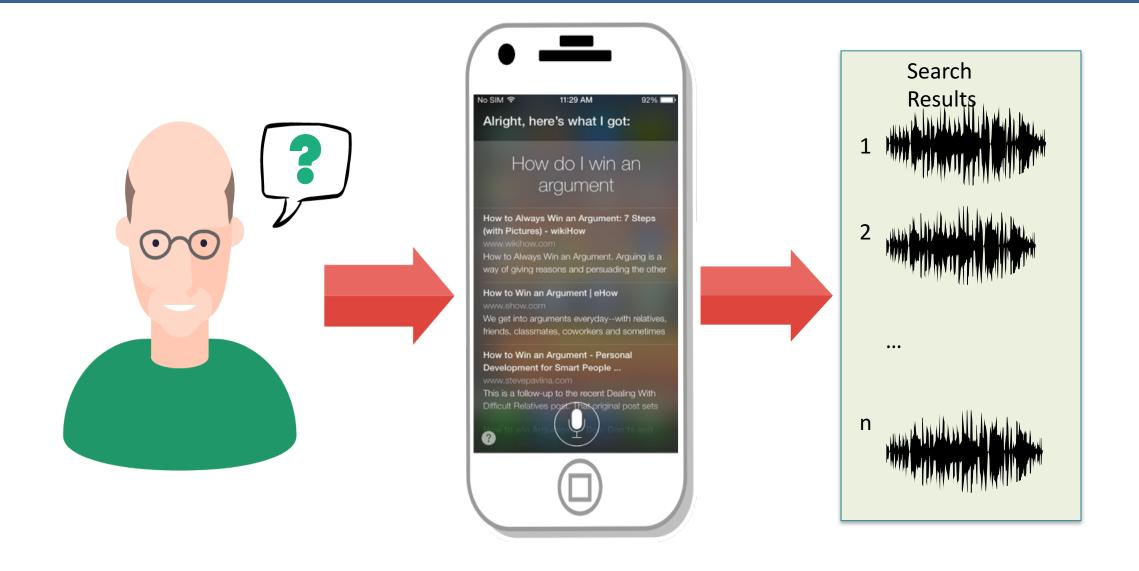


# Crowdsourcing User Preferences and Query Judgements for Speech-Only Search



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## Motivation

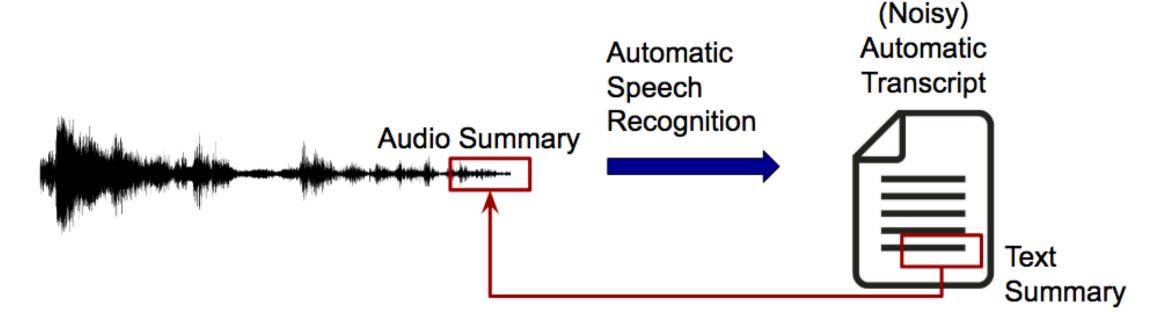
Increase usage of speech-only devices allowing us to use search engines

- > How to present research results using audio so users can efficiently locate items, determine their relevance, provide feedback, and refine their query if needed?
- > How to structure the conversation interaction in order to support the user in the information seeking processes with search engines?

#### Case Studies

## Performance and effectiveness of snippets

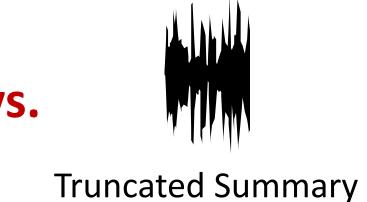
- > Relevance Judgments: Can users identify known-items from inspecting summaries generated from automatic transcripts?
- > Preference Judgments: Do users have any preference for different types of document summaries (e.g., generated from automatic/manual transcripts)?



## Form of snippets

- > How to better support processing of spoken results lists
- What is impact of length of results summaries?
- Are shorter spoken summaries as effective and preferred as longer more informative summaries





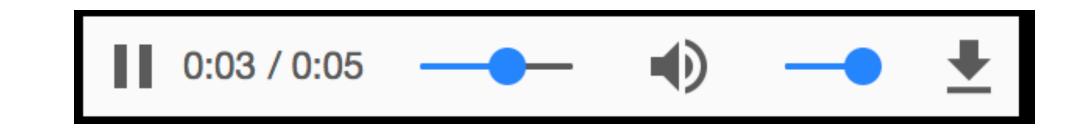
D. Spina, J. R. Trippas, L. Cavedon, and M. Sanderson. Extracting Audio Summaries to Support Effective Spoken Document Search. *JASIST,* DOI: 10.1002/asi.23831, 2017.

J. R. Trippas, D. Spina, M. Sanderson, and L. Cavedon. Towards Understanding the Impact of Length in Web Search Result Summaries over a Speech-only Communication Channel. *In Proc. of SIGIR'15*, 2015.

#### **Event Handlers**

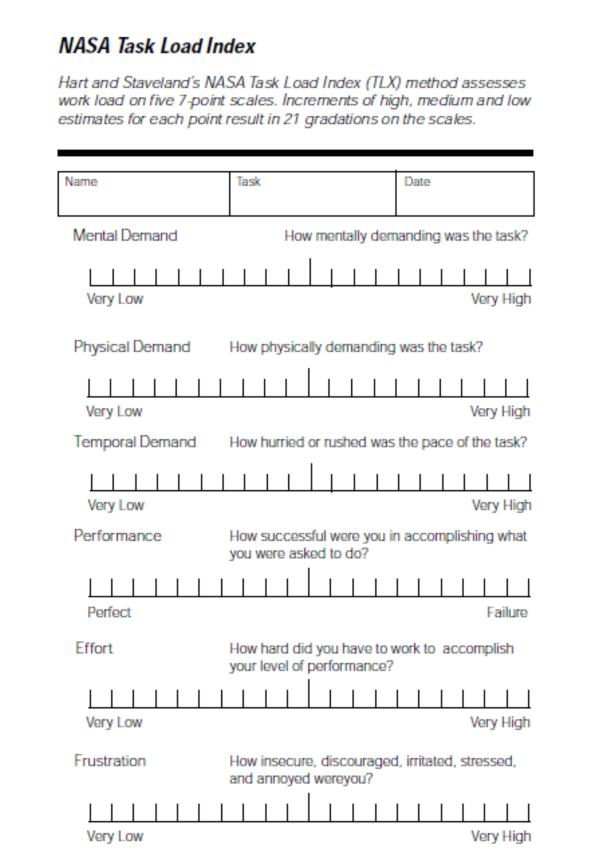
Gather information about whether:

- > The audio was completely played
- > The audio was paused
- The user moved or **skipped** the audio playback to a new position
- > Ranges of audio have been played or skipped



## Challenges

#### Task Workload



#### **End-to-End Evaluation**

Put humans in the loop to interact with speech-only search systems

- > ParlAl Framework
  - Collect and evaluate conversations between agents and humans via Mechanical Turk
  - Talk to the bots to help train and evaluate them

