

Acquiring NLP Data by means of Games

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- ▶ public-made collections: it works!
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under certain conditions
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Games background – players' point of view

- ▶ is it fun?
(good design, high-scores, advance to new levels...)
- ▶ single player vs. multiplayer
- ▶ turn based vs. time-limited
- ▶ doing a useful thing

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- ▶ web-based vs. desktop applications
- ▶ use of large databases, corpora etc.
- ▶ language specific resources (lemmatization)
- ▶ latency time response measure
- ▶ voluntary and involuntary errors

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- ▶ vandalism
- ▶ language specific errors (writing without diacritics)
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Case studies: Scrabble, X-plain

- ▶ games based on existing desktop games
- ▶ difficult to play
- ▶ extremely difficult for non-native speakers
- ▶ competitive vs. cooperative games
- ▶ human–computer or human–human interaction
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X-plain

- ▶ human plays with computer
- ▶ one player has to explain a word the other by means of templates
- ▶ time limit 3 mins.
- ▶ collection: triples
<something> <isrelated> <something else>

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Scrabble

- ▶ **players attempt to create valid words**
- ▶ unlike X-plain we can't focus players on what we want to receive due to random nature of drawing
- ▶ turns have to be validated by the other player → higher quality
- ▶ verification of existing morphological database as players tend to use rare wordforms
- ▶ collection: rare but valid word forms, new words

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Future Work

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- ▶ compare X-plain associative network with other associative networks (CZWN)
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