

Annotation Guideline

Section 1: Annotation Type		
Dialog Act Type	Description	Example
Question: General	This relation is used to mark requests for information. This type of question does <i>not</i> signal non-understanding. The immediate information or context of Question: General may come from the the other participant's message.	A. "Jimmy, so how do you get most of your news?" (Question: General)
Question: Reflexive	This type of relation is used to mark questions that a person asks to himself/herself, not to others. The question should not seek an answer from others.	A. "I see a woman in the scene." A. "What is she doing?" (Question: Reflexive) A. "Oh, she is dancing."
Answer: Yes	Affirmative answer	A. "Jimmy, did you do it?" B. "Yeah, I did it." (Answer: Yes) Or A. "Jimmy, did you do it?" B. "Mm-hmm."
Answer: No	Negative answer	A. "Jimmy, did you do it?" B. "No, I didn't." (Answer: No) Or A. "Jimmy, did you do it?" B. "Nah." (Answer: No)
Answer: General	An answer that provides complete or partial information in response to a question or instruction in a previous text message.	A. "Jimmy, so how do you get most of your news?" B. "I watch the national news every day, for one." (Answer: General)
Answer: t1	Utterance concerning t1	(see Section 3)
Answer: t2	Utterance concerning t2	(see Section 3)
Answer: t3	Utterance concerning t3	(see Section 3)
Answer: t4	Utterance concerning t4	(see Section 3)
Answer: t5	Utterance concerning t5	(see Section 3)
Answer: t6	Utterance concerning t6	(see Section 3)
Answer: t7	Utterance concerning t7	(see Section 3)
Answer: t8	Utterance concerning t8	(see Section 3)

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Instruction	This relation is used to mark instructions or directions to do something, or statements designed to otherwise elicit information from the participant.	A. "Tell me the detail about the news source you followed." (Instruction)
Suggestion	This relation is used when a participant offers another participant an idea or plan for consideration. The immediate information or context of Suggestion comes from the other participant's message.	A. "Let's check out that news channel." (Suggestion)
Request	This relation is used when a participant asks another participant to perform an action. The immediate information or context of Request comes from the other participant's message.	A. "Please, check out the email." (Request)
Offer	This relation is an expression of readiness to do or give something if desired.	A. ""I'm ready to watch the news if you want." (Offer)
Acknowledgment	This relation signals a participant's understanding of a previous message, or provides feedback to signal understanding of what the addressee said. Acknowledgment may also contain words or short phrases that express sentiment such as happiness, excitement, sadness, or anger.	Cue words or phrases for <i>Acknowledgment</i> include "I understand," "I know," "I see," "alright," "okay," etc. These words or phrases can be laughing words (such as "haha," "laughs," and "lol"), words that express surprise or excitement (such as "omg" or "yay") and appreciation (such as "awww"), profanity (such as "what the hell"), or emoticons. These can also be non verbal expressions like "&=laughs" or "&=sigh."
Request: Clarification	This relation is used when a participant asks a clarifying question regarding any previous context of their conversation. In this case, the participant usually expects a response from others.	A. "Jimmy, so how do you get most of your news?" B. "Which news are you talking about?" (Request: Clarification) or A. "Jimmy, so how do you get most of your news?" B. "You are talking about sports news, right?" (Request: Clarification)
Feedback: Reflexive	This relation is used when a participant answers their own questions or responds to their own statements (such as laughing at their own joke).	A. "What is happening here?" () A. "Oh, the mob is coming to get the police." (Feedback: Reflexive)
Stalling	This relation moderates the time needed to	Stalling acts often take the form of filled

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	continue the dialogue directly or indirectly.	pauses ("ehm," "let me see," "well," "Oh boy," etc.) or explicitly claims time ("Just a minute," "Wait a second," "I'll be right back," etc.)
Correction	This relation is used to edit what was previously said. Correction is generally concerned with correcting wrong information from a previous message.	"Oh sorry no," "no no wait," "want to travel on Tuesday Thursday," etc.
Farewell	A Farewell signals a participant's desire to end a conversation when he/she explicitly says words for bidding farewell. It should not be confused with Acknowledgement---many transcripts may end without a Farewell.	A. "okay, thank you" (Farewell) A. "it was nice meeting you, bye." (Farewell) A. "Goodbye, have a nice day." (Farewell)
Apology	An Apology signals a participant's desire to convey regret.	A. "Pardon me, I did not get you" (Apology)
Greeting	A Greeting signals a participant's desire to begin a conversation. Many transcripts may begin without a Greeting.	A. "Hi, this is Peter, I will be taking your interview." (Greeting) A. "Hello, good morning." (Greeting)
Other	Default tag for non-interpretable and non-classifiable utterances. Very few utterances should be tagged as Other.	When the person talks completely out of context (not anything about the Cookie Theft picture in Section 3 nor regarding previous contexts).

Section 2: Guidelines

1. All utterances are arranged by turn. That means that if at time t one person says something, then the next utterance at time $t+1$ is from the other participant. You don't have to annotate empty turns like (*INV:) or (*PAR:).
2. If more than one tag is applicable to an utterance, choose the tag corresponding to its main function. Multiple tags are only applicable for **Answer:t1 through Answer:t8**.
3. Tags *Answer: t1-Answer: t8* should have priority over other tags (e.g., if an utterance includes both an *Acknowledgment* and an *Answer: t7*, the assigned label should be *Answer: t7*).
4. *Answer: t1, ..., Answer: t8* refer to utterances that occur when a participant talks about the Cookie Theft picture. See **Section 3** for an illustrated guide to these tags.
5. **Unusual symbols:** "&=laughs" -> non-verbal expression of laugh; "(.)"-> short pause; "(..)"> long pause; "(...)"> very long pause; "+<" Lazy Overlap , this code at the beginning of the utterance that overlaps a previous utterance; "[/]"> word repetitions; "[//]">retracing; "&-um"-> for marking filled pauses; "[*]"> error coding; "+..."> incomplete utterance; "+/-">interruption marker; "xxx"-> used when you cannot hear or understand what the speaker is saying.

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Section 3: Illustration

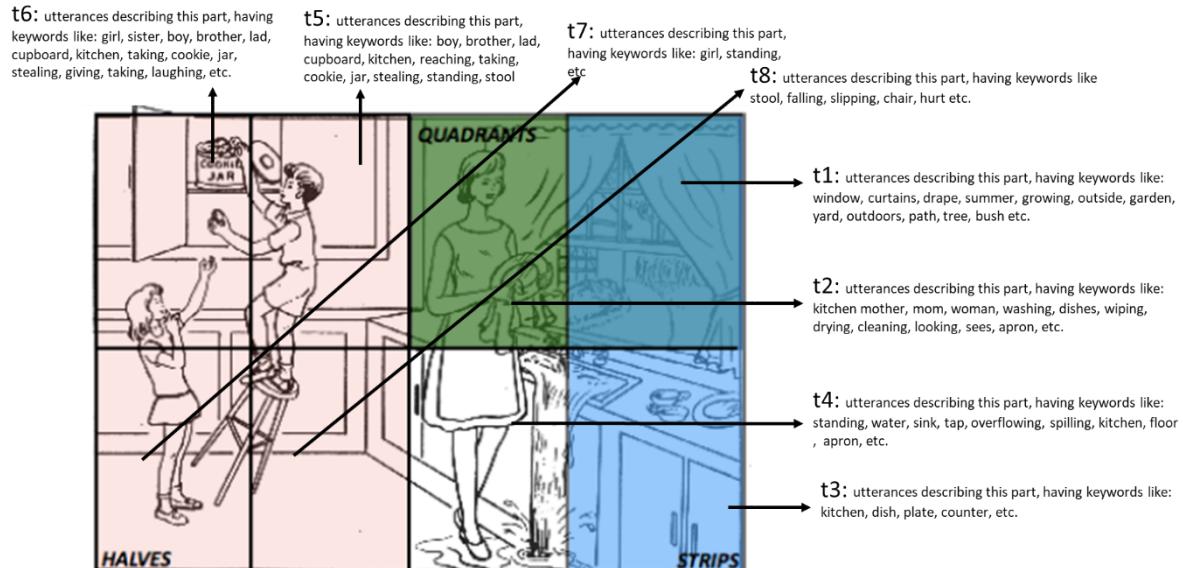


Fig 1: Cookie theft picture