

A Survey of Corpora in Computational and Cognitive Narrative Science¹

List of Corpora

Agarwal, A., A. Corvalan, et al. (2012). Social Network Analysis of Alice in Wonderland. 1st Workshop on Computational Linguistics for Literature (CLfL 2012). D. K. Elson, A. Kazantseva, R. Mihalcea and S. Szpakowicz. Conference of the North American Chapter of the Association for Computational Linguistics: Human Language Technologies, Montréal, Canada, Association for Computational Linguistics: 88–96.

<i>Field:</i>	Computer Science
<i>Modality:</i>	Text
<i>Types of Text:</i>	novels
<i>Annotation Layers:</i>	Social events
<i>Normalized Annotation Layers:</i>	Events
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	1
<i>Words (best guess):</i>	9.611
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Alm, C. O., & Sproat, R. (2005). Emotional Sequencing and Development in Fairy Tales. Proceedings of Affective Computing and Intelligent Interaction, First International Conference, ACII 2005, Beijing, China.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	fairytale
<i>Annotation Layers:</i>	Sentential emotion, 8 categories
<i>Normalized Annotation Layers:</i>	Emotions; Other
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	22
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	Yes

Alwitt, L. F. (2002). Suspense and Advertising Response. *Journal of Consumer Psychology*, 12(1), 35–49.

<i>Field:</i>	Marketing
<i>Modality:</i>	Video
<i>Types of Text:</i>	commercials
<i>Annotation Layers:</i>	Boolean characteristics such as "has plot", "suspenseful", etc.
<i>Normalized Annotation Layers:</i>	NarrFeats
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	68
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	Yes

¹ In *Sprache und Datenverarbeitung* 37.1/2 (2013): S. 113-141.

Appel, M., & Richter, T. (2010). Transportation and Need for Affect in Narrative Persuasion: A Mediated Moderation Model. *Media Psychology*, 13(2), 101–135.

<i>Field:</i>	Marketing
<i>Modality:</i>	Text
<i>Types of Text:</i>	literary short stories; factual stories
<i>Annotation Layers:</i>	Boolean characteristics: presence of a particular event; and high or low emotional content
<i>Normalized Annotation Layers:</i>	Other; Emotions
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	4
<i>Words (best guess):</i>	2.498
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Arnold, J. E., & Griffin, Z. M. (2007). The effect of additional characters on choice of referring expression: Everyone counts. *Journal of Memory and Language*, 56(4), 521–536.

<i>Field:</i>	Psychology
<i>Modality:</i>	Text, Image
<i>Types of Text:</i>	drawn cartoons
<i>Annotation Layers:</i>	Simple features: number of characters (1 or 2) and their gender
<i>Normalized Annotation Layers:</i>	PropNEs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	3
<i>Words (best guess):</i>	10
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	No

Bantum, E. O. C., & Owen, J. E. (2009). Evaluating the Validity of Computerized Content Analysis Programs for Identification of Emotional Expression in Cancer Narratives. *Psychological Assessment*, 21(1), 79–88.

<i>Field:</i>	Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	patient-written reporting
<i>Annotation Layers:</i>	Emotions, psychological assessment
<i>Normalized Annotation Layers:</i>	Emotions; Other
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	63
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	2
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	Yes

Baral, C., Gabaldon, A., & Proveti, A. (1998). Formalizing narratives using nested circumscription. [Article]. *Artificial Intelligence*, 104(1–2), 107–164.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple stories
<i>Annotation Layers:</i>	events; cause; co-reference; relationships; roles; temporal links
<i>Normalized Annotation Layers:</i>	Time; Roles; Rels; CorefNEs; Causes; Events
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	1
<i>Words (best guess):</i>	75
<i>Annotation Layers:</i>	6
<i>Annotation Layers relevant to WDWTW:</i>	6
<i>Reported Agreement Measures:</i>	No

Bex, F., van den Braak, S., van Oostendorp, H., Prakken, H., Verheij, B., & Vreeswijk, G. (2007). Sense-making software for crime investigation: how to combine stories and arguments? *Law, Probability and Risk*, 6(1–4), 145–168.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	factual story
<i>Annotation Layers:</i>	Causal network; argumentation structure
<i>Normalized Annotation Layers:</i>	Events; Causes; ArgStructs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	1
<i>Words (best guess):</i>	195
<i>Annotation Layers:</i>	3
<i>Annotation Layers relevant to WDWTW:</i>	2
<i>Reported Agreement Measures:</i>	No

Black, J. B., & Bower, G. H. (1979). Episodes as Chunks in Narrative Memory. *Journal of Verbal Learning and Verbal Behavior*, 18(3), 309–318.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	factual stories
<i>Annotation Layers:</i>	Episode lengths and types; identification of critical statements
<i>Normalized Annotation Layers:</i>	Other
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	8
<i>Words (best guess):</i>	2.000
<i>Annotation Layers:</i>	2
<i>Reported Agreement Measures:</i>	No

Black, J. B., & Bower, G. H. (1980). Story Understanding as Problem-Solving. *Poetics*, 9(1–3), 223–250.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	fables
<i>Annotation Layers:</i>	state transitions
<i>Normalized Annotation Layers:</i>	Events; Causes
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	3
<i>Words (best guess):</i>	600
<i>Annotation Layers:</i>	2
<i>Annotation Layers relevant to WDWTW:</i>	2
<i>Reported Agreement Measures:</i>	No

Bolioli, A., Casu, M., Lana, M., & Roda, R. (2013). Exploring the Betrothed Lovers. Proceedings of the 4th Workshop on Computational Models of Narrative (CMN'13), Dagstuhl, Germany.

<i>Field:</i>	Computer Science
<i>Modality:</i>	Text
<i>Types of Text:</i>	novels
<i>Annotation Layers:</i>	Social networks; character coreference; location; rough discourse structure
<i>Normalized Annotation Layers:</i>	RelSocialNets; CorefNEs; Space; DiscRels
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	1
<i>Words (best guess):</i>	200.000
<i>Annotation Layers:</i>	4
<i>Annotation Layers relevant to WDWTW:</i>	2
<i>Reported Agreement Measures:</i>	No

Bragt, J. (2010). Towards Believable Characters in the Virtual Storyteller. Unpublished M.S. Thesis, University of Twente, Enschede, The Netherlands.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Image
<i>Types of Text:</i>	comics
<i>Annotation Layers:</i>	Goal and motivation analyses of the story
<i>Normalized Annotation Layers:</i>	BDIs
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	5
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Brewer, W. F., & Lichtenstein, E. H. (1980). Event Schemas, Story Schemas, and Story Grammars (Technical Report). Urbana-Champaign, IL: Center for the Study of Reading, University of Illinois at Urbana-Champaign.

Field: Cognitive Science
Modality: Text
Types of Text: factual stories
Annotation Layers: Binary marking of presence of suspense, resolution, or surprise
Normalized Annotation Layers: NarrFeatSuspense
Annotation creation: Authors
Stories (best guess): 18
Words (best guess): 3.200
Annotation Layers: 1
Reported Agreement Measures: No

Broek, P. v. d. (1988). The Effects of Causal Relations and Hierarchical Position on the Importance of Story Statements. *Journal of Memory and Language*, 27(1), 1–22.

Field: Cognitive Psychology
Modality: Text
Types of Text: simple stories
Annotation Layers: goals, intentions; actions; narrative structure
Normalized Annotation Layers: BDIs; Events; NarrStructs
Annotation creation: Authors
Stories (best guess): 8
Words (best guess): 2.800
Annotation Layers: 3
Annotation Layers relevant to WDWTW: 2
Reported Agreement Measures: No

Brooks, K. M. (1999). *Metalevel Cinematic Narrative: Theory, Process, and Tool*. Unpublished Ph.D. Thesis, MIT, Cambridge, MA, USA.

Field: Artificial Intelligence
Modality: Text, Video
Types of Text: everyday events
Annotation Layers: Video; narrative structure
Normalized Annotation Layers: Videos; NarrStructs
Annotation creation: Authors
Stories (best guess): 9
Words (best guess): —
Annotation Layers: 2
Reported Agreement Measures: No

Burke, R., & Kass, A. (1995). Supporting Learning Through Active Retrieval of Video Stories. *Journal of Expert Systems with Applications*, 9(3), 361–378.

Field: Artificial Intelligence
Modality: Video
Types of Text: first-person anecdotes
Annotation Layers: Strategies (10 different ones)
Normalized Annotation Layers: Other
Annotation creation: Authors
Stories (best guess): 2
Words (best guess): —
Annotation Layers: 1
Reported Agreement Measures: No

Cataldi, M., Damiano, R., Lombardo, V., & Pizzo, A. (2012). An Agent-based Annotation Model for Narrative Media. *Proceedings of the 11th International Conference on Autonomous Agents and Multiagent Systems*, Valencia, Spain.

Field: Artificial Intelligence
Modality: Text
Types of Text: greek plays
Annotation Layers: Goal and motivation analyses of the story
Normalized Annotation Layers: BDIs
Annotation creation: Authors
Stories (best guess): 1
Words (best guess): —
Annotation Layers: 1
Annotation Layers relevant to WDWTW: 1
Reported Agreement Measures: No

Celikyilmaz, A., Hakkani-Tur, D., He, H., Kondrak, G., & Barbosa, D. (2010). The Actor-Topic Model for Extracting Social Networks in Literary Narrative. *Proceedings of the Workshop on Machine Learning for Social Computing, Neural Information Processing Systems (NIPS 2010)*, Vancouver, British Columbia, Canada.

Field: Computational Linguistics
Modality: Text
Types of Text: 19th c. British novels
Annotation Layers: Actors and the topics they discuss; social network of actor interactions
Normalized Annotation Layers: Topics; RelSocialNets
Annotation creation: Authors
Stories (best guess): 2
Words (best guess): 282.000
Annotation Layers: 2
Annotation Layers relevant to WDWTW: 1
Reported Agreement Measures: No

Ceran, B., R. Karad, et al. (2012). A Hybrid Model and Memory Based Story Classifier. Proceedings of the 3rd CMN. p.60–64.

<i>Field:</i>	Communications; Computer Science
<i>Modality:</i>	Text
<i>Types of Text:</i>	blogs, forum posts, speeches, newsarticles, news releases
<i>Annotation Layers:</i>	Paragraphs annotated for Story/NotStory
<i>Normalized Annotation Layers:</i>	NarrFeats
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	3301
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	Yes

Charniak, E. (1972). Toward a Model of Children's Story Comprehension. Unpublished PhD thesis, MIT, Cambridge, MA, USA.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	Children's stories
<i>Annotation Layers:</i>	Co-reference chains; Dialogue assignment; goal information; events; temporal ordering
<i>Normalized Annotation Layers:</i>	Time; Events; BDIs; Dialogue; Corefs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	1
<i>Words (best guess):</i>	300
<i>Annotation Layers:</i>	5
<i>Annotation Layers relevant to WDWTW:</i>	4
<i>Reported Agreement Measures:</i>	No

Cheong, Y.-G., & Young, R. M. (2006). A Computational Model of Narrative Generation for Suspense. Proceedings of the Workshop on Computational Aesthetics: Approaches to Happiness and Beauty, 21st Conference on Artificial Intelligence (AAAI-06), Boston, MA.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple stories
<i>Annotation Layers:</i>	Events; Plan, Goal, Intention; Coreference; Temporal Order
<i>Normalized Annotation Layers:</i>	Events; BDIs; CorefNEs; Cause
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	5
<i>Words (best guess):</i>	1.500
<i>Annotation Layers:</i>	4
<i>Annotation Layers relevant to WDWTW:</i>	4
<i>Reported Agreement Measures:</i>	No

Cheong, Y.-G., & Young, R. M. (2008). Narrative Generation for Suspense: Modeling and Evaluation. Proceedings of the First Joint International Conference on Interactive Digital Storytelling (ICIDS 2008), Erfurt, Germany.

Field: Artificial Intelligence
Modality: Text
Types of Text: simple stories
Annotation Layers: Suspense markings; character coreference; plans, goals, intentions; events; temporal ordering; causal links
Normalized Annotation Layers: NarrFeatSuspense; CorefNEs; BDIs; Events; Time; Causes
Annotation creation: Authors
Stories (best guess): 9
Words (best guess): 2.000
Annotation Layers: 6
Annotation Layers relevant to WDW: 5
Reported Agreement Measures: No

Colby, B. N. (1973). A Partial Grammar of Eskimo Folktales. *American Anthropologist*, 75(3), 645–662.

Field: Anthropology
Modality: Text
Types of Text: Eskimo folktales
Annotation Layers: Plot Structure
Normalized Annotation Layers: NarrStructs
Annotation creation: Authors
Stories (best guess): 14
Words (best guess): 10.000
Annotation Layers: 1
Reported Agreement Measures: No

Comisky, P., & Bryant, J. (1982). Factors Involved in Generating Suspense. *Human Communication Research*, 9(1), 49–58.

Field: Communications
Modality: Video
Types of Text: movies
Annotation Layers: Suspense Markings
Normalized Annotation Layers: NarrFeatSuspense
Annotation creation: Authors
Stories (best guess): 15
Words (best guess): —
Annotation Layers: 1
Reported Agreement Measures: No

Dahlgren, K., McDowell, J., & Edward P. Stabler, J. (1989). Knowledge Representation for Commonsense Reasoning with Text. *Computational Linguistics*, 15(3), 149–170.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	news article
<i>Annotation Layers:</i>	events; cause; co-reference; relationships; roles; temporal links
<i>Normalized Annotation Layers:</i>	Time; Roles; Rels; CorefNEs; Causes; Events
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	1
<i>Words (best guess):</i>	250
<i>Annotation Layers:</i>	6
<i>Annotation Layers relevant to WDWTW:</i>	6
<i>Reported Agreement Measures:</i>	No

Dancygier, B. (2006). Narrative anchors and the processes of story construction: The case of Margaret Atwood's *The 'Blind Assassin'*. Symposium on Style in Fiction – New Directions of Research, Lancaster, England.

<i>Field:</i>	Literary theory
<i>Modality:</i>	Text
<i>Types of Text:</i>	novels
<i>Annotation Layers:</i>	narrative spaces
<i>Normalized Annotation Layers:</i>	NarrFeats
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	1
<i>Words (best guess):</i>	800.000
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Dehghani, M., Tomai, E., Forbus, K., & Klenk, M. (2008). An Integrated Reasoning Approach to Moral Decision-Making. Proceedings of the Twenty-Third AAAI Conference on Artificial Intelligence (AAAI), Chicago, IL.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	moral problem scenarios
<i>Annotation Layers:</i>	Correct decision
<i>Normalized Annotation Layers:</i>	Q&A
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	12
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	No

Domeshek, E. A. (1992). Do the right thing: A component theory for indexing stories as social advice. Unpublished PhD thesis, Yale University, New Haven, CT.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple scenarios
<i>Annotation Layers:</i>	Agents; Links; Intentional frames
<i>Normalized Annotation Layers:</i>	CorefNEs; BDIs; Rels
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	500
<i>Words (best guess):</i>	62.500
<i>Annotation Layers:</i>	3
<i>Annotation Layers relevant to WDWTW:</i>	3
<i>Reported Agreement Measures:</i>	No

Doran, J., & Parberry, I. (2011). A Prototype Quest Generator Based on a Structural Analysis of Quests from Four MMORPGs. Proceedings of the Second International Workshop on Procedural Content Generation in Games (PCGames 2011), Bordeaux, France.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	GameLogs
<i>Types of Text:</i>	MMORPG quests
<i>Annotation Layers:</i>	Strategies/motivations
<i>Normalized Annotation Layers:</i>	BDIs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	750
<i>Words (best guess):</i>	n/a
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Dyer, M. G. (1983). The Role of Affect in Narratives. *Cognitive Science*, 7(3), 211–242.

<i>Field:</i>	Cognitive Science
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple scenario
<i>Annotation Layers:</i>	Affect
<i>Normalized Annotation Layers:</i>	Emotion
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	1
<i>Words (best guess):</i>	281
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Elson, D. K. (2012). DramaBank: Annotating Agency in Narrative Discourse. Proceedings of the Eighth International Conference on Language Resources and Evaluation (LREC). İstanbul, Turkey: 2813–2819.

Field: Artificial Intelligence
Modality: Text
Types of Text: fables, newsarticles, literary short fiction, contemporary nonfiction, epic poetry
Annotation Layers: Discourse segments & discourse order; Referring expressions & co-reference for characters and important props; Inferred propositions; Beliefs, Goals, Intentions, and Plans of characters; Affectual impact of nodes
Normalized Annotation Layers: CorefNEs; DiscRels
Annotation creation: Annotators
Stories (best guess): 110
Words (best guess): —
Annotation Layers: 5
Annotation Layers relevant to WDWTW: 4
Reported Agreement Measures: Yes

Falconer, S. (2003). On the Evolving Transformation System Model Representation of Fairy Tales. University of New Brunswick.

Field: Artificial Intelligence
Modality: Text
Types of Text: Russian folktales
Annotation Layers: events; co-reference; narrative structure
Normalized Annotation Layers: Events; CorefNEs; Roles; NarrStructs
Annotation creation: Authors
Stories (best guess): 3
Words (best guess): 750
Annotation Layers: 3
Annotation Layers relevant to WDWTW: 2
Reported Agreement Measures: No

Fay, M. (2012) Story Comparison via Simultaneous Matching and Alignment. Proceedings of the 3rd CMN Workshop. p.100–104.

Field: Artificial Intelligence
Modality: Text
Types of Text: story synopses
Annotation Layers: Events; Time; Cause; Coreference; Semantics
Normalized Annotation Layers: Events; CorefNEs; Roles; Causes; SenseNEs
Annotation creation: Authors
Stories (best guess): 1
Words (best guess): —
Annotation Layers: 5
Annotation Layers relevant to WDWTW: 5
Reported Agreement Measures: No

Fayzullin, M., Subrahmanian, V. S., Albanese, M., Cesarano, C., & Picariello, A. (2007). Story creation from heterogeneous data sources. *Multimedia Tools and Applications*, 33(3), 351–377.

Field: Artificial Intelligence
Modality: Text
Types of Text: generated narratives
Annotation Layers: Topics
Normalized Annotation Layers: Topics
Annotation creation: Authors
Stories (best guess): 1200
Words (best guess): —
Annotation Layers: 1
Reported Agreement Measures: No

Finlayson, M. A., & Winston, P. H. (2006). Analogical Retrieval via Intermediate Features: The Goldilocks Hypothesis (No. 2006–071). Cambridge, MA: MIT CSAIL.

Field: Cognitive Science
Modality: Text
Types of Text: stories about historical wars
Annotation Layers: Reference; Events; Cause; Time
Normalized Annotation Layers: CorefNEs; Causes; Events; Roles
Annotation creation: Authors
Stories (best guess): 14
Words (best guess): 1.400
Annotation Layers: 4
Annotation Layers relevant to WDWTW: 4
Reported Agreement Measures: No

Finlayson, M.A. (2012) Learning Narrative Structure for Annotated Folktales, Doctoral Thesis, MIT.

Field: Artificial Intelligence
Modality: Text
Types of Text: Russian folktales
Annotation Layers: Events; Co-reference; Temporal Expressions & Time Relationships; Properties; Relationship; Word Senses; Semantic Roles; Narrative Structure; Dramatis Personae; Emotional valence
Normalized Annotation Layers: Events; Coref; Time; Props; Rels; Senses; Roles; NarrStructs; NarrStructArch; Emotions
Annotation creation: Annotators
Stories (best guess): 15
Words (best guess): 18.862
Annotation Layers: 10
Annotation Layers relevant to WDWTW: 8
Reported Agreement Measures: Yes

Finlayson, M.A., Halverson, Jeffrey R., & Corman, Steven R. (2014) The N2 Corpus: A semantically annotated corpus of Islamist extremist stories. Proceedings of the 9th Language Resources and Evaluation Conference, Reykjavik, Iceland.

<i>Field:</i>	Computational Linguistics
<i>Modality:</i>	Text
<i>Types of Text:</i>	biographies; history; simple stories
<i>Annotation Layers:</i>	Events; Co-reference; Temporal Expressions & Time Relationships; Properties; Word Senses; Semantic Roles
<i>Normalized Annotation Layers:</i>	Events; Corefs; Times; Props; Senses; Roles
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	100
<i>Words (best guess):</i>	40.480
<i>Annotation Layers:</i>	7
<i>Annotation Layers relevant to WDWTW:</i>	7
<i>Reported Agreement Measures:</i>	Yes

Francisco, V., Hervás, R., Peinado, F., & Gervás, P. (2012). Emotales: creating a corpus of folk tales with emotional annotations. Language Resources and Evaluation, 46(3), 341–381.

<i>Field:</i>	Computational Linguistics
<i>Modality:</i>	Text
<i>Types of Text:</i>	folktales
<i>Annotation Layers:</i>	Emotions
<i>Normalized Annotation Layers:</i>	Emotions
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	18
<i>Words (best guess):</i>	16.816
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	Yes

Frank, S. L., Koppen, M., Noordman, L. G. M., & Vonk, W. (2003). Modeling knowledge-based inferences in story comprehension. Cognitive Science, 27(6), 875–910.

<i>Field:</i>	Cognitive Science
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple situations
<i>Annotation Layers:</i>	Propositional representation: actors, predicates, roles, causal ordering
<i>Normalized Annotation Layers:</i>	Causes; CorefNEs; Events; Roles
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	3
<i>Words (best guess):</i>	87
<i>Annotation Layers:</i>	4
<i>Annotation Layers relevant to WDWTW:</i>	4
<i>Reported Agreement Measures:</i>	No

Frank, S. L., Koppen, M., Noordman, L. G. M., & Vonk, W. (2008). World Knowledge in Computational Models of Discourse Comprehension. [Article]. *Discourse Processes*, 45(6), 429–463.

Field: Computational Linguistics
Modality: Text
Types of Text: simple scenarios
Annotation Layers: world knowledge
Normalized Annotation Layers: Other
Annotation creation: Authors
Stories (best guess): 3
Words (best guess): 120
Annotation Layers: 1
Reported Agreement Measures: No

Gerrig, R. J. (1989). Suspense in the Absence of Uncertainty. *Journal of Memory and Language*, 28(6), 633–648.

Field: Cognitive Psychology
Modality: Text
Types of Text: historical stories
Annotation Layers: Suspense Markings
Normalized Annotation Layers: NarrFeatSuspense
Annotation creation: Authors
Stories (best guess): 128
Words (best guess): 6.400
Annotation Layers: 1
Reported Agreement Measures: No

Gerrig, R. J., & Bernardo, A. B. I. (1994). Readers as problem-solvers in the experience of suspense. *Poetics*, 22(6), 459–472.

Field: Cognitive Psychology
Modality: Text
Types of Text: Spy fiction
Annotation Layers: Suspense Markings
Normalized Annotation Layers: NarrFeatSuspense
Annotation creation: Authors
Stories (best guess): 5
Words (best guess): 1.000
Annotation Layers: 1
Reported Agreement Measures: No

Golden, R. M., & Rumelhart, D. E. (1993). A Parallel Distributed Processing Model of Story Comprehension and Recall. [Article]. *Discourse Processes*, 16(3), 203–237.

Field: Artificial Intelligence
Modality: Text
Types of Text: fables
Annotation Layers: events; named entity co-reference; roles; cause; time
Normalized Annotation Layers: Events; CorefNEs; Roles; Causes; Time
Annotation creation: Authors
Stories (best guess): 4
Words (best guess): 800
Annotation Layers: 5
Annotation Layers relevant to WDWTW: 5
Reported Agreement Measures: No

Goto, J., Shibata, M., Yagi, N., Aizawa, A., & Sekine, S. (2009). Method for Automatically Generating Networks of Personal Relationships from Story Summaries. *Common Sense and Intelligent User Interfaces: Story Understanding and Generation for Context-Aware Interface Design*, International Conference on Intelligent User Interfaces (IUI), Sanibel Island, FL.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	summaries of movies and dramatic serials
<i>Annotation Layers:</i>	Named entities; relations
<i>Normalized Annotation Layers:</i>	CorefNEs; Rels
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	297
<i>Words (best guess):</i>	30.000
<i>Annotation Layers:</i>	2
<i>Annotation Layers relevant to WDWTW:</i>	2
<i>Reported Agreement Measures:</i>	No

Goyal, A., Riloff, E., & Daumé, H., III. (2010). Automatically Producing Plot Unit Representations for Narrative Text. *Proceedings of the 2010 Conference on Empirical Methods in Natural Language Processing (EMNLP 2010)*, Cambridge, MA.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	fables
<i>Annotation Layers:</i>	Affect states; characters; causal links
<i>Normalized Annotation Layers:</i>	Emotions; CorefNEs; Causes
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	34
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	3
<i>Annotation Layers relevant to WDWTW:</i>	3
<i>Reported Agreement Measures:</i>	Yes

Graesser, A. C., Bowers, C., Olde, B., & Pomeroy, V. (1999). Who Said What? Source Memory for Narrator and Character Agents in Literary Short Stories. *Journal of Educational Psychology*, 91(2), 284–300.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	short stories
<i>Annotation Layers:</i>	Perspective (1st vs 3rd), other Binary Textual features
<i>Normalized Annotation Layers:</i>	NarrFeats
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	10
<i>Words (best guess):</i>	20.000
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	No

Graesser, A. C., Lang, K. L., & Roberts, R. M. (1991). Question Answering in the Context of Stories. *Journal of Experimental Psychology: General*, 120(3), 254–277.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	Fables, Folktales
<i>Annotation Layers:</i>	Events; Characters; Causal structure; questions and answers
<i>Normalized Annotation Layers:</i>	Events; Causes; CorefNEs; Q&As
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	2
<i>Words (best guess):</i>	200
<i>Annotation Layers:</i>	4
<i>Annotation Layers relevant to WDWTW:</i>	3
<i>Reported Agreement Measures:</i>	No

Graesser, A. C., Singer, M., & Trabasso, T. (1994). Constructing Inferences During Narrative Text Comprehension. *Psychological Review*, 101(3), 371–395.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple situations
<i>Annotation Layers:</i>	Narrative structure
<i>Normalized Annotation Layers:</i>	NarrStructs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	2
<i>Words (best guess):</i>	200
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	No

Hasegawa, D., Sjöbergh, J., Rzepka, R., & Araki, K. (2009). Automatically Choosing Appropriate Gestures for Jokes. *Proceedings of the Fifth Artificial Intelligence and Interactive Digital Entertainment Conference*, Stanford, California, USA.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	jokes
<i>Annotation Layers:</i>	Gesture annotation
<i>Normalized Annotation Layers:</i>	Guestures
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	50
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	Yes

Herman, D. (1999). Spatial Cognition in Natural-Language Narratives. Proceedings of the AAAI Fall Symposium on Narrative Intelligence, North Falmouth, MA.

<i>Field:</i>	Cognitive Science
<i>Modality:</i>	Text
<i>Types of Text:</i>	ghost stories
<i>Annotation Layers:</i>	Spatial cognition
<i>Normalized Annotation Layers:</i>	Space
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	17
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Herman, D. (2000). Pragmatic Constraints on Narrative Processing: Actants and Anaphora Resolution in a Corpus of North Carolina Ghost Stories. *Journal of Pragmatics*, 32(7), 959–1001.

<i>Field:</i>	Literary theory
<i>Modality:</i>	Speech, Text
<i>Types of Text:</i>	ghost stories
<i>Annotation Layers:</i>	Speech emphasis
<i>Normalized Annotation Layers:</i>	Other
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	15
<i>Words (best guess):</i>	4.600
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	No

Hervás, R., & Finlayson, M. A. (2010). The Prevalence of Descriptive Referring Expressions in News and Narrative. Proceedings of the 48th Annual Meeting of the Association for Computational Linguistics, Short Papers (ACL 2010), Uppsala, Sweden.

<i>Field:</i>	Computational Linguistics
<i>Modality:</i>	Text
<i>Types of Text:</i>	newsarticles; folktales; fables
<i>Annotation Layers:</i>	Coreference; Internal Structure of Referring Expressions
<i>Normalized Annotation Layers:</i>	Corefs; Other
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	62
<i>Words (best guess):</i>	24.422
<i>Annotation Layers:</i>	2
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	Yes

Jhala, A., & Young, R. M. (2009). Comparing Effects of Different Cinematic Visualization Strategies on Viewer Comprehension. Proceedings of the Second Joint International Conference on Interactive Digital Storytelling (ICIDS 2009), Guimarães, Portugal.

Field: Artificial Intelligence
Modality: Video
Types of Text: simple stories
Annotation Layers: Camera shots
Normalized Annotation Layers: Other
Annotation creation: Authors
Stories (best guess): 3
Words (best guess): —
Annotation Layers: 1
Reported Agreement Measures: No

Johnson, N. S., & Mandler, J. M. (1980). A tale of two structures: Underlying and surface forms in stories. *Poetics*, 9(1–3), 51–86.

Field: Cognitive Science
Modality: Text
Types of Text: fables
Annotation Layers: Narrative structure
Normalized Annotation Layers: NarrStructs
Annotation creation: Authors
Stories (best guess): 1
Words (best guess): 200
Annotation Layers: 1
Reported Agreement Measures: No

Joshi, D., Wang, J. Z., & Li, J. (2006). The Story Picturing Engine—A System for Automatic Text Illustration. *ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)*, 2(1), 68–89.

Field: Computer Science
Modality: Text, Image
Types of Text: museum stories
Annotation Layers: Associated images
Normalized Annotation Layers: Images
Annotation creation: Annotators
Stories (best guess): 8
Words (best guess): 950
Annotation Layers: 1
Reported Agreement Measures: No

Kazantseva, A., & Szpakowicz, S. (2010). Summarizing Short Stories. *Computational Linguistics*, 36(1), 71–109.

Field: Computer Science
Modality: Text
Types of Text: short stories; fairytales
Annotation Layers: Summarization-worthy clauses; Associated summaries
Normalized Annotation Layers: Summaries
Annotation creation: Annotators, Automatic
Stories (best guess): 47
Words (best guess): 156.651
Annotation Layers: 2
Reported Agreement Measures: Yes

Kypridemou, E., & Michael, L. (2013). Narrative Similarity as Common Summary. Proceedings of the 4th Workshop on Computational Models of Narrative (CMN'13), Dagstuhl, Germany.

Field: Artificial Intelligence
Modality: Text
Types of Text: short stories
Annotation Layers: Summaries
Normalized Annotation Layers: Summaries
Annotation creation: Authors
Stories (best guess): 32
Words (best guess): —
Annotation Layers: 1
Reported Agreement Measures: No

Lang, R. R. (1997). A Formal Model for Simple Narratives. Unpublished Ph.D., Tulane University.

Field: Computer Science
Modality: Text
Types of Text: Russian folktales
Annotation Layers: narrative parse; event list; coreference; temporal order; causal order
Normalized Annotation Layers: Events; CorefNEs; Cause; Roles; NarrStructs
Annotation creation: Authors
Stories (best guess): 6
Words (best guess): 2.500
Annotation Layers: 5
Annotation Layers relevant to WDWTW: 4
Reported Agreement Measures: No

Lee, C., S. Muresan, et al. (2012). Computational Analysis of Referring Expressions in Narratives of Picture Books. 1st Workshop on Computational Linguistics for Literature (CLfL 2012). D. K. Elson, A. Kazantseva, R. Mihalcea and S. Szpakowicz. Conference of the North American Chapter of the Association for Computational Linguistics: Human Language Technologies, Montréal, Canada, Association for Computational Linguistics: 1–7.

<i>Field:</i>	Computational Linguistics
<i>Modality:</i>	Text, Image
<i>Types of Text:</i>	picture books; children's stories
<i>Annotation Layers:</i>	Referring expressions denoting characters & their co-reference relations
<i>Normalized Annotation Layers:</i>	CorefNEs
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	58
<i>Words (best guess):</i>	38.936
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	Yes

Lehnert, W. G. (1981). Plot Units and Narrative Summarization. *Cognitive Science*, 5(4), 293–331.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple scenarios
<i>Annotation Layers:</i>	plot unit analysis
<i>Normalized Annotation Layers:</i>	NarrStructs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	2
<i>Words (best guess):</i>	250
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	No

Lehnert, W. G., Dyer, M., Johnson, P. N., Yang, C. J., & Harley, S. (1983). BORIS: An Experiment in In-Depth Understanding of Narratives. *Artificial Intelligence*, 20(1), 15–62.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple scenarios
<i>Annotation Layers:</i>	conceptual dependency; questions and answers
<i>Normalized Annotation Layers:</i>	Events; Roles; CorefNEs; Q&As
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	1
<i>Words (best guess):</i>	250
<i>Annotation Layers:</i>	2
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Lendvai, P., Declerck, T., Darányi, S., Gervás, P., Hervás, R., Malec, S., et al. (2010). Integration of Linguistic Markup into Semantic Models of Folk Narratives: The Fairy Tale Use Case. Proceedings of the Seventh International Conference on Language Resources and Evaluation (LREC), Valetta, Malta.

Field: Computational Linguistics
Modality: Text
Types of Text: Russian folktales
Annotation Layers: narrative structure
Normalized Annotation Layers: NarrStructs
Annotation creation: Authors
Stories (best guess): 45
Words (best guess): 95.000
Annotation Layers: 1
Reported Agreement Measures: No

Levison, M. and G. Lessard (2012). “Is this a DAG that I see before me?” An Onomasiological Approach to Narrative Analysis and Generation. Proceedings of the 3rd CMN Workshop. p134-141.

Field: Computer Science
Modality: Text
Types of Text: fairytales; short stories
Annotation Layers: DAG representation: actors; events; roles; causal order
Normalized Annotation Layers: Events; CorefNEs; Roles; Causes
Annotation creation: Authors
Stories (best guess): 2
Words (best guess): —
Annotation Layers: 4
Annotation Layers relevant to WDWTW: 4
Reported Agreement Measures: No

Löwe, B., Pacuit, E., & Saraf, S. (2009). Identifying the structure of a narrative via an agent-based logic of preferences and beliefs: Formalizations of episodes from CSI: Crime scene investigation. Proceedings of the Fifth International Workshop on Modelling of Objects, Components, and Agents (MOCA), The Seventh German conference on Multi-Agent System Technologies (MATES) and the 10th International Workshop on Computational Logic in Multi-Agent Systems (CLIMA-X), Hamburg, Germany.

Field: Computer Science
Modality: Text, Video
Types of Text: crime narratives
Annotation Layers: Events; Agents; Goals/Preferences; Beliefs; Temporal Sequence
Normalized Annotation Layers: Time; BDIs; CorefNEs; Events; Roles
Annotation creation: Authors
Stories (best guess): 6
Words (best guess): 600
Annotation Layers: 5
Annotation Layers relevant to WDWTW: 5
Reported Agreement Measures: No

Magliano, J. P., Miller, J., & Zwaan, R. A. (2001). Indexing Space and Time in Film Understanding. *Applied Cognitive Psychology*, 15(5), 533–545.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Video
<i>Types of Text:</i>	feature-length films
<i>Annotation Layers:</i>	Shifts in time; movements of characters/regions
<i>Normalized Annotation Layers:</i>	NarrFeats; Space
<i>Annotation creation:</i>	Authors, Subjects
<i>Stories (best guess):</i>	3
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	2
<i>Annotation Layers relevant to WDWTW:</i>	2
<i>Reported Agreement Measures:</i>	No/Yes

Mandler, J. M., & Johnson, N. S. (1977). Remembrance of Things Parsed: Story Structure and Recall. *Cognitive Psychology*, 9(1), 111–151.

<i>Field:</i>	Cognitive Science
<i>Modality:</i>	Text, Speech
<i>Types of Text:</i>	fables
<i>Annotation Layers:</i>	Narrative structure
<i>Normalized Annotation Layers:</i>	NarrStructs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	5
<i>Words (best guess):</i>	836
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	No

Mani, I. (2010). Predicting Reader Response in Narrative. Proceedings of the Intelligent Narrative Technologies III Workshop (INT3), 5th International Conference on the Foundations of Digital Games Conference (FDG 2010), Monterey, CA.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	summary of novel
<i>Annotation Layers:</i>	character evaluations
<i>Normalized Annotation Layers:</i>	PropNEs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	1
<i>Words (best guess):</i>	81
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	No

McKoon, G., & Ratcliff, R. (1992). Inference During Reading. *Psychological Review*, 99(3), 440–466.

Field: Cognitive Science
Modality: Text
Types of Text: factual stories
Annotation Layers: Continuation structure; test sentences
Normalized Annotation Layers: NarrFeats; Q&As
Annotation creation: Authors
Stories (best guess): 106
Words (best guess): 15.000
Annotation Layers: 2
Reported Agreement Measures: No

Mueller, E. T. (2003). Story understanding through multi-representation model construction. Proceedings of the Workshop on Text Meaning, Human Language Technology Conference of the North American Chapter of the Association for Computational Linguistics (HLT-NAACL '03), Edmonton, Canada.

Field: Artificial Intelligence
Modality: Text
Types of Text: children's stories
Annotation Layers: event calculus; emotions; metric, topological, and body space; needs/intensions/goals; speech acts; vision
Normalized Annotation Layers: Causes; CorefNEs; Events; Roles; Space; BDIs; Other
Annotation creation: Authors
Stories (best guess): 1
Words (best guess): 120
Annotation Layers: 6
Annotation Layers relevant to WDWTW: 6
Reported Agreement Measures: No

Mueller, E. T. (2007). Modelling Space and Time in Narratives about Restaurants. *Literary and Linguistic Computing*, 22(1), 67–84.

Field: Artificial Intelligence
Modality: Text
Types of Text: restaurant stories
Annotation Layers: questions & answers
Normalized Annotation Layers: Q&As
Annotation creation: Authors
Stories (best guess): 653
Words (best guess): 55.000
Annotation Layers: 1
Reported Agreement Measures: No

Mueller, E. T. (2007). Understanding Goal-Based Stories through Model Finding and Planning. Proceedings of the AAAI Fall Symposium on Intelligent Narrative Technologies, Arlington, VA.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple scenarios
<i>Annotation Layers:</i>	Propositional logic encoding: character coreference; actions; cause; time
<i>Normalized Annotation Layers:</i>	Causes; CorefNEs; Events; Roles; Time
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	2
<i>Words (best guess):</i>	20
<i>Annotation Layers:</i>	5
<i>Annotation Layers relevant to WDWTW:</i>	5
<i>Reported Agreement Measures:</i>	No

Narayanan, S. S. (1997). Knowledge based Action Representations for Metaphor and Aspect (KARMA). UCLA, Los Angeles.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	newsarticles
<i>Annotation Layers:</i>	verb semantics
<i>Normalized Annotation Layers:</i>	Senses
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	22
<i>Words (best guess):</i>	550
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Narvaes, D. (1998). The Influence of Moral Schemas on the Reconstruction of Moral Narratives in Eighth Graders and College Students. *Journal of Educational Psychology*, 90(1), 13–24.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	moral narratives
<i>Annotation Layers:</i>	Moral analysis; questions for each narrative
<i>Normalized Annotation Layers:</i>	Morals; Q&As
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	4
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	2
<i>Reported Agreement Measures:</i>	Yes

Niehaus, J. M. (2009). Cognitive Models of Discourse Comprehension for Narrative Generation. Unpublished Ph.D. Thesis, North Carolina State University, Raleigh, North Carolina.

<i>Field:</i>	Cognitive Science
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple scenarios
<i>Annotation Layers:</i>	events; cause; co-reference; goals and intentions; questions
<i>Normalized Annotation Layers:</i>	Events; Cause; CorefNEs; BDIs; Q&As
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	32
<i>Words (best guess):</i>	2.793
<i>Annotation Layers:</i>	5
<i>Annotation Layers relevant to WDWTW:</i>	4
<i>Reported Agreement Measures:</i>	No

Niehaus, J., & Young, R. M. (2009). A Computational Model of Inferencing in Narrative. Proceedings of the 2nd Workshop on Intelligent Narrative Technologies (INT2), AAAI Spring Symposium Series, Palo Alto, CA.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple scenarios
<i>Annotation Layers:</i>	IPOCL plan: coreference; events; cause; roles
<i>Normalized Annotation Layers:</i>	Causes; CorefNEs; Events; Roles; BDIs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	4
<i>Words (best guess):</i>	107
<i>Annotation Layers:</i>	4
<i>Annotation Layers relevant to WDWTW:</i>	4
<i>Reported Agreement Measures:</i>	No

Ninan, D. and O. Odejobi (2012) Towards a Digital Resource for African Folktales. Proceedings of the Third CMN Workshop. p. 77–82.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	folktales
<i>Annotation Layers:</i>	Referring expressions denoting characters & their co-reference relations
<i>Normalized Annotation Layers:</i>	CorefNEs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	10
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

O'Rorke, P., & Ortony, A. (1994). Explaining Emotions. [Article]. *Cognitive Science*, 18(2), 283–323.

<i>Field:</i>	Cognitive Science
<i>Modality:</i>	Text
<i>Types of Text:</i>	diary entries
<i>Annotation Layers:</i>	emotion
<i>Normalized Annotation Layers:</i>	Emotions
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	1000
<i>Words (best guess):</i>	25.000
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Ontañón, S., & Zhu, J. (2010). Story and Text Generation through Computational Analogy in the Riu System. Proceedings of the Sixth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-10), Stanford, California, USA.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple scenarios
<i>Annotation Layers:</i>	Coreference; Actions; Relations; Attributes; Force Dynamics
<i>Normalized Annotation Layers:</i>	Corefs; Events; Rels; Props; Other
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	9
<i>Words (best guess):</i>	300
<i>Annotation Layers:</i>	5
<i>Annotation Layers relevant to WDWTW:</i>	4
<i>Reported Agreement Measures:</i>	No

Passonneau, R. J., Goodkind, A., & Levy, E. T. (2007). Annotation of Children's Oral Narrations: Modeling Emergent Narrative Skills for Computational Applications. Proceedings of the Twentieth International Florida Artificial Intelligence Research Society Conference (FLAIRS 2007), Key West, FL.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Video
<i>Types of Text:</i>	oral retellings of silent films
<i>Annotation Layers:</i>	Narrative Content Units; Referential vs. Evaluative Dimensions
<i>Normalized Annotation Layers:</i>	NarrFeats; NarrStruct
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	30
<i>Words (best guess):</i>	10.737
<i>Annotation Layers:</i>	2
<i>Reported Agreement Measures:</i>	Yes

Peinado, F., & Gervás, P. (2006). Evaluation of Automatic Generation of Basic Stories. *New Generation Computing*, 24(3), 289–302.

Field: Artificial Intelligence
Modality: Text
Types of Text: fables
Annotation Layers: Proppian Narrative Structure
Normalized Annotation Layers: NarrStructs
Annotation creation: Authors
Stories (best guess): 3
Words (best guess): 228
Annotation Layers: 1
Reported Agreement Measures: No

Pennington, N., & Hastie, R. (1992). Explaining the ArgEvidence: Tests of the Story model for Juror Decision Making. *Journal of Personality and Social Psychology*, 62(2), 189–206.

Field: Cognitive Psychology
Modality: Text
Types of Text: legal cases
Annotation Layers: Credibility vs No Credibility; ArgEvidence blocks; Judgment responses
Normalized Annotation Layers: Other; ArgEvidence
Annotation creation: Authors, Subjects
Stories (best guess): 12
Words (best guess): —
Annotation Layers: 3
Reported Agreement Measures: No/Yes

Pizzi, D., & Cavazza, M. (2007). Affective Storytelling based on Characters' Feelings. *Proceedings of the AAAI Fall Symposium on Intelligent Narrative Technologies*, Arlington, VA.

Field: Artificial Intelligence
Modality: Text
Types of Text: novels
Annotation Layers: emotions; narrative structure; actions; coreference
Normalized Annotation Layers: NarrStructs; Emotions; Events; CorefNEs
Annotation creation: Authors
Stories (best guess): 1
Words (best guess): 115.456
Annotation Layers: 4
Annotation Layers relevant to WDWTW: 3
Reported Agreement Measures: No

Pérez y Pérez, R. (1999). MEXICA: A Computer Model of Creativity in Writing. Unpublished Ph.D. Thesis, University of Sussex, Brighton, UK.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	fables
<i>Annotation Layers:</i>	Primitive Action Description
<i>Normalized Annotation Layers:</i>	Events; CorefNEs; Roles; Time
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	13
<i>Words (best guess):</i>	1.000
<i>Annotation Layers:</i>	4
<i>Annotation Layers relevant to WDWTW:</i>	4
<i>Reported Agreement Measures:</i>	No

Rahimtoroghi, E., R. Swanson, et al. (2013). Evaluation, Orientation, and Action in Interactive StoryTelling. Proceedings of the 6th INT Workshop. p51-56.

<i>Field:</i>	Computer Science; Narratology
<i>Modality:</i>	Text
<i>Types of Text:</i>	generated narratives, Aesop's fables
<i>Annotation Layers:</i>	Labov & Waletzky's classification of narrative clauses
<i>Normalized Annotation Layers:</i>	NarrFeats
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	64
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	Yes

Rapp, D. N., Gerrig, R. J., & Prince, D. A. (2001). Readers' Trait-Based Models of Characters in Narrative Comprehension. *Journal of Memory and Language*, 45(4), 737–750.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple stories
<i>Annotation Layers:</i>	Outcome sentences
<i>Normalized Annotation Layers:</i>	Other
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	29
<i>Words (best guess):</i>	4.350
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	No

Rattermann, M. J. & Gentner, D. (1987) Analogy and similarity: Determinants of accessibility and inferential soundness. Proceedings of the 9th Annual Conference of the Cognitive Science Society, 23–35. Hillsdale, NJ: Lawrence Erlbaum Associates.

<i>Field:</i>	Cognitive Science
<i>Modality:</i>	Text
<i>Types of Text:</i>	fable-like stories
<i>Annotation Layers:</i>	events; co-reference; properties; cause
<i>Normalized Annotation Layers:</i>	Events; CorefNEs; PropNEs; Causes; Roles
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	100
<i>Words (best guess):</i>	2.500
<i>Annotation Layers:</i>	5
<i>Annotation Layers relevant to WDWTW:</i>	5
<i>Reported Agreement Measures:</i>	No

Reeves, J. F. (1991). Computational morality: A process model of belief conflict and resolution for story understanding. UCLA, Los Angeles.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple scenarios
<i>Annotation Layers:</i>	plans, goals, beliefs, intensions
<i>Normalized Annotation Layers:</i>	BDIs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	2
<i>Words (best guess):</i>	123
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Riedl, M. O. (2004). Narrative Generation: Balancing Plot and Character. Unpublished Ph.D. Thesis, North Carolina State University, Raleigh, NC.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	fables
<i>Annotation Layers:</i>	events; plan, goal, intention; named entities
<i>Normalized Annotation Layers:</i>	Events; BDIs; CorefNEs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	3
<i>Words (best guess):</i>	874
<i>Annotation Layers:</i>	3
<i>Annotation Layers relevant to WDWTW:</i>	3
<i>Reported Agreement Measures:</i>	No

Rosenberg, S. T. (1977). *Frame-Based Text Processing*: MIT.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	news article
<i>Annotation Layers:</i>	frames
<i>Normalized Annotation Layers:</i>	SenseVerbs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	1
<i>Words (best guess):</i>	300
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Sagae, K., Gordon, A. S., Deghani, M., Metke, M., Kim, J. S., Gimbel, S. I., et al. (2013). A Data-Driven Approach for Classification of Subjectivity in Personal Narratives. Proceedings of the 4th Workshop on Computational Models of Narrative (CMN'13), Dagstuhl, Germany.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	blog posts
<i>Annotation Layers:</i>	narrative function of text segments
<i>Normalized Annotation Layers:</i>	NarrFeats
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	40
<i>Words (best guess):</i>	6.760
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	Yes

Sagi, E. (2006). Context and the Processing of Discourse: Priming and Genre Effects on Discourse Comprehension. Proceedings of the 28th Annual Conference of the Cognitive Science Society.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple scenarios
<i>Annotation Layers:</i>	presence of a discourses relation
<i>Normalized Annotation Layers:</i>	DiscRels
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	128
<i>Words (best guess):</i>	10.000
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	No

Sagi, E. (2010). Discourse Structure Effects on the Global Coherence of Texts. Proceedings of the 2nd Workshop on Computational Models of Narrative (CMN 2010), 2010 AAAI Fall Symposium, Arlington, Virginia.

Field: Cognitive Psychology
Modality: Text
Types of Text: newsarticles
Annotation Layers: Discourse structure
Normalized Annotation Layers: DiscRels
Annotation creation: Annotators
Stories (best guess): 17
Words (best guess): 2.550
Annotation Layers: 1
Reported Agreement Measures: No

Slabbers, N. (2006). Narration for virtual storytelling. Unpublished M.S. Thesis, University of Twente, Enschede, The Netherlands.

Field: Artificial Intelligence
Modality: Text
Types of Text: fairytales
Annotation Layers: named entities; RST relations
Normalized Annotation Layers: CorefNEs; DiscRels
Annotation creation: Authors
Stories (best guess): 3
Words (best guess): 2.489
Annotation Layers: 2
Annotation Layers relevant to WDWTW: 1
Reported Agreement Measures: No

Spierling, U., & Hoffmann, S. (2010). Exploring Narrative Interpretation and Adaptation for Interactive Story Creation. Proceedings of the Third Joint International Conference on Interactive Digital Storytelling (ICIDS 2010), Edinburgh, UK.

Field: Artificial Intelligence
Modality: Text
Types of Text: short stories
Annotation Layers: narrative events; psychological states
Normalized Annotation Layers: Events; BDIs
Annotation creation: Authors
Stories (best guess): 1
Words (best guess): 11.494
Annotation Layers: 2
Annotation Layers relevant to WDWTW: 1
Reported Agreement Measures: No

Tearse, B. R., Wardrip-Fruin, N., & Mateas, M. (2010). *Minstrel Remixed: Procedurally Generating Stories*. Proceedings of the Sixth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-10), Stanford, California, USA.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	fables
<i>Annotation Layers:</i>	States & Acts; Goals & Beliefs; Coreference
<i>Normalized Annotation Layers:</i>	Events; BDIs; CorefNEs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	40
<i>Words (best guess):</i>	1.000
<i>Annotation Layers:</i>	3
<i>Annotation Layers relevant to WDWTW:</i>	3
<i>Reported Agreement Measures:</i>	No

Thorndyke, P. W. (1977). *Cognitive Structures in Comprehension and Memory of Narrative Discourse*. *Cognitive Psychology*, 9(1), 77–110.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple stories
<i>Annotation Layers:</i>	narrative structure
<i>Normalized Annotation Layers:</i>	NarrStructs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	2
<i>Words (best guess):</i>	500
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	No

Tomai, E., Thapa, L., Gordon, A. S., & Kang, S.-H. (2011). *Causality in Hundreds of Narratives of the Same Events*. Papers from the 2011 AIIDE Workshop, Intelligent Narrative Technologies IV (INT 4), 7th AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE), Stanford, CA.

<i>Field:</i>	Computational Linguistics
<i>Modality:</i>	Speech, Video
<i>Types of Text:</i>	cartoons; factual stories
<i>Annotation Layers:</i>	Alignments with video; events; causal analysis
<i>Normalized Annotation Layers:</i>	Videos; Events; Causes
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	283
<i>Words (best guess):</i>	130.000
<i>Annotation Layers:</i>	3
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	Yes

Trabasso, T., & Broek, P. v. d. (1985). Causal Thinking and the Representation of Narrative Events. *Journal of Memory and Language*, 24(5), 612–630.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple stories
<i>Annotation Layers:</i>	events; causal relations; story grammar
<i>Normalized Annotation Layers:</i>	Events; Causes; NarrStructs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	3
<i>Words (best guess):</i>	1.000
<i>Annotation Layers:</i>	3
<i>Annotation Layers relevant to WDWTW:</i>	2
<i>Reported Agreement Measures:</i>	No

Trabasso, T., & Sperry, L. L. (1985). Causal Relatedness and Importance of Story Events. *Journal of Memory and Language*, 24(5), 595–611.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	folktales
<i>Annotation Layers:</i>	events; causal relations
<i>Normalized Annotation Layers:</i>	Events; Causes
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	6
<i>Words (best guess):</i>	3.000
<i>Annotation Layers:</i>	2
<i>Annotation Layers relevant to WDWTW:</i>	2
<i>Reported Agreement Measures:</i>	No

Uijlings, J. R. R. (2006). Designing a Virtual Environment for Story Generation. Unpublished Doctoral Thesis, University of Amsterdam, Amsterdam, The Netherlands.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	fairytale
<i>Annotation Layers:</i>	actions; named entity coreference
<i>Normalized Annotation Layers:</i>	Events; CorefNEs; Roles
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	1
<i>Words (best guess):</i>	1.300
<i>Annotation Layers:</i>	3
<i>Annotation Layers relevant to WDWTW:</i>	3
<i>Reported Agreement Measures:</i>	No

Valls-Vargas, J., S. Ontánón, et al. (2013). Toward Character Role Assignment for Natural Language Stories. Proceedings of the 6th INT Workshop. p.101–104.

<i>Field:</i>	Computer Science
<i>Modality:</i>	Text
<i>Types of Text:</i>	Propp's Russian folktales
<i>Annotation Layers:</i>	Character-verb triplets; Character roles
<i>Normalized Annotation Layers:</i>	Events; Roles; CorefNEs
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	8
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	2
<i>Annotation Layers relevant to WDWTW:</i>	2
<i>Reported Agreement Measures:</i>	No

van den Broek, P., Lorch, E. P., & Thurlow, R. (1996). Children's and Adults' Memory for Television Stories: The Role of Causal Factors, Story-Grammar Categories, and Hierarchical Level. *Child Development*, 67(6), 3010–3028.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	children's stories
<i>Annotation Layers:</i>	idea units
<i>Normalized Annotation Layers:</i>	Topics
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	4
<i>Words (best guess):</i>	5.200
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Vassiliou, A., Salway, A., Pitt, D., & Ieee. (2004). Formalising stories: Sequences of events and state changes. 2004 Ieee International Conference on Multimedia and Exp, New York.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	scene summaries
<i>Annotation Layers:</i>	events; named entity co-reference; roles; cause; time; emotional states
<i>Normalized Annotation Layers:</i>	Causes; CorefNEs; Events; Roles
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	1
<i>Words (best guess):</i>	100
<i>Annotation Layers:</i>	6
<i>Annotation Layers relevant to WDWTW:</i>	6
<i>Reported Agreement Measures:</i>	No

Verheij, B. (2003). Artificial argument assistants for defeasible argumentation. *Artificial Intelligence*, 150(1–2), 291.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	fact patterns
<i>Annotation Layers:</i>	events; ArgEvidence; argumentation structure
<i>Normalized Annotation Layers:</i>	Events; ArgStructs; ArgEvidence
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	2
<i>Words (best guess):</i>	300
<i>Annotation Layers:</i>	3
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Vriesede, T., & Nack, F. (2011). StoryStream: Unrestricted Mobile Exploration of City Neighbourhoods Enriched by the Oral Presentation of User-Generated Stories. *Proceedings of the Fourth Joint International Conference on Interactive Digital Storytelling (ICIDS 2011)*, Vancouver, Canada.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text, Image
<i>Types of Text:</i>	stories about city locations
<i>Annotation Layers:</i>	Metadata; Photos
<i>Normalized Annotation Layers:</i>	Metadata; Images
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	1400
<i>Words (best guess):</i>	—
<i>Annotation Layers:</i>	2
<i>Reported Agreement Measures:</i>	No

Ware, S. G., & Young, R. M. (2012). Validating a Plan-Based Model of Narrative Conflict. *Proceedings of the International Conference on the Foundations of Digital Games*, Raleigh, NC, USA.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple fable-like stories
<i>Annotation Layers:</i>	plans, goals, intensions; events; cause; named entity coreference
<i>Normalized Annotation Layers:</i>	CorefNEs; Causes; Events; BDIs
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	3
<i>Words (best guess):</i>	600
<i>Annotation Layers:</i>	4
<i>Annotation Layers relevant to WDWTW:</i>	4
<i>Reported Agreement Measures:</i>	No

Wiebe, J. M. (1994). Tracking Point of View in Narrative. *Computational Linguistics*, 20(2), 233–287.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	novels
<i>Annotation Layers:</i>	point of view
<i>Normalized Annotation Layers:</i>	NarrFeats
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	2
<i>Words (best guess):</i>	18.000
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	No

Wilson, S. G., Rinck, M., McNamara, T. P., Bower, G. H., & Morrow, D. G. (1993). Mental Models and Narrative Comprehension: Some Qualifications. *Journal of Memory and Language*, 32(2), 141–154.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text, Image
<i>Types of Text:</i>	simple stories
<i>Annotation Layers:</i>	physical locations; probes
<i>Normalized Annotation Layers:</i>	Space; Q&As
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	18
<i>Words (best guess):</i>	7.200
<i>Annotation Layers:</i>	2
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Winston, P.H. Learning and reasoning by analogy: The details (formerly titled "Learning by understanding analogies"). M.I.T. Artificial Intelligence Laboratory Memo No. 520, Cambridge, Mass., April 1979.

<i>Field:</i>	Artificial Intelligence
<i>Modality:</i>	Text
<i>Types of Text:</i>	summaries of Shakespearean plays and fairytales
<i>Annotation Layers:</i>	events; co-reference; properties; cause
<i>Normalized Annotation Layers:</i>	Events; CorefNEs; PropNEs; Causes; Roles
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	10
<i>Words (best guess):</i>	750
<i>Annotation Layers:</i>	5
<i>Annotation Layers relevant to WDWTW:</i>	5
<i>Reported Agreement Measures:</i>	No

Yu, B. (2012). Function Words for Chinese Authorship Attribution. 1st Workshop on Computational Linguistics for Literature (CLfL 2012). D. K. Elson, A. Kazantseva, R. Mihalcea and S. Szpakowicz. Conference of the North American Chapter of the Association for Computational Linguistics: Human Language Technologies, Montréal, Canada, Association for Computational Linguistics: 45–53.

Field: Computational Linguistics
Modality: Text
Types of Text: novels
Annotation Layers: Sentence alignments
Normalized Annotation Layers: Other
Annotation creation: Annotators
Stories (best guess): 10
Words (best guess): 2.100.000
Annotation Layers: 1
Reported Agreement Measures: No

Zacks, J. M., Speer, N. K., & Reynolds, J. R. (2009). Segmentation in Reading and Film Comprehension. *Journal of Experimental Psychology: General*, 138(2), 307–327.

Field: Cognitive Psychology
Modality: Text, Video
Types of Text: simple stories
Annotation Layers: event segmentations; situation model dimensions
Normalized Annotation Layers: Other; Events
Annotation creation: Authors, Subjects
Stories (best guess): 4
Words (best guess): 5.154
Annotation Layers: 2
Annotation Layers relevant to WDWTW: 1
Reported Agreement Measures: No/Yes

Zarri, G. P. (1996). NKRL, a knowledge representation language for narrative natural language processing. Conference on Computational Linguistics.

Field: Artificial Intelligence
Modality: Text
Types of Text: news article
Annotation Layers: event frames; roles; co-reference; named-entity classes
Normalized Annotation Layers: Events; Roles; Corefs; Senses
Annotation creation: Authors
Stories (best guess): 1
Words (best guess): 250
Annotation Layers: 4
Annotation Layers relevant to WDWTW: 4
Reported Agreement Measures: No

Zwaan, R. A. (1994). Effect of Genre Expectations on Text Comprehension. *Journal of Experimental Psychology: Learning, Memory, and Cognition*, 20(4), 920–933.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	newsarticles
<i>Annotation Layers:</i>	causal analysis
<i>Normalized Annotation Layers:</i>	Causes
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	5
<i>Words (best guess):</i>	1.080
<i>Annotation Layers:</i>	1
<i>Annotation Layers relevant to WDWTW:</i>	1
<i>Reported Agreement Measures:</i>	No

Zwaan, R. A. (1996). Processing Narrative Time Shifts. *Journal of Experimental Psychology: Learning, Memory, and Cognition*.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	simple stories
<i>Annotation Layers:</i>	temporal and discourse distance between events; test sentences
<i>Normalized Annotation Layers:</i>	Q&As; Other
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	41
<i>Words (best guess):</i>	6.000
<i>Annotation Layers:</i>	2
<i>Reported Agreement Measures:</i>	No

Zwaan, R. A., Langston, M. C., & Graesser, A. C. (1995). The Construction of Situation Models in Narrative Comprehension: An Event-Indexing Model. *Psychological Science*, 6(5), 292–297.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	fables
<i>Annotation Layers:</i>	eight event-indexing dimensions
<i>Normalized Annotation Layers:</i>	Other
<i>Annotation creation:</i>	Annotators
<i>Stories (best guess):</i>	4
<i>Words (best guess):</i>	400
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	No

Zwaan, R. A., Magliano, J. P., & Graesser, A. C. (1995). Dimensions of Situation Model Construction in Narrative Comprehension. *Journal of Experimental Psychology: Learning, Memory, and Cognition*, 21(2), 386–397.

<i>Field:</i>	Cognitive Psychology
<i>Modality:</i>	Text
<i>Types of Text:</i>	literary short stories
<i>Annotation Layers:</i>	variables concerning temporal, spatial, and causal continuity
<i>Normalized Annotation Layers:</i>	Other
<i>Annotation creation:</i>	Authors
<i>Stories (best guess):</i>	4
<i>Words (best guess):</i>	12.000
<i>Annotation Layers:</i>	1
<i>Reported Agreement Measures:</i>	No