Dodiom: A Gamified Bot Supporting Diversity and Multilinguality for Idiom Corpora Construction



Abstract

•Idiomatic expressions are one the linguistic phenomena with few or rare occurrences within text. That is why traditional methods focusing on their annotations within actual text or their retrieval from existing resources suffer from the **data scarcity** problem.

•"Gamified Crowdsourcing for Idiom Corpora Construction" (Eryigit et al., 2022) has been published and reported to provide a solution to this problem by collecting the data via a crowd-creating & crowd-rating approach.

- •The approach was implemented as a **Telegram bot** and tested on Italian, Turkish, and Russian so far.
- •The tool, being easily adaptable to new languages and new phenomena, is seen as a good means of supporting **inter-and intra-language diversity**.

Key Points

- **First time in the literatur**e: a gamified approach that uses crowd-creating and crowd-rating techniques to speed up idiom corpora construction for different languages.
- The long-term goal is to **extend and play the game for languages other than the ones in this article**, especially for languages with few lexical resources.





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Hello, my name is Dodo. 10-11 I'm trying to learn English, but I have trouble understanding idioms. Can you help me? Wonder how? 19:16 I need plenty of idiom and non-idiom examples. For example, in order to learn the idiom "Give up" I need an idiom example such as "Ok, I give up now.' and a non-idiom example such as "Can you give that book up to me?" Now, click on Today's Idiom from the keyboard. 18:23 (:) Message

Dodiom (EN)

/start 19:16 //

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