



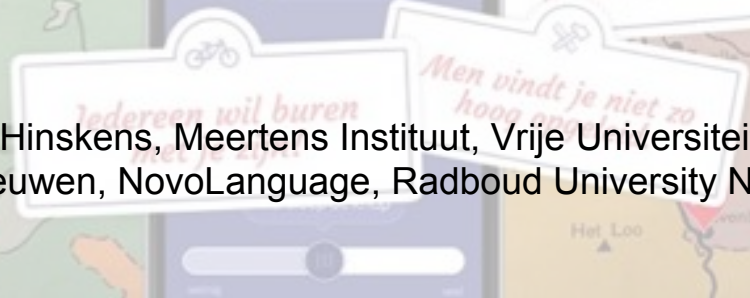
ntr:



Sprekend Nederland

a recent multi-purpose collection of Dutch speech

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What is *Sprekend Nederland*?

- A collection of speech recordings, speaker metadata and perception/attitude questionnaires collected in 2016
 - crowd sourced
 - approximately 10 000 participants
 - all in Dutch / mostly in The Netherlands
- A project at the Dutch broadcast organisation NTR,
 - aiming at registering all spoken accent in The Netherlands
 - hoping to debunk prejudices against stereotypical regional accents
 - resulting in various productions on social media and national radio and TV
- A co-operation between scholars from various disciplines
 - linguistics, phonetics, sociolinguistics, social psychology, sociology, speech technology
 - no funding



Basic idea

Everybody in NL downloads and runs a free *app*, which

- guides participants to a sequence of interactions, including
 - giving consent to use data for research and development
 - recording an utterance (reading a prompt text / naming a picture / making a description)
 - providing some personal data (age, sex, origin, social attitudes)
 - listening to an utterance, and judging the other speaker on linguistic and sociological aspects
- should somehow be *fun*, by
 - obtaining other participants' (filtered) feedback about one's own accent
 - including various language games ((tongue twisters, riddles, jokes etc.)
- could be run in multiple sessions over longer time
 - content naturally organized in different themes
 - dynamic functionality and content

< home

Op vakantie



Start de opname en spreek de volgende zin in:



Toen mijn ouders op vakantie waren hebben wij onze tongpiercings laten zetten.



Opnieuw



Verder



The partners and their tasks

- broadcast organisation NTR
 - initiation, media production, sponsor for app development and operation
- academia
 - inventory of research questions
 - experimental design
 - stimulus material
 - progress monitoring
- app-production company *Alledaags*
 - front end smartphone app: Android and iOS
 - back and servers: distribution of tasks and database storage of audio and responses
- archive Sound and Vision (Nederlands Instituut voor Beeld en Geluid)
 - long term storage and access to the data





Aims of *Sprekend Nederland*

1. Assembling a huge and rich database for scholarly research, containing
 - spoken modern standard Dutch from as many different speakers as possible – in as many different (geographical, social, stylistic, and/or ethnic) varieties as possible – in Haklay's (2013) 4-level model: 'citizens as sensors'
 - the perception of and attitude towards all these varieties - in Haklay's (2013) 4-level model: 'citizens as interpreters'
2. Informing a general audience about geographical, social, stylistic and ethnic variation in spoken modern standard Dutch. Some first findings have eventually been communicated to the larger audience (the 'crowd') via *Kennis van Nu* TV show, Facebook posts and related social media



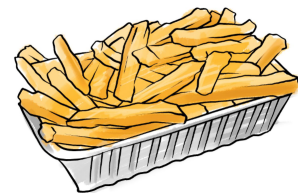
Approach

- As part of the preparation, we sent out questionnaire to researchers, directors of research and deans in NL in wide range of disciplines
 - what kind of research question do you have that could be researched using SN data?
 - what interactions between app and participant would this require?
 - what kind of stimulus material would you need?
 - what meta-data do you need to have about the participants?
- Prioritized interaction-types in app
 - Each type requires code to be implemented in app, limited resources
 - Answer types:
 - yes/no
 - multiple options
 - 7-point Likert scale
 - number
 - location on map (pan/zoom)



Approach (continued)

- Decided on stimulus-data in app
 - Stimuli:
 - 10 sentences plus a set of 44 words, covering 5 major instances of supra-regional phonemic variation,
 - 122 loan words
 - 278 words covering all consonant-vowel combinations occurring in Dutch
 - 2071 sentences for lexical variability
 - originally pool of 48 million sentences requested
 - 130 pictures to be named for eliciting regional lexical items
 - 9 assignments to describe something, for eliciting spontaneous speech





App design: different interests

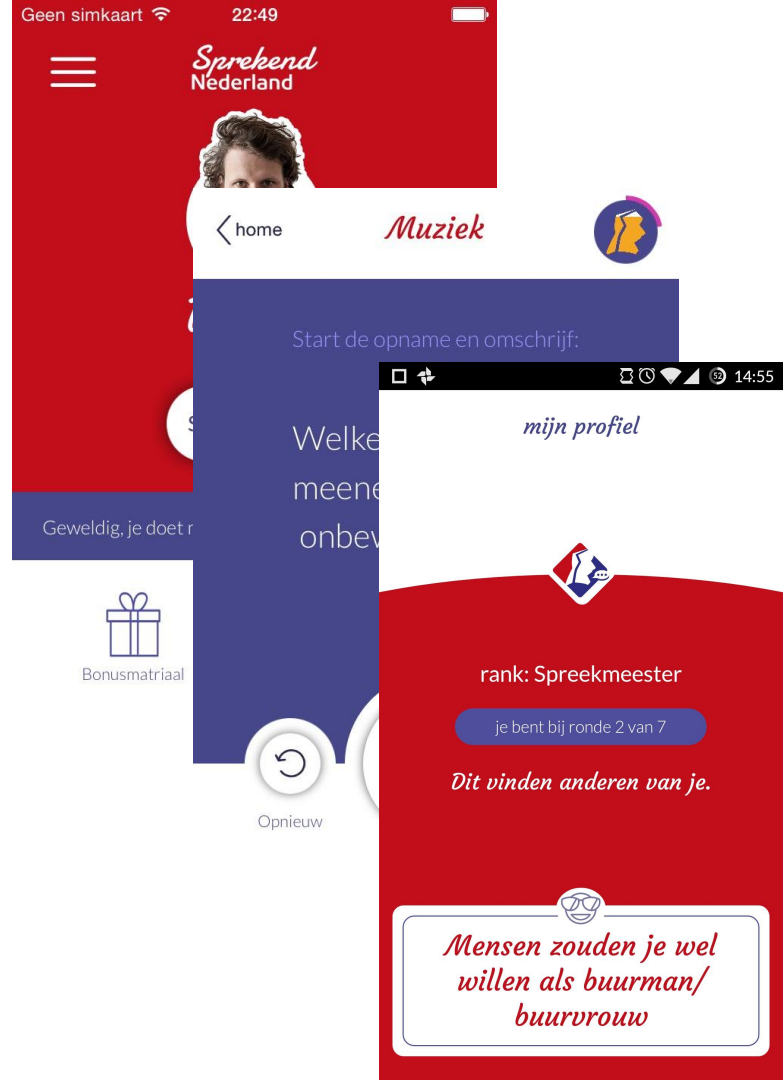
- NTR
 - fun to use
 - themed structure
 - “sell” well on TV / radio / internet
- Researchers
 - all speakers record all regional variation sentences and words
 - all speakers name all pictures
 - all speakers record all loan words
 - all speakers answer all sociological attitude questions
 - as many speakers record many unique sentences
 - all speakers judge all other speakers on all attitude aspects for all speaking styles
- App production
 - as few as possible user-interface elements
 - no complicated run-time server decisions





Consensus strategy

- NTR negotiates and decides
 - NTR - Researchers, prioritize and select
 - metadata questions
 - stimulus material
 - attitude and perception questions
 - sociological attitude questions
 - speaker - listener distribution
 - NTR - App production, using SCRUM methodology
 - interaction flow
 - theming, styling, feedback, gamification
 - question / stimulus order
 - server operation decision at production time
 - NTR
 - rest



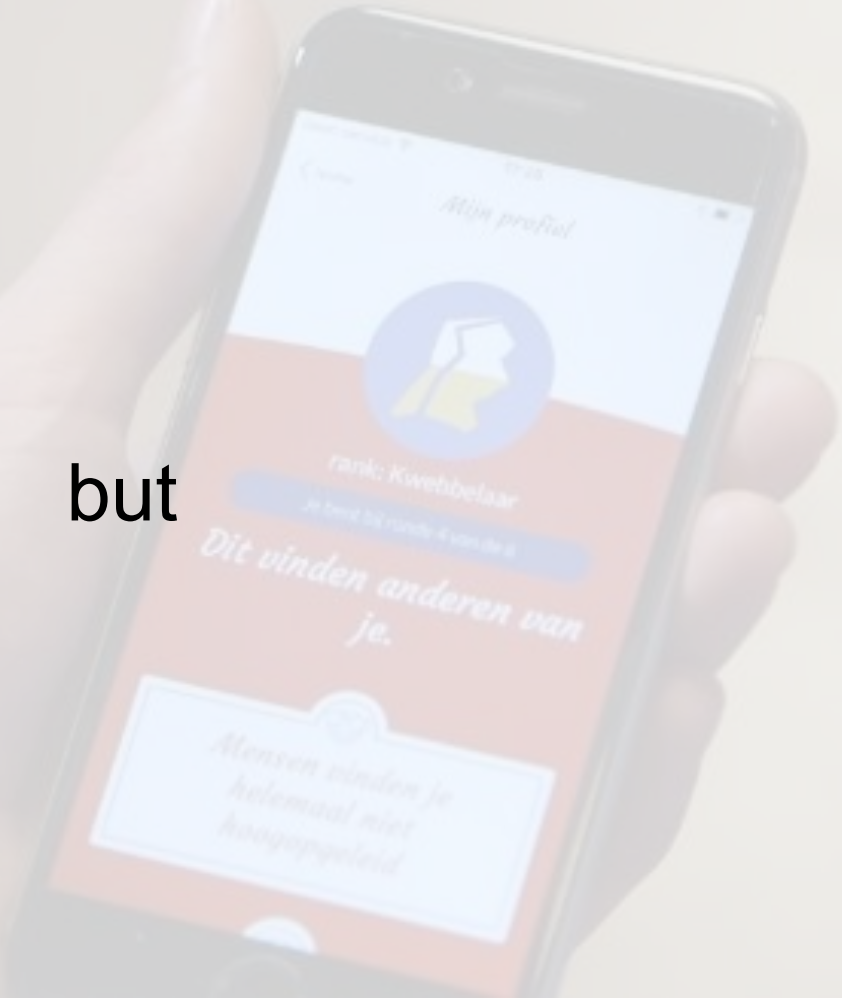


Some numbers (final, including under-18)

- 1 dec 2015 -- 31 dec 2016
 - Approximately 5 nation-wide media events
- 17 885 participants registered
 - 10 025 participants made at least 1 recording (56%)
 - 12 979 participants gave at least 1 answer to a question (73%)
- 292 863 recordings were made (average 29.2 per recording participant)
 - 528 hours of audio, average 6.5 sec per recording
- 1 744 588 answers to questions in the app were given
 - 9% to personal questions (age, sex, origin, attitude), average 12.3 per answering participant
 - 89% to attitude questions about other speakers

This looks all nice

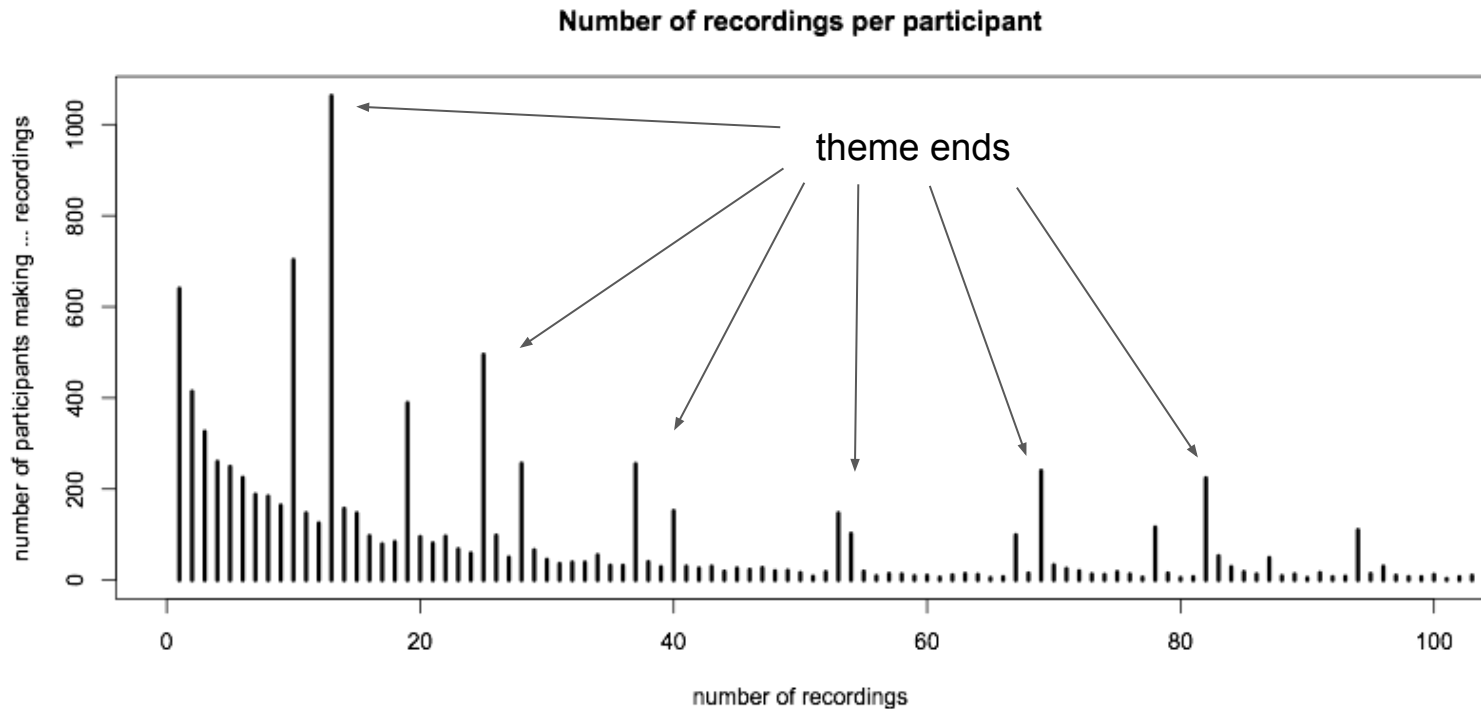
but





Participants were free to quit at any time

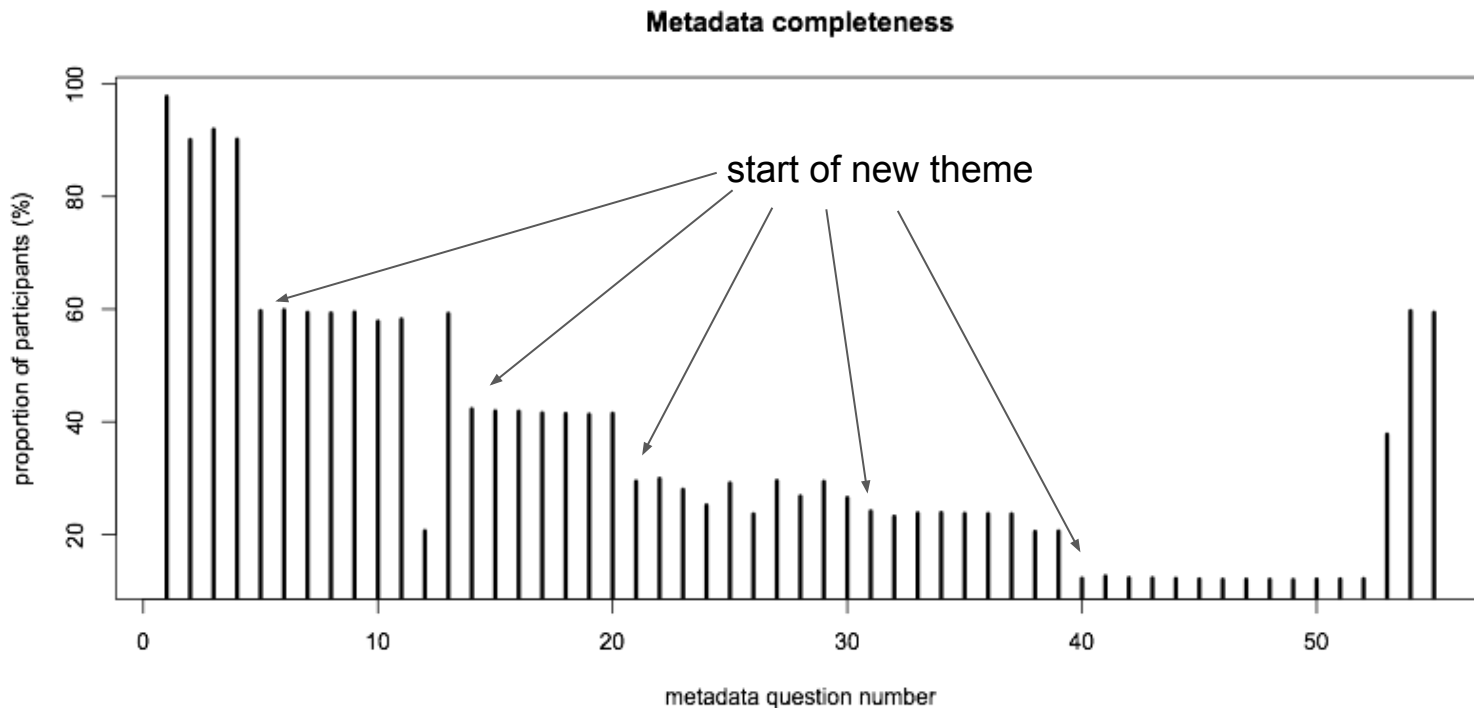
- a not unreasonable condition in IRB-approved research involving subjects





Interactions were in same order for all participants

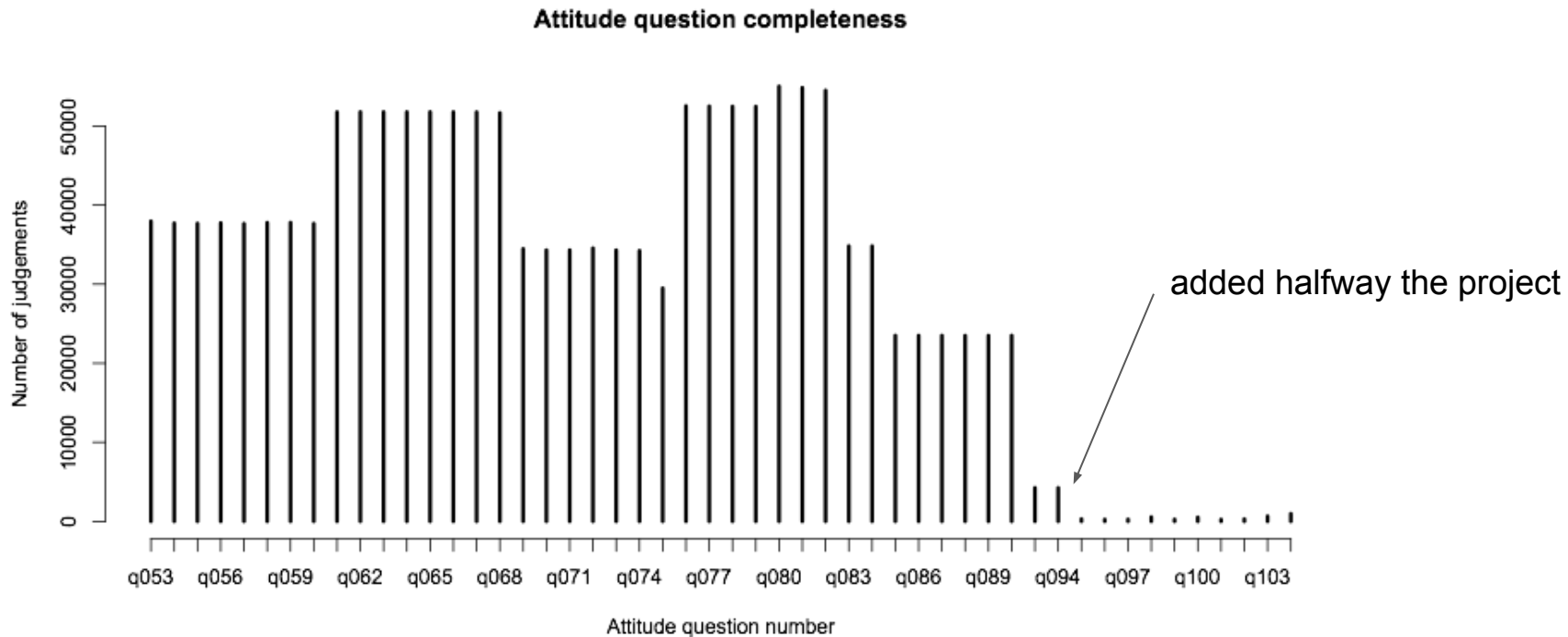
- as per themed design of app





The feedback-to-implementation time (vv) was long

- No point in blaming any specific partner





The Sprekend Nederland approach: pros

- Research data virtually without proposal / rebuttal / costs
- Largish sample of the population
 - slightly different from white / male / 20-year old / psychology student (WEIRD)
- Leverage wide distribution of high-quality data acquisition devices
 - i.e., smartphones
- Large influence to decisions about
 - experimental design
 - stimulus material
 - questionnaire data
- Research gets attention in traditional media
 - wide layperson audience
- Generally fun to do
 - not in the standard research infrastructure



The Sprekend Nederland approach: cons

- Preparations have not always received the usual academic scrutiny
 - broadcast organisations have production deadlines
 - ... but lose interest after broadcast has taken place
- No complete control over
 - implementation
 - recruitment of subjects
 - completeness (sufficient socio-biographical metadata for some 3500 participants, too few socio-biographical metadata for some 7000 participants)
- Resulting in skewed databases
 - providing interesting challenges to statistical analysis
- Hardly any human quality control / annotation
- Data not owned by research institution
 - different guarantees concerning data persistence and quality
 - no clear path towards ethics approval



Conclusions

- Participation in such a project was *fun*
 - at least, for us researchers
- A large volume of data can be collected in a short time for little money
 - but distributions are skewed
 - many NAs in (meta)data
- Disclosing the data is quite an effort
 - structured, but complex, relational database
 - acquired a small NWO KIEM subsidy to prototype a faceted data browser and explore the data some more
- Advice for similar endeavors
 - Be very careful with (anonymous) feedback. People are harsh, judge stereotypically, and this is probably not an incentive for participating
 - keep a close eye on technical development and the data distribution as it comes in
 - negotiate a strong position in experimental design decisions