

Readme.txt

Data description based on document name.

- Document name: Countries
 - The data in this document includes:
 - **Country_name**: name of participating country
- Document name: Languages
 - The data in this document includes:
 - **Country_id**: country name
 - **Language_name**: a combination of the language name and the country where the language is spoken. Format example: Standard Malay-Brunei
 - **Created_at**: date when the language was first added to the system, typically at the beginning of the project
 - **Updated_at**: date when the language was updated on the system
- Document name: Origin words
 - The data in this document includes:
 - **Origin_word**: English keywords that need to be translated
 - **Translated_counter**: the number of translations done for the keyword
 - **User_updated_at**: the latest translation activity done for the keyword. Format example: 2017-07-31T16:18:09.900Z
 - Notes regarding the origin_word:
 - Duplicates in origin_word
 - Uncommon phrase or incorrect word combination, e.g. communities damaged, dead bomb, dead explosion, dead floods. These are generated from a list of terms contextually similar to disaster management, which are derived from social media content using deep learning or Word2vec techniques.
- Document name: Translated words
 - The data in this document includes:
 - **User_id**: a player's code number
 - **Language_id**: a combination of the language name and the country where the language is spoken. Format example: Standard Malay-Brunei
 - **Translated_to**: the result of the translation to targeted language (language_id)
 - **Origin_word_id**: English keywords that need to be translated
 - **Counter_voteup**: the number of times a translation has been voted up/agreed by players
 - **Counter_votedown**: the number of times a translation has been voted down/disagreed by players
 - **Categorized_counter**: the number of times a translation was categorized by players
 - **Created_at**: the date when the language was first added to the system, typically at the beginning of the project
 - **Updated_at**: the date when the language was updated on the system