*Invited Talk*

# Play your way to an annotated corpus:
# Games with a purpose and anaphoric annotation

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## Abstract

The lack of large-scale corpora annotated with semantic information has been a serious bottleneck for computational semantics, slowing down not only the development of more advanced statistical methods, but also our empirical understanding of the phenomena. The creation of the Ontonotes corpus will finally bring computational semantics to the point where computational syntax was in 1993 - but in the meantime, we have come to appreciate the limitations of that methodology both theoretically and as a way of gathering judgments. In this talk, I will discuss an ongoing effort to use the 'Games with a Purpose' methodology to create a large-scale anaphorically annotated corpus in which multiple judgments are maintained about the interpretation of each anaphoric expression - and in particular, the Phrase Detectives game:

http://www.phrasedetectives.org

Joint work with Jon Chamberlain and Udo Kruschwitz (Uni Essex)