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WG2 activities

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WG1-WG2 Main Objectives

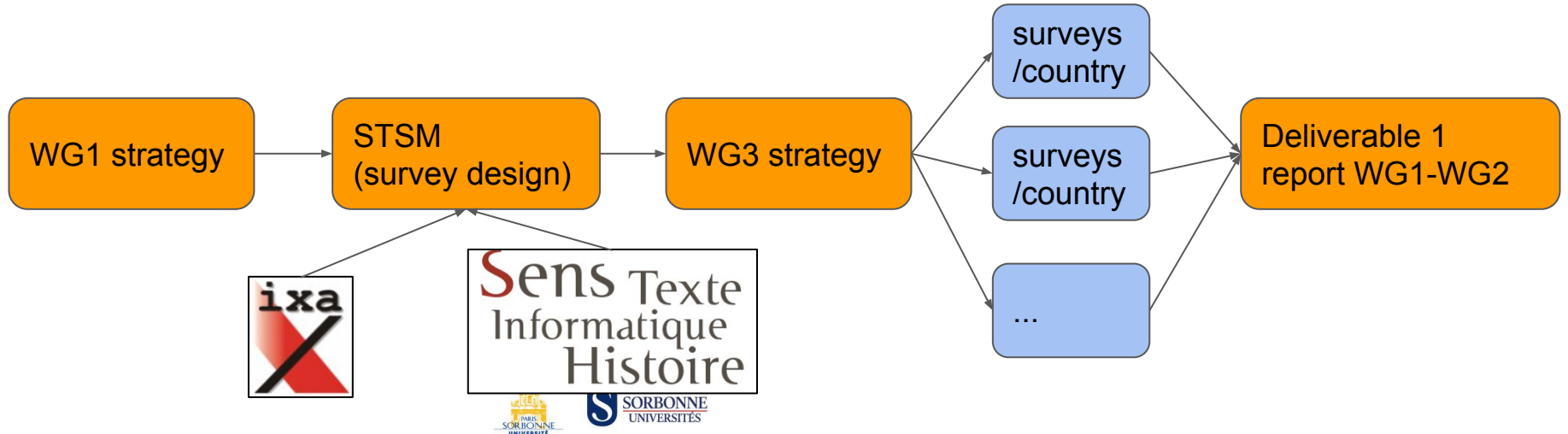
- Developing or adapting implicit crowdsourcing approaches for producing language learning materials and language-related data.
 - Overview of existing materials, workflows and existing implicit crowdsourcing approaches
 - Generate exercise content from language resources (lexica)
 - Crowdsourcing manual validation of automatically generated content via cross-referencing.

Beyond SOA

- Theoretical framework combining crowdsourcing and language learning
- In language learning there is a continuous renewal of users
- Generating exercise content from the results of the crowdsourced data

Tasks for year 1 (now!)

- Information about crowdsourcing approaches scattered
- Across disciplines, across languages
- WG1 strategy: STSMs for extensive work
- WG3 strategy: responsible per country in WG2



STSM: Survey Design



Results

<https://framaforms.org/enetcollect-survey-for-crowdsourcing-practices-1518450949>

1. General Information
2. Objective and task: motivation, complexity
3. Participants: recruiting, motivation
4. Platform: specific, general, adaptability
5. Evaluation: Data evaluation
6. Ethics: Privacy, Accuracy, Property and Accessibility (Mason 1986)
7. Comments

WG2 Next steps

- Recruiting for the survey :)
- WG2 independent meeting: ideas
- STSMs: help to start collaborations, project, specific experiments...
- MCIF
- Projects