KinOath to Frinex

From KinOath desktop
to Web, Mobile
and crowdsourcing data

Introduction

- KinOath is desktop kinship software which supports generating diagrams from kintype strings, kinterm lists or from a database.
- Frinex is an experiment framework intended to streamline the creation of web and mobile experiment applications.
- Frinex has features including those of FieldKit, SynQuiz, LingQuest, DOBES Annotator, while also allowing for surveys and reaction time experiments.

KinOath Kinship Archiver

Potential features for Frinex from KinOath

KinOath Diagram Library

- KinOath has been divided into separate libraries.
 - desktop (The desktop application)
 - rest (A web service that generates diagrams)
 - batik-renderer (A desktop example)
 - diagram (Common code for creating diagrams)
 - graph-sorter (The default diagram sorting algorithm)
 - graph-storage (The BaseX database implementation)
 - kin-type-string-parser (Generates graphs from KTSs)
 - kinoath-help (The desktop help system)
 - localisation (The desktop translations)
 - core (common code to all the above)

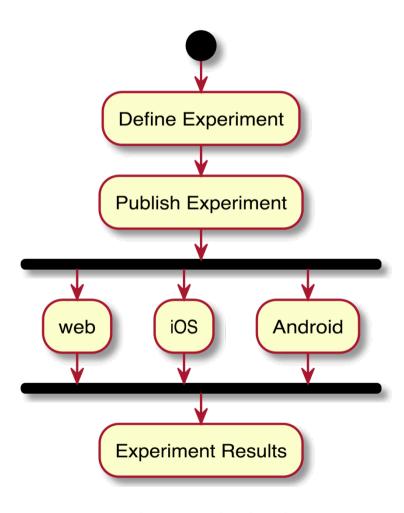
- The KinOath diagram library is intended to be available to other applications.
- Hence is possible to make use of this library to produce KinOath diagrams in Frinex.
- This process requires cross compiling the KinOath diagram library into HTML/Javascript via the GWT framework.

Frinex Framework for Interactive Experiments

Frinex Goals

- Provide software for interactive scientific experiments
- Separate the experiment design from the software implementation.
- Allow reuse across experiments, eg stimulus or activities or metadata.
- Prevent the need for continuous redevelopment of the same or similar experiment software.
- Make the individual experiment applications available to the researchers so that re runs and post publication experiment validation are possible.
- Provide experiments on mobile devices and via the web.
- Modularise development so that components can be added / changed / replaced.

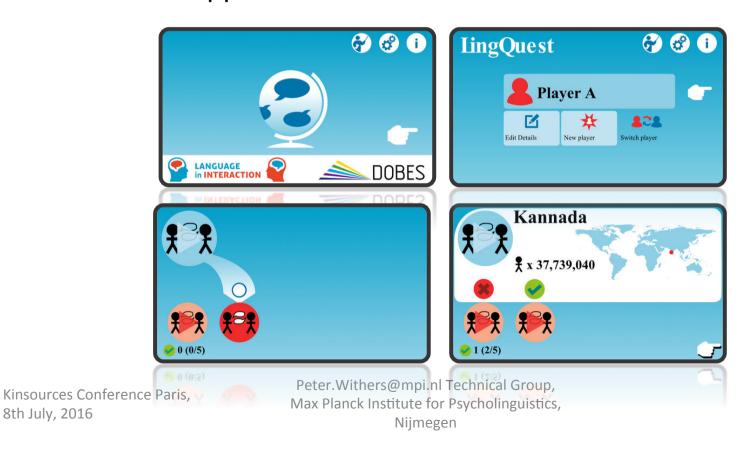
Frinex Workflow Overview



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Frinex Templates

The current template is based on SynQuiz ¹ and LingQuest ², which are iOS and Android applications developed in the Language In Interaction ³ project. These apps are already in the various app stores.



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Frinex Templates

- The current template produces:
- Web experiments
- iOS experiments
- Android experiments
- Can produce other platforms, facebook, desktop, wince ...
- Other templates can be developed as needed:
- Native iOS
- Native Android
- Unity3D?
- Minecraft?
- Chrome apps?

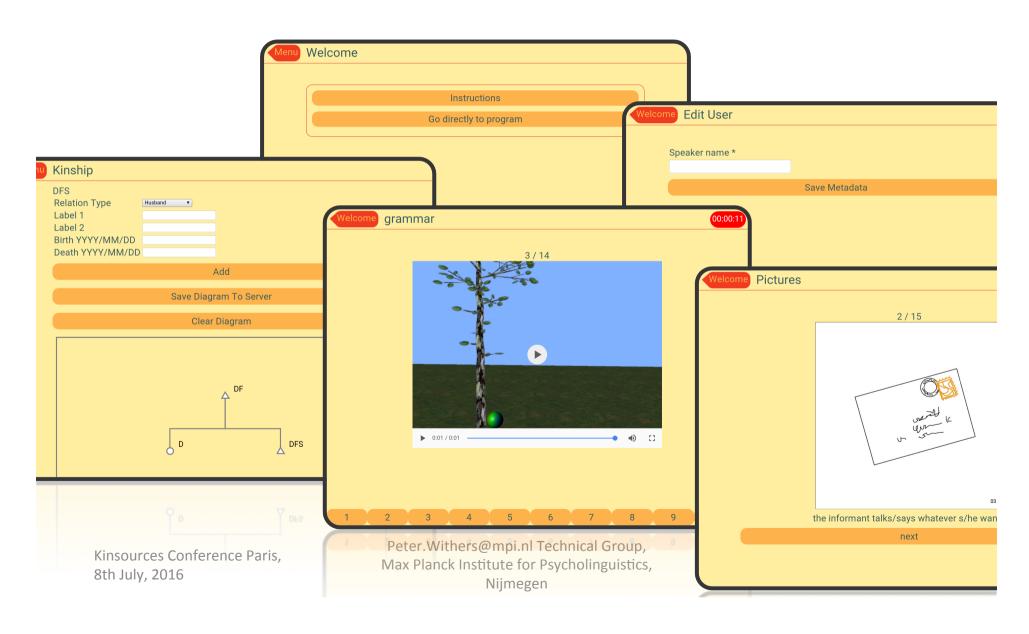




Example Frinex Applications

- FieldKit (mobile only)
 - Display of stimuli while recording audio with time aligned annotations of the participants interaction.
- Dobes Annotator
 - Allows the creation of time aligned annotations to a given video.
- Web experiments
 - Display of audio, video and image stimuli
 - Collecting the participant responses and interaction times

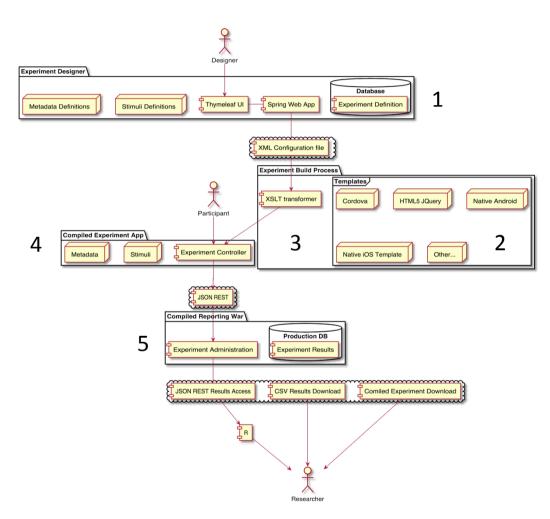
Example Frinex Applications



System Overview

Nijmegen

- 1) Experiment designer interface
- Configure: screens, metadata, stimulus...
- 2) Experiment application templates
- Templates can be created in different technologies
- This is the code that becomes the experiment app
- 3) Compilation process
- 4) Compiled experiment
- Self contained application, mobile / web
- 5) Experiment results administrator
- Viewing and downloading experiment results
- Managing participants



Submodules

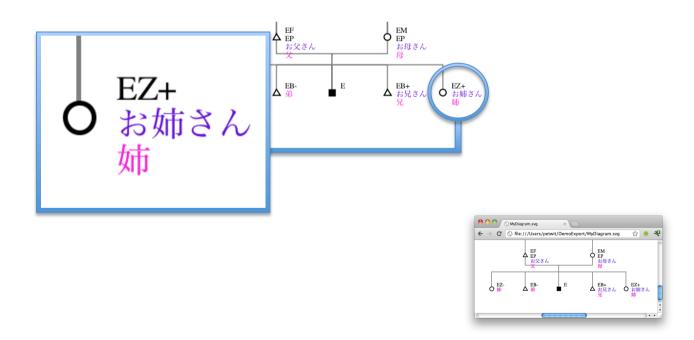
- Submodules can exist within a template when the technologies are compatible:
- Elements of the DOBES annotator prototype ⁴
 have been included in the system and could be
 used to collect and display time aligned
 annotations
- Elements of KinOath ⁵ such as kintype diagrams could be included to allow for the collection and annotation of kinship data
- The WAV recorder and CSV writer from FieldKit ⁶
 has already been included as a submodule

Experiment Results

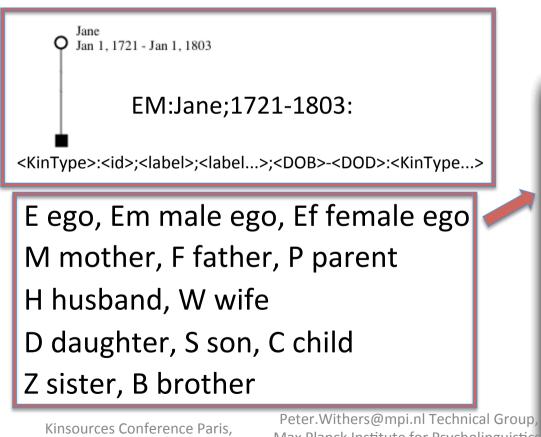
- Web based results (via admin system)
 - Download zip file of CSV output
 - Direct query with JSON output, eg via R (planned)
- Offline SD card (mobile apps only)
 - CSV time aligned output
 - Audio/video recordings
 - Post processing in ELAN

The following slides the features of KinOath that could be integrated into Frinex

The diagrams produced in scalable vector graphics (SVG)



Generating diagrams from kin type strings.

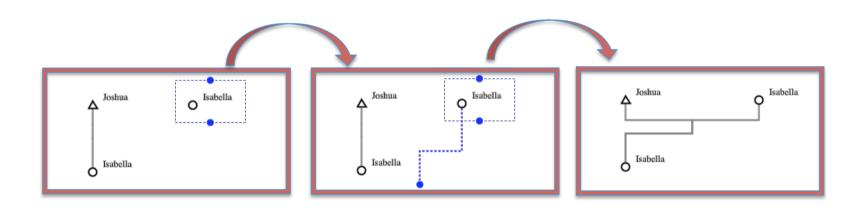


KinOath 1.0.31094 - Unsaved Freeform Diagram (transient) File Edit Diagram Options Kin Terms Archive Linker Panels Window Help Kin Type Strings FfMF **EFMMF** FfMMM EmM EfMM EfF EfM EmM

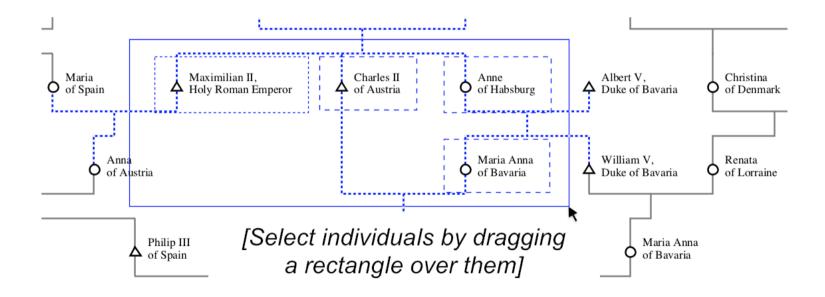
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- Adding of individuals/events/things directly on the diagram.
- Adding relations by dragging the blue dots on the selection.



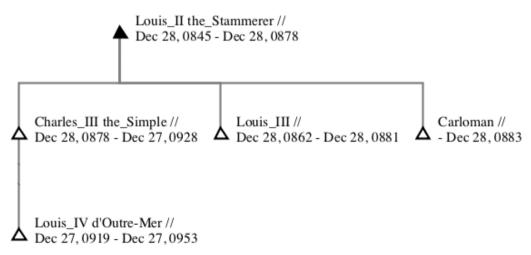
Visually interacting with the entities on the diagram.



KinType String Queries to search the data.

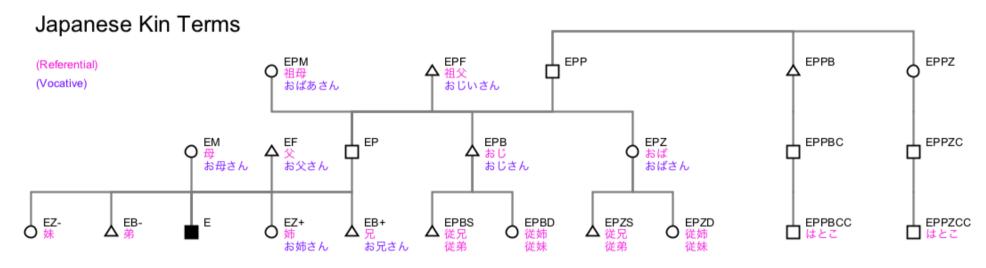
E[DateOfBirth<0850][INDI.TITL=King of France]CC

- Each condition can use:
 - = contains
 - == exact match
 - > greater than
 - < less than



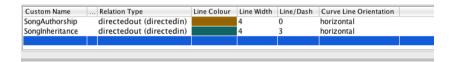
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Kin Term Diagrams

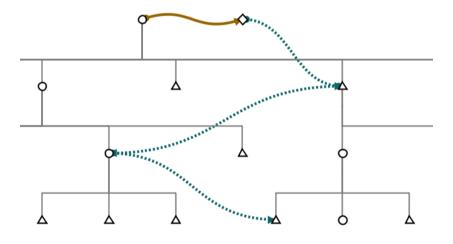


Data sourced from http://ja.wikipedia.org/wiki/親族 and subsequent links

Custom relation lines and custom symbols



Song Inheritance Example



References

- https://www.languageininteraction.nl/synquiz.html ¹
- https://www.languageininteraction.nl/lingquest.html
- https://www.languageininteraction.nl/ ³
- The DOBES annotator prototype was developed by the TLA but not published ⁴
- https://github.com/KinshipSoftware/ KinOathKinshipArchiver ⁵
- FieldKit was developed by the TG but not published ⁶