

UAOA Annotation — Cheat Sheet

Two task types, mixed in one HIT: **Stage A** = mark *who* is discussed • **Stage B** = classify the marked entities. Tutorial: youtube.com/watch?v=ch_iTN-TIeg

What you do

- Your **first task is a short tutorial** — do it once.
- The portal serves one comment at a time and says which task it is.
- **Don't rubber-stamp:** in Stage A fix the pre-filled spans (add what's missing, remove what's wrong); in Stage B **never remove or change the entity spans** — only classify and add rationales.
- Reach the **50-comment minimum** → get a **completion code** → paste it into the MTurk HIT. After that, every extra annotation is **bonus** at its stage rate.

Stage A — mark who (no abuse questions)

Only annotate entities the comment actually discusses or attacks — not every name. Players/teams just named in passing (mentioned but not evaluated) are **skipped**.

1. Mark each entity's **HEAD** (its name/main reference) — one per entity.
2. Mark other references as **MENTION** (she, they, the refs) and **link** each to its head.
3. Set the head's **Entity Type**.
4. For *player NCAA* fill **Player Lookup**; for *team/fan(s)* fill **Team Lookup**. Can't tell which one? Tick **"Cannot uniquely identify..."** — don't guess.

Stage B — classify (entities already marked for you)

- One entity at a time (use the ← / → pager). For each, answer the **YES / NO / UNSURE** labels.
- Add **RATIONALE** spans (the smallest text that justifies a label) and **link** each to the entity it supports.

Hotkeys

- | | |
|-------|--|
| 1 | label span ENTITY_HEAD (Stage A) |
| 2 | label span ENTITY_MENTION (Stage A) |
| 5 | label span RATIONALE (Stage B) |
| ↑ ↓ | move between questions (Stage B) |
| ← | answer YES |
| → | answer NO (UNSURE: click it) |
| ← → | on the entity bar: prev / next entity |
| Alt+R | start a link (Mac: Option+R)
then click the span and the head/entity it refers to. |

Entity types (Stage A)

- **player NCAA** — college player → Player Lookup.
- **player non-NCAA** — pro / other player.
- **team** — a school/club team → Team Lookup.
- **fan(s)** — a fanbase.
- **coach / referee** — as named.
- **other** — anything else.

Stage B labels — meaning

Entity core. **Abusive** = YES only for insulting, degrading, threatening, hateful or hostile language. *Criticism of play/outcome is NOT abuse.* **Severe Abuse** only if Abusive = YES.

Abuse type (only if Abusive = YES): Race / Gender / Religious **Hate**; **Wish of Harm** (wants injury/harm); **Threat**; **Insult/Derogation**; **Sexual Harassment**.

Form / pragmatics (every entity): **Profanity/Obscene**; **Sarcasm**; **Humor**; **Quotation/Reported Speech** (quotes someone else).

Motive — what the talk is about (every entity): **Performance**, **Officiating**, **Gambling**, **Fandom/Rivalry**, **Appearance**, **Personal life**, **Injury**, **Coaching**.

History / resolution. **Implicit target** = named only by a pronoun/description (not by name)? If YES, **target recoverable from history** = *parent / root_submission / no* (where the name is found). **Interpretation needs history** = *no / parent / root_submission* (does understanding the comment require the earlier post?).

Golden rules

- Only annotate entities the comment **discusses or attacks** — never every name.
- One head per real entity; link every mention to it.
- Annotate only what the text + shown context support.
- Every label is **per entity**; every rationale links to its entity.