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**Games and Natural Language Processing
(Games & NLP 2020)**

PROCEEDINGS

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Introduction

Welcome to the Games and Natural Language Processing Workshop!

This workshop examines the use of games and gamification for Natural Language Processing (NLP) tasks, as well as how NLP research can advance player engagement and communication within games. The Games and NLP workshop aims to promote and explore the possibilities for research and practical applications of games and gamification that have a core NLP aspect, either to generate resources and perform language tasks or as a game mechanic itself. This workshop investigates computational and theoretical aspects of natural language research that would be beneficial for designing and building novel game experiences, or for processing texts to conduct formal game studies. NLP would benefit from games in obtaining language resources (e.g., construction of a thesaurus or a parser through a crowdsourcing game), or in learning the linguistic characteristics of game users as compared to those of other domains.

The workshop received 16 submissions, 12 of which were accepted into the proceedings.

Workshop website: <https://sites.google.com/view/gamnlp2020/>

Stephanie M. Lukin, Chris Madge, Jon Chamberlain, Karèn Fort, Udo Kruschwitz, James Ryan
May 2020

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- Chris Madge, co-chair (Queen Mary University of London)
- Jon Chamberlain (University of Essex, UK)
- Karën Fort (Sorbonne Université, France)
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Table of Contents

<i>Creating a Sentiment Lexicon with Game-Specific Words for Analyzing NPC Dialogue in The Elder Scrolls V: Skyrim</i>	
Thérèse Bergsma, Judith van Stegeren and Mariët Theune	1
<i>ClueMeIn: Obtaining More Specific Image Labels Through a Game</i>	
Christopher Harris	10
<i>Cipher: A Prototype Game-with-a-Purpose for Detecting Errors in Text</i>	
Liang Xu and Jon Chamberlain	17
<i>Game Design Evaluation of GWAPs for Collecting Word Associations</i>	
Mathieu Lafourcade and Le Brun Nathalie	26
<i>The Challenge of the TV game La Ghigliottina to NLP</i>	
Federico Sangati, Antonio Pascucci and Johanna Monti	34
<i>A 3D Role-Playing Game for Abusive Language Annotation</i>	
Federico Bonetti and Sara Tonelli	39
<i>Designing a GWAP for Collecting Naturally Produced Dialogues for Low Resourced Languages</i>	
Zulipiye Yusupujiang and Jonathan Ginzburg	44
<i>CALLIG: Computer Assisted Language Learning using Improvisation Games</i>	
Luís Morgado da Costa and Joanna Ut-Seong Sio	49
<i>Bringing Roguelikes to Visually-Impaired Players by Using NLP</i>	
Jesús Vilares, Carlos Gómez-Rodríguez, Luís Fernández-Núñez, Darío Penas and Jorge Viteri ..	59
<i>Demonstration of a Serious Game for Spoken Language Experiments - GDX</i>	
Daniel Duran and Natalie Lewandowski	68
<i>Aggregation Driven Progression System for GWAPs</i>	
Osman Doruk Kicikoglu, Richard Bartle, Jon Chamberlain, Silviu Paun and Massimo Poesio ..	79
<i>Automatic Annotation of Werewolf Game Corpus with Players Revealing Oneselves as Seer/Medium and Divination/Medium Results</i>	
Youchao Lin, Miho Kasamatsu, Tengyang Chen, Takuya Fujita, Huanjin Deng and Takehito Utsuro	85

Conference Program

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