TRY TO + PEACE + FINALLY + PEACE + PEACE + BE IN PEACE + REDUNDANTLY + GET WORSE + INDEX (her) + LADY + SMOOTH + PEACE, PEACE, PEACE + JUST + KLF (someone is coming imide) + HUSBAND + HER + (10 sec the video is not OK) + SZ „do not know what to do“ + THIN + HOW? + GESTURE (wave) + SAVE + MEAN + SEE + DISH + KLF of amount + THROW to someone's face + MAN + THROW to his face + BOTH + RUN AWAY + RUN + TAKE clothes from the drier + YET + DRY + HOLD clothes in my hand + HOW? + RUN AWAY + MUST + JUMP FROM + WINDOW + JUMP FROM + BOTH + LADIES + DILEMMA + APOLOGIZE + LIKE + BAN + JUMP FROM + JUST + BE + STREET + GO + TWO + DIFFERENT + TWO + DIFFERENT + LADIES + TWO + SEE + AHA + THINK + REFER TO + CHEAT + CHEAT + MUST + RUN AWAY + WINDOW + JUMP FROM + DON'T LIKE + HUNT + FINISHED + HAVE + GUN + SHOOT + FINALLY + JUST + THERE, THERE, THERE, THERE + DIFFERENT + DEPARTMENT + BE + SAME + MAN + CHEAT + EVERYONE + GET SCARED + JUMP FROM (the different windows) + WINDOW + MEET (many people downstairs) + MEAN + MANY + REFER TO + RUN AWAY

Some basic concepts & principles

Notation: more or less a symbol system

Transcription: more or less a writing system

Annotation: something appended to text

Tagging: codes appended to text

- The Auslan Corpus Annotation Guidelines
 - downloadable from www.auslan.org.au/about/corpus/
 - only mentioned here in broad and general terms
- This afternoon's workshop
 - annotation discussed in more detail
 - examples of glossing
 - experimentation with a Czech SL sample
 - discussion of issues
- More information/justification
 - following references

The screenshot displays the SLRB1c2b.eaf software interface. At the top, a video window shows a woman with blonde hair, wearing a green shirt, speaking and gesturing with her hands. Below the video is a timeline with a playhead at 00:01:59.135. To the right of the video is a list of glosses, with 'RH-IDgloss' selected. The glosses include: LOOK · G.GO-AWAY · DS(B):TURTLE-MOVING · RABBIT · DS(B):HARE-RUNNING · TIRED(BENT5) · SLEEPY · TIRED(BENT5) · SLEEPY · LOOK · BIG(BENT7) · TREE · AREA · GOOD · PT.LOC · GOOD · DS(H):HARE-RUNNING · DS(2):HARE-LIE-DOWN · SLEEP-2H · FAR · SLEEP-2H · FINISH-FIVE · TURTLE · DS(B):TURTLE-MOVING · DS(1):PATH-OF-TURTLE · PT.DET · RABBIT · SLEEP-2H · AGES · PT.PRO3SG · INSTANT · NOTHING · AGES · PT.DET · TURTLE · GOOD · DS(B):TURTLE-MOVING · ARRIVE · APPROACH · PT.DET · RABBIT · SLEEP-2H · WAKE · G(CA):STRETCHING · THINK · RIGHT · G.HOLD-ON-THERE · RIGHT · PT.PRO1SG(7) · LONG · SLEEP-2H · RIGHT · THINK · FRIEND · WHERE · TURTLE · WHERE · GET-UP · LOOK ·

Below the gloss list is a selection bar with the text 'Selection: 00:00:00.945 - 00:00:01.380 435'. To the right of the selection bar are buttons for 'Selection Mode' and 'Loop Mode'. Below the selection bar is a timeline with a playhead at 00:01:59.135. The timeline is divided into segments with the following glosses: PT.DET, RABBIT, SLEEP-2H, AGES, PT.PRO, INST. Below the timeline is a text box containing the sentence: 'The rabbit intended on having only a short nap but it turned into a very long deep sleep.'

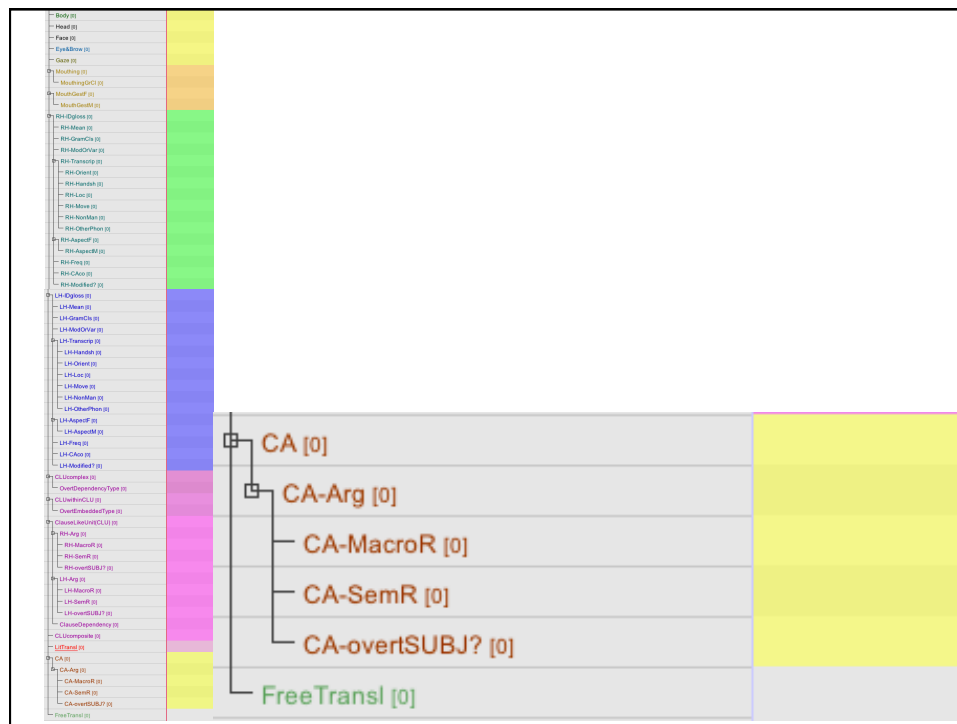
The annotation tiers

- Core tiers
 - common to all annotation files in a corpus
 - minimum set?
- Fixed tiers?
 - all corpus files in the same set-up
- Study specific tiers
 - research questions
 - e.g., aspect
 - temporary & derived data
 - co-occurrence information
 - annotations from overlapping annotations

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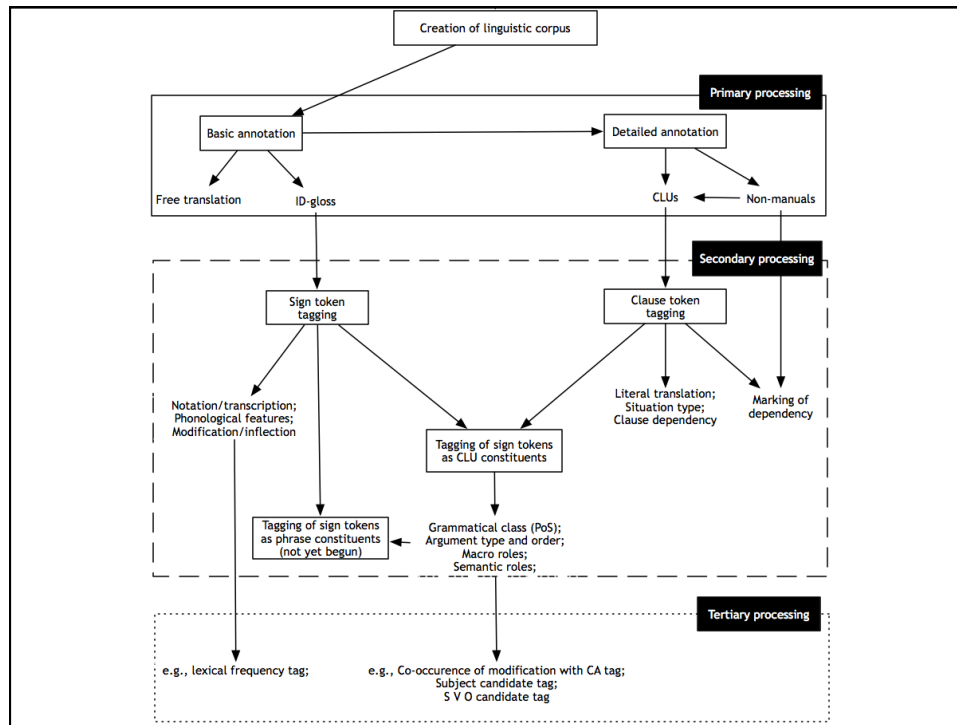
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Using strategic annotations

in the creation of a linguistic corpus



RESPONDENT 3

REFER (to) + FILM + REFER (to) + TWO + THIN + THICK + SEE + THICK + BEGINNING + FALL DOWN + GESTURE (WAVE) + GO (two people next to each other) + AFTER + GO INSIDE + SHOP + PROBABLY + HAIR-DRESSER + TWO + LADIES + SIT + SIT + ONE + FLY AWAY + HAT + LOSE + WIND + REASON + BLOW (from air-shaft) + FLY AWAY + JUST + KLF (two people who are going) + THICK + THIN + KLF (two people who are going) + FALL DOWN (under; left hand: KLF of car; right hand: give the hat under the car) + CAR + KLF (two people who are going) + LADIES + WANT + GET OUT + HAT + CAR + FALL DOWN (under) + HOW? + GESTURE + BOTH + WANT + SHOW + PROVE ONESELF + HELP + GESTURE (WAVE) + CAR + KLF of car + PUSH + TAKE + GIVE + YES + PUSH (with both hands, left hand stay in this position) + JUST + KLF of water + WATER + KLF (shape and size of water) + (now the left hand end with the sign „push“) + FALL DOWN + BOTH + WET + only facial expression = desperation + GESTURE + BOTH + LADIES + LIKE + SUFFERERS/BE SORRY + WET + REASON + KLF me + WANT + ME + HELP + GESTURE (WAVE) + INVITE + INSIDE + DEPARTMENT + GIVE + PUT INTO + CLOTHES + DRY + HANG (the clothes to the drier) + SPEAK + HECKLE + LADY + HECKLE + INDEX (him) + LIKE + FLIRT + FLIRT (another sign) + BOTH + GESTURE (wave) + PEACE + SZ „don't worry“ + THINK + BOTH + DO NOT HAVE + MAN + SINGLE + LIKE (very speed sign) + PEACE + GESTURE + AFTER + RUN (like mad) + FINALLY + HECKLE + GET WORSE + FINALLY + HECKLE EACH OTHER + RUN AFTER (the table) + THICK + TRY TO + PEACE + FINALLY + PEACE + PEACE + BE IN PEACE + REDUNDANTLY + GET WORSE + INDEX (her) + LADY + SMOOTH + PEACE, PEACE, PEACE + JUST + KLF (someone is coming imide) + HUSBAND + HER + (10 sec the video is not OK) + SZ „do not know what to do“ + THIN + HOW? + GESTURE (wave) + SAVE + MEAN + SEE + DISH + KLF of amount + THROW to someone's face + MAN + THROW to his face + BOTH + RUN AWAY + RUN + TAKE clothes from the drier + YET + DRY + HOLD clothes in my hand + HOW? + RUN AWAY + MUST + JUMP FROM + WINDOW + JUMP FROM + BOTH + LADIES + DILEMMA + APOLOGIZE + LIKE + BAN + JUMP FROM + JUST + BE + STREET + GO + TWO + DIFFERENT + TWO + DIFFERENT + LADIES + TWO + SEE + AHA + THINK + REFER TO + CHEAT + CHEAT + MUST + RUN AWAY + WINDOW + JUMP FROM + DON'T LIKE + HUNT + FINISHED + HAVE + GUN + SHOOT + FINALLY + JUST + THERE, THERE, THERE, THERE + DIFFERENT + DEPARTMENT + BE + SAME + MAN + CHEAT + EVERYONE + GET SCARED + JUMP FROM (the different windows) + WINDOW + MEET (many people downstairs) + MEAN + MANY + REFER TO + RUN AWAY

Literal and free translations

Literal translation ('CLU by CLU')

| | | | | | | |
|--------------------|--------------|----------------------------------|---------------------|--|--------------|--------------------|
| | 00:00:29.500 | 00:00:30.000 | 00:00:30.500 | 00:00:31.000 | 00:00:31.500 | 00:00:32.000 |
| [H]Dgloss | FS.V[V] | SPRINT | DSM(5-HORI);MANY-HU | WHAT | PT.P | LAUGH |
| [H]Dgloss | FS.V[V] | SPRINT | DSM(5-HORI);MANY-HU | FBUOY:DSM(5-HORI);MAN | | LAUGH |
| CA | | CA-VILLAGERS | | CD-VILLAGERS | | CA-BOY |
| CauselikeUnit(CLU) | | BAOBB1c2aCLU#1 | | BAOBB1c2aCLU#2 | | BAOBB1c2aCLU#3 |
| [L]Transl | | (the) village sprint move-uphill | | (villagers) whatted | | he laugh (at them) |
| [L]FreeTransl | | The villagers raced up the hill. | | When the villagers arrived and wondered what the fuss was about, the boy just laughed at them. | | |

Free translation (English-like chunks)

Tokenization & sign duration

- Echoing, anticipation & perseveration
- Repetition or reiteration
- Compounds & collocations

Basic glossing conventions for different types of signs

| Sign type | Example Gloss | Type component | Type-like component | Token-like component |
|----------------|---------------------------------|----------------|---------------------|-------------------------|
| Fully lexical | WATER | WATER | n/a | n/a |
| Partly lexical | PT:PRO1SG | PT: | PRO1SG | n/a |
| Non-lexical | DSM(1-VERT):PERSON-GO-DOWN-HILL | DS | M(1-VERT): | PERSON-GO-DOWN-HILL |
| | G(5-UPWARDS):WELL | G | (5-UPWARDS): | WELL |
| | G:FLAILING-ABOUT-IN-WATER | G: | n/a | FLAILING-ABOUT-IN-WATER |

Annotation conventions for different types of signs and for different purposes will be discussed this afternoon in the workshop talk, but for now....

How does one gloss fully lexical signs? By using the ID gloss.

How does one know what ID gloss to use? By consulting a dictionary of the language.

Annotation conventions relevant to primary processing

- Tokenization & glossing tier(s)
 - RH/LH annotations
 - Fully-lexical signs
 - Partly-lexical signs
 - Non-lexical signs
 - Indecipherable signs
 - Tokenization and sign duration

RH/LH annotations

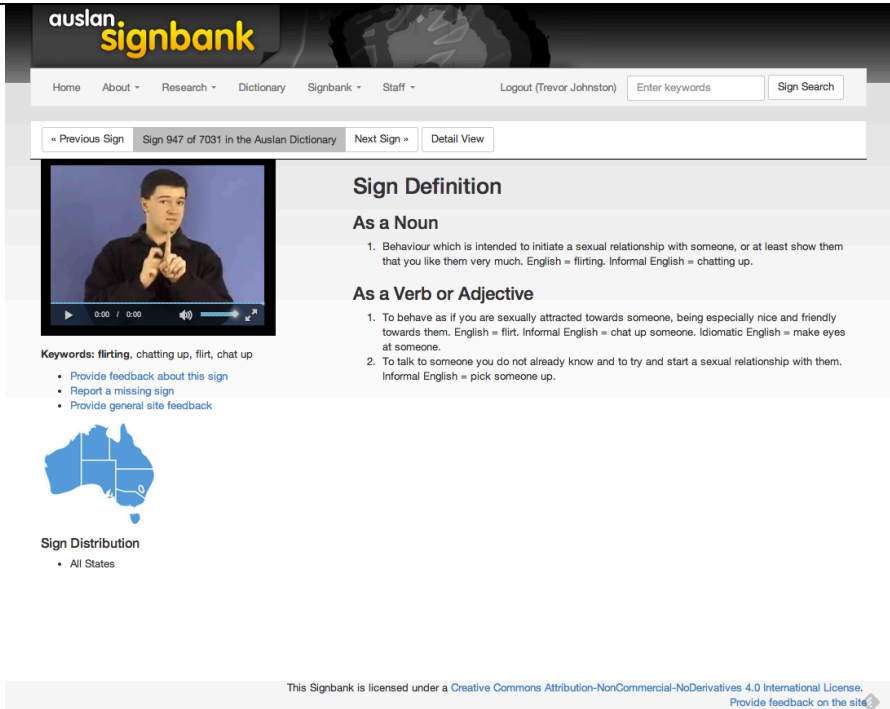
- ECHO project
- some redundancy but necessary
 - switching hand dominance
 - simultaneous constructions
- ambidextrous signers
- dominant-hand statistics reliable approximation

Fully-lexical signs

- IDglosses & databases
- Variants
- One-handed vs two-handed forms
- Numbers & digits
- Negative incorporation
- Sign names
- Signed English & other foreign borrowings

Lexical database

Auslan Signbank



auslan signbank

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Sign Definition

As a Noun

1. Behaviour which is intended to initiate a sexual relationship with someone, or at least show them that you like them very much. English = flirting. Informal English = chatting up.

As a Verb or Adjective

1. To behave as if you are sexually attracted towards someone, being especially nice and friendly towards them. English = flirt. Informal English = chat up someone. Idiomatic English = make eyes at someone.
2. To talk to someone you do not already know and to try and start a sexual relationship with them. Informal English = pick someone up.

Keywords: flirting, chatting up, flirt, chat up

- [Provide feedback about this sign](#)
- [Report a missing sign](#)
- [Provide general site feedback](#)

Sign Distribution


- All States

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Previous Sign Sign 947 of 7031 in the Auslan Dictionary Next Sign Public View Enable Edit



0:00 / 0:00

- Provide feedback about this sign
- Report a missing sign
- Provide general site feedback

Sign Number: 9390

ID Gloss: flirt1

Annotation ID Gloss: FLIRT1

Keywords: flirting, chatting up, flirt, chat up

Basic Properties

Publication Status

Phonology

Relations to other Signs

Definitions/Notes

| Published | Index | Role | Text |
|-----------|-------|------------------------|---|
| Yes | 1 | As a Noun | Behaviour which is intended to initiate a sexual relationship with someone, or at least show them that you like them very much. English = flirting. Informal English = chatting up. |
| Yes | 1 | As a Verb or Adjective | To behave as if you are sexually attracted towards someone, being especially nice and friendly towards them. English = flirt. Informal English = chat up someone. Idiomatic English = make eyes at someone. |
| Yes | 2 | As a Verb or Adjective | To talk to someone you do not already know and to try and start a sexual relationship with them. Informal English = pick someone up. |

Tags

- morph:orientating sign
- phonology:dominant hand only
- phonology:double handed

Interpreter Notes

Delete All Interpreter Notes

Note


Submit

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0:01 / 0:01

- Provide feedback about this sign
- Report a missing sign
- Provide general site feedback

Keywords: flirt

Sign Definition

As a Noun

- Someone who regularly behaves as if they are sexually attracted to different people in a not very serious way. English = flirt.

As a Verb or Adjective

- To behave as if you are sexually attracted to someone in a not very serious way. English = flirt.

Sign Distribution


- New South Wales

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• Provide feedback about this sign
 • Report a missing sign
 • Provide general site feedback

Tags

iconicity:opaque
 lexis:obsolete
 phonology:onehand

Interpreter Notes

Delete All Interpreter Notes

Note

Submit

Sign Number: 34990

ID Gloss: flirt2

Annotation ID Gloss: FLIRT2

Keywords: flirt

Basic Properties

Publication Status

Phonology

Relations to other Signs

Definitions/Notes



| Published | Index | Role | Text |
|-----------|-------|------------------------|---|
| Yes | 1 | As a Noun | Someone who regularly behaves as if they are sexually attracted to different people in a not very serious way. English = flirt. |
| Yes | 1 | Private Note | Also, RA reports that compounds with GIRL and BOY = 'girlfriend' and 'boyfriend'. |
| Yes | 1 | Private Note | Query: Some older NSW signers produce this sign with the palm flush against the body. |
| Yes | 1 | As a Verb or Adjective | To behave as if you are sexually attracted to someone in a not very serious way. English = flirt. |

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www.auslan.org.au/dictionary/gloss/2205#definitions

Hyphens, periods, parentheses, and numbers in ID-glosses

| Form of gloss | Meaning |
|-------------------------------------|---|
| GLOSS | An English word used as a gloss for a sign |
| <u>GLOSS.HINT</u> | A gloss for a sign which uses an English word which has also been used to gloss another sign, so another word is appended which gives a hint or clue as to which sign is intended (the other sign is glossed with another, different hint, after the period). |
| GLOSS2 | This type is discontinued and is being replaced. Originally, it was used in this situation: A gloss for a sign which uses an English word has also been used to gloss another sign (the other sign is glossed as GLOSS1) |
| GLOSS-GLOSS | A gloss for a sign that is made up of more than one English word |
| GLOSS-2H or GLOSS-GLOSS-2H | A gloss for a sign that normally one handed. |
| GLOSS-1H or GLOSS-GLOSS-1H | A gloss for a sign that normally two handed. |
| GLOSS(x...) or GLOSS-GLOSS(x...) | A gloss for a sign which is in a form which is not the expected or default one. The material in parentheses (x...) describes the modification or variation by using either symbols (e.g., HamNoSys) or letters and abbreviations (e.g., B, H, BENT2, etc.). |

| | Fully-lexical sign | Partly-lexical sign |
|---|---|--|
| |  |  |
| Fully-lexical meaning | As a Noun <ol style="list-style-type: none"> The choice you make at an election, or at a meeting where decisions are made. English = vote An organized process in which people vote to choose a person or group of people to hold an official position or to represent them in government. English = election. As a Verb <ol style="list-style-type: none"> To make your choice in an election or at a meeting, usually by writing on a piece of paper. English = vote. To choose a person to hold an official position or to represent you in government by voting. English = elect. | n/a |
| Partly-lexical meaning | 'put something small into a cylindrical container, or any thing or activity associated with this' | 'eat/put-in-mouth something small from a cylindrical container, or any thing or activity associated with this' |
| Contextual meanings that complete partly-lexical meaning | <i>Only if context forces abandonment of default fully-lexical meaning and where context motivates and narrows interpretation to...</i> <p>money-box, put coin in money-box sewing-kit, put something into sewing-kit pin-cushion, put pin into pin-cushion drill-bit, crane lowers drill-bit into wellhead and so on...</p> | <i>Only where context motivates and narrows interpretation to...</i> <p>popcorn, eat popcorn nuts, eat nuts nibbles, nibble finger food, eat finger food pin-in-mouth, take pin from pin-cushion and place in between your lips and so on...</p> |
| Corpus gloss | VOTE | DSH(F):describe-as-appropriate |

Partly-lexical signs

- Pointing signs
 - pronominals
 - locatives
 - determiners
 - demonstratives
- Depicting signs
 - subcategories
 - one or two glosses (RH/LH problem)
- Buoys

Pointing signs

| Point type | Description of function | |
|-------------------|--|--------------|
| <u>PT:PRO</u> | A sign that points to a referent, i.e., the pointing action appears to <i>primarily</i> intend to identify a participant, not the location of the participant. It thus functions as a pronoun (e.g. 'he', 'they'). It is further specified as first (1), second (2), third (3) person; and singular (SG) and plural (PL). | |
| <u>PT:LOC</u> | A sign that points to a location, i.e., the pointing action appears to <i>primarily</i> intend to identify a location, not a participant at a location. It thus functions as a locative adverb or locative predicate (e.g. 'here', 'there'). It may be further specified as plural (PL) but is normally assumed to be singular. | |
| <u>PT:LOC/PRO</u> | A sign that points to a referent/participant/location, i.e., the pointing action appears to mean both equally. It thus appears to function as a pronoun <i>and</i> locative and it appears impossible to prioritize or separate either of these two meanings (e.g. 'he, there'; 'they, there'; 'it, here'). It seems that both senses and functions must be attributed to the pointing action for the utterance it occurs in to be complete and meaningful. It may be further specified as plural (PL) but is normally assumed to be singular. | |
| PT:PRO1 | PT:PRO1SG | PT:PRO1SG(B) |

Pointing signs (cont.)

| Point type | Description of function |
|-----------------|--|
| <u>PT:DET</u> | A point made immediately next to (or simultaneously with) a sign that names a referent. It often occurs before the sign for the referent. The referent appears to be known, assumed, or familiar and has often already been mentioned. It thus functions as a determiner. It may be further specified as plural (PL) but is normally assumed to be singular. |
| <u>PT:POSS</u> | A sign that points to the possessor or the thing possessed (points with palm of fist or flat handshape). Further specified as first (1), second (2), third (3) person; and singular (SG) and plural (PL). ¹⁶ |
| <u>PT:LBUOY</u> | A sign that points to a list buoy handshape. A list buoy is a hand held up with a number of extended fingers, each representing an item 'in a list' which is being discussed or referred to (Liddell 2003). |
| <u>PT:FBUOY</u> | A sign that points to a fragment buoy handshape. A fragment buoy is the final handshape of a sign that has just been performed which is then held in the signing space while other signing activity continues on the other hand (Liddell 2003). In this case, the other activity is a pointing sign to that fragment buoy. |

Depicting signs

| Prefix | Name | Explanation |
|--------|--|--|
| DSL | Depicting Sign: Location | Depicts the location of entities |
| DSM | Depicting Sign: Movement or displacement | Depicts the movement or displacement of entities |
| DSS | Depicting Sign: Size and shape | Depicts the size and shape of entities* |
| DSH | Depicting Sign: Handling | Depicts the handling of an entity* |

A fifth type of depicting sign is recognized and coded in the Auslan Corpus data:


| Prefix | Name | Explanation |
|--------|------------------------|--|
| DSG | Depicting Sign: Ground | The two hands are in a 'figure/ground' relationship. The 'ground' hand is likely to be the signer's weak hand: it may represent a point of departure of a movement or trajectory which is depicted with the other hand. It may be a metaphorical or abstract 'point of reference'. |

Depicting signs (cont.)

DSL/S/M/H/G(HANDSHAPE):BRIEF-DESCRIPTION-OF-MEANING-OF-SIGN

DSM(1):HUMAN-MOVES rather than DSM(1):SHEPHERD-RUNS-LEFT
 DSM(B):ANIMAL-CRAWLS/PADDLES rather than DSM(B):TURTLE-MOVES-SLOWLY

Depicting signs (cont.)

| Regularized gloss of most common depictions | Explanation |
|---|---|
| Locative depictions | Used to locate an entity |
| DSL(1-VERT) =  | "Something tall-ish and thin-ish located at X" |
| DSL(1-VERT):HUMAN-details | This is the basic form of the annotation for a depicting sign using the upright index handshape which is placed in the signing space. It can face in any direction. Use this if the thing that is located is human. The palm side is assumed to be the front of the person. Additional information can be added (e.g., who, where), but it is not essential. |
| DSL(1-VERT):ANIMAL-details | This is the basic form of the annotation for a depicting sign using the upright index handshape which is placed in the signing space. It can face in any direction. Use this if the thing that is located is an animal. The palm side is assumed to be the stomach side of the animal. Additional information can be added (e.g., what, where), but it is not essential. |
| DSL(1-VERT):ENTITY-details | This is the basic form of the annotation for a depicting sign using the upright index handshape which is placed in the signing space. It can face in any direction. Use this if the thing that is located is inanimate (real/imagined, concrete/abstract, literal/metaphorical). The palm side is assumed to be the 'front' of the entity, if that is relevant. Additional information can be added (e.g., what, where), but it is not essential. |

Non-lexical signs (manual gestures)

G:DESCRIPTION-OF-MEANING, as in:

G:HOW-STUPID-OF-ME *not* G:HIT-PALM-ON-FOREHEAD

| Gloss annotation | meaning |
|-------------------|---|
| G(5-UP):WELL | relaxed spread hand(s), palm up |
| G(5-DOWN):RIGHT | relaxed spread hand(s), palm down (right = "okay, then") |
| G(5-DOWN):PHOOEY | relaxed spread hand(s), palm now, hand drops |
| G(5-WIGGLE):UMM | relaxed spread hand(s), fingers wiggling |
| G(1-LIPS):ERR | index finger held to the lips, palm facing signer |
| G(5-TOWARDS):AHH | relaxed spread hands, palm towards each other, fingers up |
| G(5-AWAY):HOLD-ON | relaxed spread hand, palm away from signer |

Some other types of annotations

- Fingerspelling
- Mouth actions
 - mouthing
 - mouth gestures

Fingerspelling

FS:WORD

FS:WORD(WOR) not FS:WOR

FS:WORD(WRD) not FS:WRD

FS:SO(SI) not FS:SI

FS:TOO(TO) not FS:TO

Mouthing

| M-type (mouthing) | Annotation | Examples |
|--|---------------|---|
| Complete articulation | COMPLETE-WORD | RACE, RABBIT, VILLAGE, FAR |
| Initial segment | I(NITIAL) | V(ILLAGE), SA(ME), DIFF(ERENT), SH(EEP) |
| Medial segment | (ME)DI(AL) | (NO)TH(ING), (RE)MEM(BER), (B)E(ST) |
| Final segment | (F)NAL | (SUCCESS)FUL, (FIN)ISH, (IM)PROVE. (TO)DAY |
| Initial & final segment only | IN(I)TIAL | F(INI)SH, D(EA)F, S(UC)CESFUL |
| 'suppressed' articulation* | (SUPPRESSED) | (LADY), (HAVE) |
| unreadable* | unreadable | |
| anticipatory spreading (regressive mouthing) | MOUTHING-regr | ID gloss PT:PRO1SG EXPLAIN Mouthing EXPLAIN-regr EXPLAIN "I <i>explained</i> ..." |
| delayed spreading (progressive mouthing) | MOUTHING-prog | ID gloss FINISH PT:PRO1SG Mouthing FINISH FINISH-prog "...I <i>finished</i> " |

Mouth gestures

| Mouth gesture | <i>MouthGestF</i> tier begins with | <i>MouthGestM</i> tier contains |
|---------------------------------|--|---|
| E-type (echo or empty) | SYLL:GLOSS (= Syllable) | various meanings as needed Tag tier: -IM (imagistic), -MI (mimetic), -ME (metaphorical) |
| A-type (modifying) | | |
| prosodic | GLOSS/CODE(H) (H = held) (see Table 3) | meaning glosses: ACTIVITY, EMPHASIS or |
| prosodic (non-specific) | No annotation | Tag tier: -MH (<i>mouthing held</i>) |
| adverbial | Mouth gesture code (see Figures) | meaning glosses: LARGE-AMOUNT, CARELESS, UNPLEASANT, SMOOTH, EASE, EFFORT, SMALL-AMOUNT Tag tier: -IM (imagistic), -MI (mimetic), -ME (metaphorical) |
| 4-type (mouth for mouth) | CMO (= Congruent Mouth Only) | ENACTMENT |
| W-type (whole-of-face) | | |
| spontaneous | no annotation | |
| editorial | COMMENT | no further annotation or various meanings as needed |
| CA (constructed action) | CA: (= Constructed Action) | no further annotation or various descriptions as needed, |
| CA using an A-type | CA:GLOSS/CODE (Table 3) | add after the CA: the A-type mouth gesture gloss/code |
| congruent | CWF (=Congruent Whole Face) | meaning glosses: EXPRESSION, ENACTMENT, EMPHASIS |
| adverbial expressive | CA:ADV (= Adverbial) | EXPRESSION |
| Spreading mouth gesture | ANNOTATION-cont | on all subsequent co-articulated manual sign(s) |

Mouth actions....

| | | | | | |
|--------------|--|------------|---------------|------------|---------------------|
| (87) IDGLOSS | <u>YES</u> | <u>BUT</u> | <u>PRO2SG</u> | <u>NEG</u> | <u>DELIBERATE</u> |
| Mouthing | | | | | <u>delib(erate)</u> |
| FreeTransl | Yes, but he didn't do it deliberately. | | | | |

[illegible]

Constructed action

| | | | | | | |
|---------------------------|--|---|--------------------|-------------------------------|--------------|---------------|
| Head [1] | | | | | | turn and look |
| Eye&Brow [2] | | shut sleeping | | open wide in surprise | | |
| Gaze [17] | | | | | | look around |
| ClauseLikeUnit(CLU) [75] | | MSLc7aCLU_M_F_29_N#07 | | | | |
| CA [44] | | CA.BOY | | | | |
| Li(Transl [49] | | (the) boy woke and looked around surprised | | | | |
| RH-IDgloss [177] | | BOY | | WAKE | | |
| LH-IDgloss [140] | | | | WAKE | | |
| | | 00:00:36.000 | 00:00:36.200 | 00:00:36.400 | 00:00:36.600 | 00:00:36.800 |
| Body [15] | | | sway side to side | | | |
| CA [50] | | | CA:SCHOOLBOY/ALPHA | | | |
| ClauseLikeUnit(CLU) [116] | | SGMC3CLU_S_M_33_N#21 | | | | |
| RH-IDgloss [250] | | PT:PRO3S | | G(CA):HOLD-ONTO-BARS-AND-SWAY | | |
| LH-IDgloss [126] | | | | G(CA):HOLD-ONTO-BARS-AND-SWAY | | |
| Li(Transl [115] | | He held on the railing and swayed side to side. | | | | |

Annotation conventions relevant to secondary processing

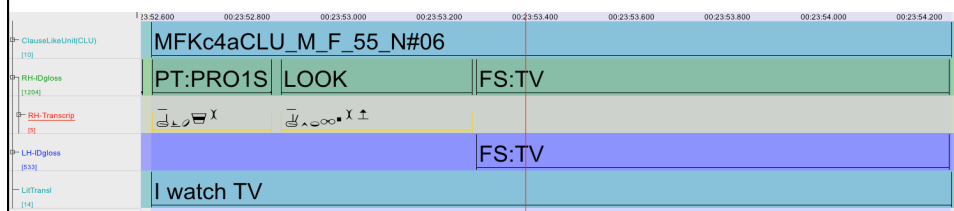
Sign token tagging

- transcription (with or without dedication notation system)
- phonological features (standard parameter model)
- morphological features
 - direction, location etc.

CLU token tagging

- Literal translation
- Situation type
 - state, accomplishment, achievement, activity
- CLU dependency status
 - independent, dependent, embedded
 - lexis, intonation contour, none (juxtaposition & context)

Transcription



Phonological feature

The left screenshot shows a man in a blue jacket signing. The timeline below the video shows a green bar labeled 'PT:PRO3SG(7)' starting at 00:00:10.320 and ending at 00:00:10.585. The right screenshot shows a man in a pink shirt signing. The timeline below the video shows a green bar labeled 'PT:LOC' starting at 00:00:37.000 and ending at 00:00:37.200, and a red bar labeled 'd' starting at 00:00:37.000 and ending at 00:00:37.200.

Morphological features

| Tier tag | Expanded | Explanation |
|----------|----------|-----------------------------|
| m | m | modified |
| n | n | not modified |
| | n | not modified, not congruent |
| cg | cg | not modified, but congruent |

The sign is modified spatially.

The sign is not spatially modified, and is in its citation form.

The sign is not spatially modified, and in its citation form. It is not congruent with the spatial framework. If it had been modified it would/should have looked different to the citation form.

The sign is not spatially modified, and is in its citation form. It is, however, congruent with the established spatial arrangement. If it had actually been modified, it would/should still look like the citation form (if modification really was present, it would/should be invisible).

CLU relationships

| Parent tier | Expanded name/explanation | Linguistic type |
|----------------------------|--|------------------------|
| ↳ Child tier | | |
| CLUcomplex | CLUs overtly related to each other | BasicAnnotation |
| ↳ OvertDependencyType | Nature of expression of dependency | BasicTag |
| CLUwithinCLU | Complement and embedded CLUs | BasicAnnotation |
| ↳ OvertEmbeddedType | Nature of expression of embeddedness | BasicTag |
| CLUcomposite | Simple or complex clause, or clause complex | BasicAnnotation |
| LitTransl | Literal translation (CLU-based) | BasicAnnotation |
| ClauseLikeUnit(CLU) | Clause-like unit ('utterance/meaning unit') | BasicAnnotation |

CLU relationships examples

The diagram illustrates CLU relationships with two examples. The first example shows a sentence: "The boy looked over and saw that the wolf had caught and eaten all the sheep/that all the sheep had been caught and eaten by the wolf." The sentence is divided into two parts: "pre-container" and "contained". A black box labeled "CLU 'within' CLU, e.g., complement clause" points to the "contained" part. The second example shows a sentence: "If he was bored, he'd open a book and read it, wouldn't he?". The sentence is divided into two parts: "dependent" and "independent". A black box labeled "CLU dependent on another CLU, e.g., protasis (if-clause) vs apodosis (result-clause) of a conditional construction." points to the "dependent" part.

Example 1: The boy looked over and saw that the wolf had caught and eaten all the sheep/that all the sheep had been caught and eaten by the wolf.

| 00:01:05.500 | 00:01:06.500 | 00:01:07.500 | 00:01:07.500 | 00:01:08.500 | 00:01:09.500 | 00:01:10.000 |
|----------------|--------------|----------------|--------------|--------------|--------------|--------------|
| SHIFT-GAZE | SEE | SHEEP | CATCH | FS:WOLF | | |
| SHIFT-GAZE | | | CATCH | FS:WOLF | | |
| MBCB1c2aCLU#30 | | MBCB1c2aCLU#31 | | | | |
| V1 | V2 | A1 | V | A2 | | |
| PROCESS | PROCESS | UNDR | PROCESS | ACTR | | |
| PROCESS | PROCESS | PATIENT | PROCESS | AGENT | | |

pre-container contained

CLU 'within' CLU, e.g., complement clause

Example 2: If he was bored, he'd open a book and read it, wouldn't he?

| 00:00:41.400 | 00:00:41.600 | 00:00:41.800 | 00:00:42.200 | 00:00:42.400 | 00:00:42.800 | 00:00:43.000 | 00:00:43.200 | 00:00:43.400 | 00:00:43.600 |
|---------------------------|--------------|---------------------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|
| FS:IF | BORING2 | BOOK-OPEN | READ | G(5-UP):WELL | | | | | |
| Conj | Pred | ViLoc | ViLoc | Interact | | | | | |
| FS:IF | BORING2 | BOOK-OPEN | READ | G(5-UP):WELL | | | | | |
| BRCA1c2aCLU_B_M_67_NN#020 | | BRCA1c2aCLU_B_M_67_NN#021 | | | | | | | |
| dependent | | independent | | | | | | | |
| Lexis | | | | | | | | | |

dependent independent

CLU dependent on another CLU, e.g., protasis (if-clause) vs apodosis (result-clause) of a conditional construction.

CLU relationships examples cont.

| | | | | | | | | | | | | | |
|---------------------------|-----------------|--------------|--------------|---------------------------------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|--------------|
| | 00:02:33.400 | 00:02:33.600 | 00:02:33.800 | 00:02:34.000 | 00:02:34.200 | 00:02:34.400 | 00:02:34.600 | 00:02:34.800 | 00:02:35.000 | 00:02:35.200 | 00:02:35.400 | 00:02:35.600 | 00:02:35.800 |
| ClauseLikeUnit(CLU) [104] | BRCA1c2aCLU#086 | | | BRCA1c2aCLU#087 | | | | | | | | | |
| RH-Dglass [340] | YELL2-2H | | | FS-WOLF | | | FS-WOLF | | GRAB-2H | | G(5-UP):WELL | | |
| CLUwithinCLU [24] | pre-container | | | contained | | | | | | | | | |
| OverEmbeddedType [13] | Lexis | | | | | | | | | | | | |
| LitTransl [104] | (boy) yell | | | "wolf! wolf! catch (the sheep) argh!" | | | | | | | | | |
| CLUComposite [70] | Embed | | | | | | | | | | | | |

Tagging of sign tokens as CLU constituents

- Grammatical class tagging
- Argument status tagging
- Macro-role tagging
- Semantic role tagging

Arguments

| Tag | Explanation |
|------|--|
| A | The single overt argument of a verb |
| A1 | The first expressed overt argument of a verb (when there is more than one). |
| A2 | The second expressed overt argument of a verb (when there is more than one). |
| A3 | The third expressed overt argument of a verb (when there is more than two). |
| nonA | Any element of a clause which can be regarded as a non-argument. |
| V | The verb. |
| V1 | The first verb in a serial verb construction (i.e., when there are two verbs). |
| V2 | The second verb in a serial verb construction (i.e., when there are two verbs). |
| V3 | The third verb in a serial verb construction (i.e., when there are three verbs). |

Arguments

| | | | | |
|---------|------------|-----|-----|-----------|
| IDgloss | PT:PRO3SG | BUY | CAR | YESTERDAY |
| CLU | TJ1aCLU#01 | | | |
| Arg | A1 | V | A2 | nonA |

| | | | | | | |
|---------|------------|-----|------|------|-----|-----------|
| IDgloss | PT:PRO3SG | BUY | BIG | RED | CAR | YESTERDAY |
| CLU | TJ1aCLU#01 | | | | | |
| Arg | A1 | V | nonA | nonA | A2 | nonA |

| | | |
|---------|------------|------|
| IDgloss | SEARCH | FROG |
| CLU | TJ1aCLU#01 | |
| Arg | V | A2 |
| CA | CA:BOY | |
| CA-Arg | A1 | |

The controlled vocabulary for macro-roles

| Tag | Expansion | Explanation |
|-----------------------|----------------------|--|
| PROCESS | Process | A process named by the verb or verbs |
| ACTR | Actor | A most actor-like argument of the verb |
| UNDR | Undergoer | A non-actor-like core argument of a verb |
| COMPL | Complement | A non-actor-like non-core argument of a verb which is not, however, peripheral or circumstantial information (e.g. 'quoted' actions and utterances or clauses which are themselves arguments). |
| UNDR1 | Undergoer (first) | The first expressed non-actor-like argument of a verb (if there is more than one). |
| UNDR2 | Undergoer (second) | The second expressed non-actor-like argument of a verb (if there is more than one). |
| UNDR3 | Undergoer (third) | The third expressed non-actor-like argument of a verb (if there is more than two). |
| CARRIER ³⁵ | Carrier/Identified | The argument which is the carrier of an attribute or the argument which is identified by the other sign (often there is no verb). |
| ATTRIBUTE | Attribute/Identifier | The argument which is the attribute of the carrier or the argument which is the identifier of the other sign (often there is no verb). |

Macro-role examples

IDgloss PT:PRO3SG BUY CAR YESTERDAY
 CLU TJ1aCLU#01
 Arg A1 V A2 nonA
 MacroRole ACTR PROCESS UNDR
 FreeTransl *He bought a car yesterday.*

IDgloss PT:PRO3SG GO SHOP YESTERDAY
 CLU TJ1aCLU#01
 Arg A1 V nonA nonA
 MacroRole ACTR PROCESS
 FreeTransl *He went to the shop yesterday.*

IDgloss PT:PRO3SG SAY NO
 CLU TJ1aCLU#01
 Arg A1 V A2
 MacroRole ACTR PROCESS COMPL
 FreeTransl *He said "No"*

Macro-role examples (cont.)

| | | |
|------------|-------------------------------|------------------|
| IDgloss | <u>WOMAN</u> | <u>DOCTOR</u> |
| CLU | <u>TJ1aCLU#01</u> | |
| Arg | <u>A1</u> | <u>A2</u> |
| MacroRole | <u>CARRIER</u> | <u>ATTRIBUTE</u> |
| FreeTransl | <i>The woman is a doctor.</i> | |

The CV for semantic roles

| Tag | Explanation |
|-------------|--|
| PROCESS | The process (verb). |
| AGENT | The agent (also 'actor'): instigator of some action, under agents volitional control |
| EXPERIENCER | The experiencer: entity experiencing some psychological state |
| PATIENT | The patient (also 'theme'): entity undergoing the effect of some action |
| UTTERANCE | The utterance: the signs or words uttered by someone |
| ENACTMENT | The enactment: the non-linguistic actions performed by someone |
| SOURCE | The source: entity from which something moves |
| GOAL | The goal: entity towards which something moves |
| BENEFICIARY | The beneficiary (also 'benefactive'): the entity benefitting from some action |
| INSTRUMENT | The instrument: means by which something comes about |
| LOCATION | The location (also 'locative') place in which something is situated |
| MANNER | The manner: the way in which something is done |
| PATH | The path; the route in which something moves |
| TIME | The time: the time in which an action takes place |

Semantic role example

| | | | | |
|-----------|------------|---------|------|-----------|
| IDgloss | PT:PRO3SG | GO | SHOP | YESTERDAY |
| CLU | TJ1aCLU#01 | | | |
| Arg | A | V | nonA | nonA |
| MacroRole | ACTR | PROCESS | | |
| SemRole | AGENT | PROCESS | | |

Semantic role examples (cont.)

| | | |
|--------------|--|--------------------|
| IDgloss | PT:PRO3SG | FINE |
| CLU | TJ1aCLU#01 | |
| Arg | A | V |
| MacroRole | ACTR | PROCESS |
| SemRole | AGENT | UTTERANCE |
| CA | | CD:GIRL |
| LiteralTrans | <i>She (said) "(It is/I am) fine"</i> | |
| IDgloss | PT:PRO3SG | G:HOW-STUPID-OF-ME |
| CLU | TJ1aCLU#01 | |
| Arg | A | V |
| MacroRole | ACTR | PROCESS |
| SemRole | AGENT | ENACTMENT |
| CA | | CA:TEACHER |
| LiteralTrans | <i>He (the teacher) (went) [hit his palm on his forehead in self reproach]</i> | |

Now let's see what we can do with this...

The screenshot shows the ELAN software interface. The main window displays a video of a woman speaking. On the left, there is a list of annotations under the 'Grid' tab. The timeline at the bottom shows various annotations and their durations.

Annotations List:

- 1 PT-LOC/PRO3
- 2 FILM
- 3 PT-LOC/PRO3
- 4 TWO
- 5 THIN
- 6 THICK
- 7 SEE
- 8 THICK
- 9 BEGINNING
- 10 FALL-DOWN
- 11 G-WAVE
- 12 GO-two-people-next-to-each-other
- 13 AFTER
- 14 GO-INSIDE
- 15 G-WELL/IUM

Timeline Annotations:

| Annotation | Start Time | End Time |
|------------|--------------|--------------|
| REFER-to | 00:00:00.000 | 00:00:00.500 |
| FILM | 00:00:00.500 | 00:00:01.000 |
| REFER-to | 00:00:01.000 | 00:00:01.500 |
| TWO | 00:00:01.500 | 00:00:02.000 |
| THIN | 00:00:02.000 | 00:00:02.500 |
| THICK | 00:00:02.500 | 00:00:03.000 |
| SEE | 00:00:03.000 | 00:00:03.500 |
| THICK | 00:00:03.500 | 00:00:04.000 |
| BEGINNING | 00:00:04.000 | 00:00:04.500 |
| FALL-DOWN | 00:00:04.500 | 00:00:05.000 |
| G-WAVE | 00:00:05.000 | 00:00:05.500 |
| GO-two-pe | 00:00:05.500 | 00:00:06.000 |
| AFTER | 00:00:06.000 | 00:00:06.500 |
| GO-INSIDE | 00:00:06.500 | 00:00:07.000 |
| SHOP | 00:00:07.000 | 00:00:07.500 |
| PROBABLY | 00:00:07.500 | 00:00:08.000 |
| HA | 00:00:08.000 | 00:00:08.500 |