

Download ELAN



<https://archive.mpi.nl/tla/elan/download>

ELAN 6.4 Windows



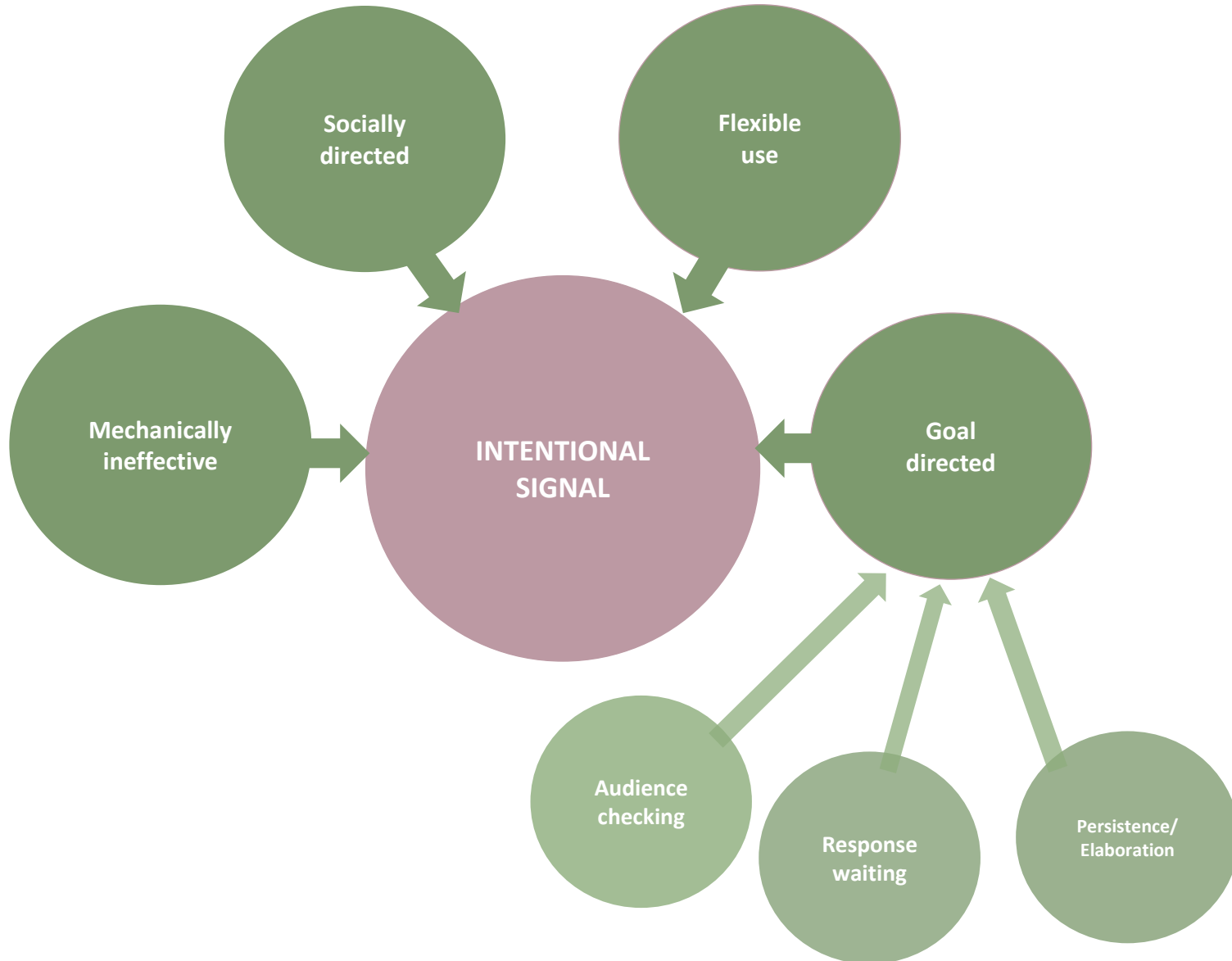
Coding ape signals with ELAN



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Ape gestures



Ape gestures



Mechanically
ineffective

Socially
directed

Goal
directed



bonobos

Methods- data collection



- Ad libitum observations and/or focal individual follow, video and sound recording of social interactions
- Selection and edition of clips containing communicative events
- Coding of interactions using ELAN



Methods- coding procedure

- Combinations = overlapping signals or signals separated by ≤ 1 s.
- Coded variables:
 - signaler and recipient's identities
 - context of production
 - call type
 - gesture type
 - body signal type
 - facial expression type
 - response



Video coding with Elan

Elan (EUDICO Linguistic Annotator):

- Computer software developed at the Max Planck Institute for Psycholinguistics, Nijmegen, The Netherlands (2000)
- It runs on Windows, Mac OS X and Linux



Video coding with Elan

- Annotation tool for video and audio data
- Specifically designed for the analysis of language, sign language, and gesture
- Used in many disciplines e.g., psychology, behavioral studies, to study sign language, conversation analysis, language acquisition, gesture analysis, animal behaviour...



Video coding with Elan

The screenshot displays the ELAN software interface for video coding. The window title is "ELAN - elan-example1.est". The menu bar includes "File", "Edit", "Annotation", "Tier", "Type", "Search", "View", "Options", "Window", and "Help". The main interface is divided into several sections:

- Video viewer:** Shows a video of two people sitting in a room.
- Recognizers and viewers:** Includes a "Grid" menu and sliders for "Volume" (0-100) and "Rate" (0-200).
- Media controls:** A "Controls" menu.
- Annotation density viewer:** A timeline showing the density of annotations.
- Waveform selection:** A section for selecting audio waveforms.
- Waveform viewer:** A section for viewing the selected audio waveforms.
- Timeline viewer:** A detailed timeline showing various tiers of annotations, including:
 - K-Spch [p1]:** "ja" | "ja"
 - W-Spch [p1]:** "is to the center of th" | "and you follow then the sig" | "that's the oran" | "then you follow the sign" | "y"
 - W-Words [p1]:** "wn | t | t | big | rotunde" | "and | yo | fol | the | t | sign | Kleef" | "th | s | t | Or | Single" | "the | you | fol | t | sign | Kleef" | "y"
 - W-POS [p1]:** "p | d | adj | n" | "con | pro | v | adv | a | n | n" | "de | v | a | n | n" | "adv | pro | v | a | n | n" | "f"
 - W-IPA [p1]:** "tu | bis | bɔg | ɔrlunde" | "ænd | ju : | fləu | ðə | sɑ:n | klɛ:f" | "ðæt | s | ðə | ɔrən | dʒ |" | "ðən | ju : | fləu | ðə | sɑ:n | klɛ:f" | "j"
 - W-RGU [p1]:** "aratic | stroke" | "hold" | "preparation" | "hol | stroke" | "hold" | "preparatio | stroke" | "hold" | "preparation | hold" | "str | hold"
 - W-RGph [p1]:** "A roundabout" | "Going to" | "Going alo" | "G"
 - W-RGMe [p1]:**
 - K-RGU [p1]:**
 - Tiers:** "Gph [p1]" and "K-RGMe [p1]"



Video coding with Elan

- A user can add an unlimited number of annotations to audio and/or video streams
- A wide variety of audio and video formats is supported and high performance media playback can be achieved
- An annotation can be a sentence, word, a comment, translation or a description of any feature observed in the media
- Annotations can be created on multiple layers, called tiers



Video coding with Elan

The screenshot displays the ELAN 5.0.0-beta software interface for video coding. The main window shows a video clip of three black monkeys in a cage. The interface includes a menu bar (File, Edit, Annotation, Tier, Type, Search, View, Options, Window, Help) and a toolbar with various playback and editing controls. The video player shows a selection from 00:00:25.556 to 00:00:26.080. Below the video player is a timeline with a red vertical line indicating the current time. The timeline is divided into several tracks:

- Clip Name: Gesture coding training clip 19
- ID 1 gesture: Reac, Hand on, Touch, Directional, Grab-pu, Hand on, S
- ID 2 Gesture: Swing arm
- ID 1 body signal: Present Exagg, Pres
- ID 2 body signal
- ID 3 gesture: Walk stiff, Stance stiff, Walk stiff
- ID 3 body signal: Pr

On the right side of the interface, there are control panels for Volume (set to 100), Mute/Solo, and Rate (set to 100). The Volume and Rate panels include sliders and numerical input fields.



Video coding with Elan

To start Elan:

- Double-click on the ELAN icon
- Click on the [File](#) menu
- Click on [Open...](#) (choose existing elan .eaf file or [New...](#) in case of media file .mpg, .wav)

Demonstration: open file Elan tutorial clip.m4v



Video coding with Elan

Create the tiers (variables you want to code)

- A tier is a set of annotations that share the same characteristics, e.g., one tier containing the gesture annotations, or another tier containing the vocalization annotations
- Each tier can have a preset number of categories (e.g., for the gesture tier: Reach, Touch, Hand on,...)



Video coding with Elan

Create the tiers:

- Go to [Tier...](#) [Add new tier...](#) [Tier Name...](#) [Add](#)

Demonstration: create the following tiers: Clip name, ID1, ID2, Signal



Video coding with Elan

If you want to use a preset coding template:

- Open a video file with Elan
- Click on [Tier...](#) [Import tiers...](#) [Browse](#) (choose existing template file .etf)... [Import...](#) [Close](#)

Video coding with Elan

Create annotations:

- An annotation is any type of text (e.g. a transcription, a translation, coding, etc.) that you enter on a tier
- It is assigned to a selected time interval of the video/audio file

Demonstration: Create an annotation segment in the tier ID1, i.e. « Conan »



Video coding with Elan

Working modes:

- **Annotation mode:** a generic mode in which almost all functions are available
- **Segmentation mode:** designed for rapid and easy creation of empty annotations while the media is playing



Video coding with Elan

Annotation mode (default mode):

- Go to [Option... Annotation mode](#)
- You can use the selection mode by ticking the box then drag the red cursor to make large selections
- Or you can simply use the mouse click and drag the red line to highlight a segment
- Select the Tier you want to add annotation to by double clicking on it (becomes highlighted in pink, name in red)
- Create an annotation by double-clicking on selection or go to [Annotation...Create new annotation here](#)



Video coding with Elan

Annotation mode (default mode):

- You can remove a selection by selecting it (**becomes blue**), go to...[Annotation...Delete annotation](#)
- You can remove the content of an annotation, go to [Annotation... Remove annotation value](#)



Video coding with Elan

Segmentation mode (to create segmentations while media is playing):

- Go to [Option... Segmentation mode](#)
- Several segmentation options:
 - *“two keystrokes per annotation”* for non-adjacent annotations (press “enter” once to create 1st boundary and press “enter” a second time to create 2nd boundary)
 - *“one keystroke per annotation”* for adjacent annotations (press “enter” once to create 1st boundary and press “enter” a second time to create 2nd boundary = beginning of second annotation)
 - *“one keystroke per annotation”, fixed duration* (choose if key stroke marks beginning or end of segment press “enter” once to create a fixed duration segment)



Video coding with Elan

Segmentation mode (to create segmentations while media is playing):

- Possible to change the boundaries of an annotation by dragging them with the mouse (needs to be selected by placing the mouse on it, becomes **green**)
- Possible to remove segment by selecting and pressing the back key
- Possible to expand or shrink time line by moving the bottom right curser
- Possible to slow down or speed video stream (go to [Control... Rate](#))



Video coding with Elan

Create controlled vocabularies for your tiers:

- All possible categories of annotations for your tiers

e.g., in the 'Gesture' tier you could have a drop-down menu of all potential bonobo gestures, such as Raise, Reach, etc.



Video coding with Elan

Create controlled vocabularies, 3 steps:

1st step: enter all the potential values

- Go to [Edit... Edit Controlled Vocabularies](#)
- CV Name = Name of Tier
- Entry value... [Add](#)
- [Close](#)

Demonstration: enter Gesture in CV name and add: Reach, Clap hands, Raise



Video coding with Elan

Create controlled vocabularies

Step 2: create a tier type associated with the new vocabulary

- Go to [Type...](#) [Add New Tier Type...](#)
- Tier name: (e.g. Gesture)
- Use controlled vocabularies: (e.g. Gesture)
- [Add...](#) [Close](#)

Demonstration: enter Gesture in Tier name and enter Gesture in Use controlled vocabularies



Video coding with Elan

Create controlled vocabularies:

Step 3: associate the tier name with the tier type (and thus the vocabulary)

- Go to [Tier... Change Tier Attributes...](#)
- Select a Tier (e.g. Gesture)
- Tier type (choose correct linguistic type, i.e. Gesture)
- [Change...](#) [Close](#)



Video coding with Elan

Saving and exporting annotations:

Save files

- Go to [File...Save as](#)

Export to Excel

- Go to [File...Export as...Tab delimited text...](#)Separate column for each tier...Include time column for: begin time, end time, duration...Include time format: msec..[OK...Save as](#) = “clip name” in UTF-8 mode
- Open text file with [Excel](#)

