

## Description form - PROVIDER

### Language Resources: Multi-modal

#### M.1. GENERAL INFORMATION

**Data included:**

Audio (*see section M.6.*)     
  Image (*see section M.7.*)     
  Video (*see section M.8.*)

**Language(s):**

Language dependent     
  Language independent

Language(s):

#### M.2. RECORDING INFORMATION – HUMANS

**Sex and number of humans:**

Male      Number:

Female      Number:

Imposters      Number:

Synthetic      Number:

Total number:

Number of humans visible in the same frame:

**Age class:** (please indicate number of speakers and age)

Children I ( \_\_ to \_\_ )     
  Adults I ( \_\_ to \_\_ )     
  Elderly (over 60)

Children II ( \_\_ to \_\_ )     
  Adults II ( \_\_ to \_\_ )     
  Age unknown

Teenagers I ( \_\_ to \_\_ )     
  Adults III ( \_\_ to \_\_ )     
  Other distribution:

Teenagers II ( \_\_ to \_\_ )     
  Adults IV ( \_\_ to \_\_ )

**Origin:**

Native     
  Non native     
  Unknown

Comments:

**Geographic distribution:**

Total number of regions:

Percentage per region:

Regions included:

**Information included about:**

Place of childhood     
  Place of birth     
  Dialect/accent

Comments:

**Additional speaker information included:**

Speaking/hearing impairments     
  Trained speakers     
  Education level

Smoking habits     
  Profession     
  Other:

Comments:

**M.3. RECORDING INFORMATION – RESOURCE****Human body parts visible in the resource:**

- |                                 |                                     |                               |
|---------------------------------|-------------------------------------|-------------------------------|
| <input type="checkbox"/> None   | <input type="checkbox"/> Whole body | <input type="checkbox"/> Head |
| <input type="checkbox"/> Face   | <input type="checkbox"/> Mouth      | <input type="checkbox"/> Arms |
| <input type="checkbox"/> Hands  | <input type="checkbox"/> Legs       | <input type="checkbox"/> Feet |
| <input type="checkbox"/> Other: |                                     |                               |

**Distractors visible in the resource:**

- |                                     |                                  |  |
|-------------------------------------|----------------------------------|--|
| <input type="checkbox"/> None       | <input type="checkbox"/> Hat     | <input type="checkbox"/> Glasses           |
| <input type="checkbox"/> Watch      | <input type="checkbox"/> Scarf   | <input type="checkbox"/> Pen/Paper/Notepad |
| <input type="checkbox"/> Microphone | <input type="checkbox"/> Markers | <input type="checkbox"/> Mobile phone      |
| <input type="checkbox"/> Other:     |                                  |  |

**Interactive media visible/audible in the resource:**

- |   |   |                                       |
|---|---|---------------------------------------|
| <input type="checkbox"/> None           | <input type="checkbox"/> Graphical screen | <input type="checkbox"/> Computer pen |
| <input type="checkbox"/> Tactile screen | <input type="checkbox"/> Data glove       | <input type="checkbox"/> PDA          |
| <input type="checkbox"/> Desktop PC     | <input type="checkbox"/> Laptop           | <input type="checkbox"/> Mouse        |
| <input type="checkbox"/> Other:         |   |                                       |

**Annotated modalities in the resource: (for details see section M.4.)**

- |   |   |   |
|---|---|---|
| <input type="checkbox"/> None               | <input type="checkbox"/> Speech             | <input type="checkbox"/> Hand/Arm gestures            |
| <input type="checkbox"/> Gaze/Eye movements | <input type="checkbox"/> Facial expressions | <input type="checkbox"/> Lip movements                |
| <input type="checkbox"/> Head movements     | <input type="checkbox"/> Body movements     | <input type="checkbox"/> Hand manipulation of objects |
| <input type="checkbox"/> Other:             |   |   |

Total number of annotated modalities:

Comments:

**Other modalities available/visible but not annotated in the resource: (for details see section M.4.)**

- |   |   |   |
|---|---|---|
| <input type="checkbox"/> None               | <input type="checkbox"/> Speech             | <input type="checkbox"/> Hand/Arm gestures            |
| <input type="checkbox"/> Gaze/Eye movements | <input type="checkbox"/> Facial expressions | <input type="checkbox"/> Lip movements                |
| <input type="checkbox"/> Head movements     | <input type="checkbox"/> Body movements     | <input type="checkbox"/> Hand manipulation of objects |
| <input type="checkbox"/> Other:             |   |   |

Total number of modalities (not annotated):

Comments:

**Scene – Illumination:**

- |                                   |  |   |
|-----------------------------------|--|---|
| <input type="checkbox"/> Daylight | <input type="checkbox"/> Single source | <input type="checkbox"/> Multiple sources |
| <input type="checkbox"/> Fix      | <input type="checkbox"/> Variable      | <input type="checkbox"/> Other:           |

**Scene – Backgrounds:**

- |                                |                                  |                                 |
|--------------------------------|----------------------------------|---------------------------------|
| <input type="checkbox"/> Plain | <input type="checkbox"/> Complex | <input type="checkbox"/> Other: |
|--------------------------------|----------------------------------|---------------------------------|

**General info:**

Total number of sessions:

Number of poses per subject:

**M.4. MODALITIES – DETAILED INFORMATION****Facial expressions:** (6 universal expressions of emotion)

- |                                    |                                  |                                   |
|------------------------------------|----------------------------------|-----------------------------------|
| <input type="checkbox"/> Anger     | <input type="checkbox"/> Disgust | <input type="checkbox"/> Fear     |
| <input type="checkbox"/> Happiness | <input type="checkbox"/> Sadness | <input type="checkbox"/> Surprise |
| <input type="checkbox"/> Other:    |                                  |                                   |

**Head movements:**

- |                                   |   |   |
|-----------------------------------|---|---|
| <input type="checkbox"/> Rotation | <input type="checkbox"/> Inclination forward/backward | <input type="checkbox"/> Inclination sideward |
| <input type="checkbox"/> Other:   |   |   |

**Face views:**

- |                                  |                                  |                                 |
|----------------------------------|----------------------------------|---------------------------------|
| <input type="checkbox"/> Frontal | <input type="checkbox"/> Profile | <input type="checkbox"/> Other: |
|----------------------------------|----------------------------------|---------------------------------|

Total number of face views per subject:

**Gestures:**

- |   |  |                                    |
|---|--|------------------------------------|
| <input type="checkbox"/> Interactional  | <input type="checkbox"/> Non-interactional | <input type="checkbox"/> Emotional |
| <input type="checkbox"/> Non identified |  |                                    |
| <input type="checkbox"/> Other:         |  |                                    |

**Gaze/Eye movements:**

- |                                     |   |                                      |
|-------------------------------------|---|--------------------------------------|
| <input type="checkbox"/> Saccades   | <input type="checkbox"/> Pursuit motion | <input type="checkbox"/> Convergence |
| <input type="checkbox"/> Horizontal | <input type="checkbox"/> Vertical       | <input type="checkbox"/> Other:      |

**Hand manipulation of objects:**

- |  |   |  |
|--|---|--|
| <input type="checkbox"/> Direct manipulation       | <input type="checkbox"/> Indirect manipulation    | <input type="checkbox"/> Modifying objects |
| <input type="checkbox"/> Joining/splitting objects | <input type="checkbox"/> Changing object position | <input type="checkbox"/> Other:            |

**Body movements:**

- |                                     |                                     |                                     |
|-------------------------------------|-------------------------------------|-------------------------------------|
| <input type="checkbox"/> Upper body | <input type="checkbox"/> Lower body | <input type="checkbox"/> Whole body |
| <input type="checkbox"/> Arms       | <input type="checkbox"/> Legs       | <input type="checkbox"/> Other:     |

**M.5. APPLICATION INFORMATION****Authentication:**

- |  |  |  |
|--|--|--|
| <input type="checkbox"/> Face verification | <input type="checkbox"/> Speech verification | <input type="checkbox"/> User authentication |
| <input type="checkbox"/> Other:            |  |  |

**Recognition:**

- |   |   |   |
|---|---|---|
| <input type="checkbox"/> Face recognition       | <input type="checkbox"/> Automatic speech recognition | <input type="checkbox"/> Automatic person recognition |
| <input type="checkbox"/> Expression recognition | <input type="checkbox"/> Other:                       |   |

**Analysis:**

- |                                       |  |                                 |
|---------------------------------------|--|---------------------------------|
| <input type="checkbox"/> Lip tracking | <input type="checkbox"/> Speech/lips correlation | <input type="checkbox"/> Other: |
|---------------------------------------|--|---------------------------------|

**Synthesis:**

- |   |                                  |  |
|---|----------------------------------|--|
| <input type="checkbox"/> Talking heads          | <input type="checkbox"/> Avatars | <input type="checkbox"/> Humanoid agents |
| <input type="checkbox"/> Multimedia development | <input type="checkbox"/> Other:  |  |

**Control:**

- |  |  |                                 |
|--|--|---------------------------------|
| <input type="checkbox"/> Voice control | <input type="checkbox"/> Speech assisted video | <input type="checkbox"/> Other: |
|--|--|---------------------------------|

**Miscellaneous:**

- |  |                                 |
|--|---------------------------------|
| <input type="checkbox"/> Information retrieval | <input type="checkbox"/> Other: |
|--|---------------------------------|

**Application areas:**

- |   |                                   |  |
|---|-----------------------------------|--|
| <input type="checkbox"/> Education/Training | <input type="checkbox"/> Research | <input type="checkbox"/> Entertainment |
| <input type="checkbox"/> Banking            | <input type="checkbox"/> Tourism  | <input type="checkbox"/> Other:        |

**M.6. TECHNICAL INFORMATION – AUDIO**

**Signal encoding:**

- A-law                                        $\mu$ -law                                       Linear PCM  
 Other:

**File format:**

- AIFF                                       Wav                                       Raw data  
 SAM                                       NIST/Sphere                                       Au  
 Other:

**Sampling rate:**

- 8 kHz                                       16 kHz                                       32 kHz  
 44,1 kHz                                       48 kHz                                       Other:

**Quantisation:**

- 8 bit                                       16 bit                                       32 bit  
 Other:

**Byte order:**

- Lo-hi (Intel)                                       Hi-lo (Motorola)

**Data format:**

- Signed integer                                       Unsigned integer                                       Other:

**Amount of data:**

Size (Mb, Gb, etc) or duration (minutes, hours, etc):

**Compression:**

- None                                       Shorten                                       Other:

**Number of recording channels:**

- 1 (mono)                                       2 (stereo)                                       3  
 4                                       8                                       Other:

**Annotation standard:**

- SAM                                       SGML                                       XML  
 NIST/LDC                                       Other:

**Sound quality measures included:**

- SNR                                       Cross talk                                       Clipping rate  
 Background noise                                       Other:

**Tools used for measuring sound quality:**

<b>Speech content:</b>	<i>No. of items:</i>		<i>No. of items:</i>
<input type="checkbox"/> Application words	_____	<input type="checkbox"/> Digit-set	_____
<input type="checkbox"/> Concatenated words	_____	<input type="checkbox"/> Isolated digits	_____
<input type="checkbox"/> Isolated words	_____	<input type="checkbox"/> Natural numbers	_____
<input type="checkbox"/> Syllables	_____	<input type="checkbox"/> Money amounts	_____
<input type="checkbox"/> VCV sequences	_____	<input type="checkbox"/> Credit card numbers	_____
<input type="checkbox"/> Continuous sentences	_____	<input type="checkbox"/> Telephone numbers	_____
<input type="checkbox"/> Phonetically rich sentences	_____	<input type="checkbox"/> Yes/no questions	_____
<input type="checkbox"/> Phonetically balanced sentences	_____	<input type="checkbox"/> Other:	_____

**M.7. TECHNICAL INFORMATION – IMAGE****Resolution in pixels:****Color components:**

RGB  CMYK  4:2:2  
 Other:

**Color depth:**

8 bits  16 bits  24 bits  
 32 bits  Other:

**File format:**

JPG  GIF  TIFF  
 BMP  EPS  CIF  
 PPM  Other:

**Amount of data:**

Size (Mb, Gb, etc):

Duration (minutes, hours, etc):

**Compression:**

None  Zip  Other:

Compression ratio:

**M.8. TECHNICAL INFORMATION – VIDEO** **Synchronized audio** (*see section M.6.*)**Resolution in pixels:****Color components:**

RGB  CMYK  4:2:2  
 Other:

**Color depth:**

8 bits  16 bits  24 bits  
 Other:

**Frame rate:**

<25 frames/sec.  25 frames/sec.  30 frames/sec.  
 50 frames/sec.  60 frames/sec.  Other:

**File format:**

MOV  AVI  MPEG  
 Quicktime  SGI  Other:

**Amount of data:**

Size (Mb, Gb, etc):

Duration (minutes, hours, etc):

**Compression:**

None  Zip  Other:

Compression ratio:

**M.9. TECHNICAL INFORMATION – MODELING**

**Models:**  
 2D                                       3D                                       Other:

**File formats:**  
 VRML                                       Other:

**Algorithms used:**

**M.10. FURTHER COMMENTS**

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