

# Annotation Tool Development on LDC's Web Platform

Jonathan Wright

January 2018

Web based annotation tools at LDC have long been built via an app that allows task managers to take part in their development, and this model is being incorporated into the application for the NIEUW project which will soon be publicly available. The NIEUW app will also allow users to add elements of gamification to their annotation tool. In this tutorial the participants will be guided through the process of building an annotation tool with the latest version of that software. Participants can build a tool using an existing instance in the cloud, or using a local instance after installing the software on their computer, so the tutorial will include the practicalities of installation as well. The tutorial will include the following steps in the tool building process.

- Conceptualizing the desired annotations as a set of tables. Annotation tools can sometimes be complex, displaying information in redundant ways, so the logical storage of the annotations is a guiding principle for the tool design.
- Creating widgets. The underlying data will dictate certain GUI widgets to be created which will also have a default layout.
- Adding CSS. CSS is the easiest way to control the aesthetics of the tool.
- Set widget parameters. Common behavior can be activated by setting parameters on the widgets, for example, setting buttons to add or delete other widgets.
- Set widget constraints. Constraints can be set on pairs of widgets to add additional behavior or constrain the underlying data they represent.
- Gamification. A user can gamify a task by adding features like scoring.
- Data management. We'll cover how to provide input data for the app, the source data over which annotations are made.
- Extracting annotations. Extracting the annotations can be done via relatively simple SQL statements.
- Task management. Once you have a tool, you'll want to annotate something. Whether there's a single user or many users, you can set up a task to do work with your new tool.