**Samples of data and annotations:**

*1.a- Sub-dialogue Segment #1: Manual Transcription*

|  |  |
| --- | --- |
| **Tourist:** | Can you give me some uh- tell me some cheap rate hotels, because I'm planning just to leave my bags there and go somewhere take some pictures. |
| **Guide:** | Okay. I'm going to recommend firstly you want to have a backpack type of hotel, right? |
| **Tourist:** | Yes. I'm just gonna bring my backpack and my buddy with me. So I'm kinda looking for a hotel that is not that expensive. Just gonna leave our things there and, you know, stay out the whole day. |
| **Guide:** | Okay. Let me get you hm hm. So you don't mind if it's a bit uh not so roomy like hotel because you just back to sleep. |
| **Tourist:** | Yes. Yes. As we just gonna put our things there and then go out to take some pictures. |
| **Guide:** | Okay, um- |
| **Tourist:** | Hm. |

*1.b- Sub-dialogue Segment #1: Turn-level Annotations*

|  |  |  |
| --- | --- | --- |
| **SPEAKER** | **SEMANTIC TAGGED UTTERANCE** | **SPEECH ACT** |

|  |  |  |
| --- | --- | --- |
| **Tourist** | Can you give me some uh- tell me some  **<DET CAT="PRICE">** cheap rate **</DET>** **<LOC FROM-TO="NONE" REL="NONE" CAT="HOTEL">** hotels **</LOC>**,  because I'm planning just to leave my bags there and go somewhere take some pictures. | **QST** (RECOMMEND)  **INF** (EXPLAIN) |

|  |  |  |
| --- | --- | --- |
| **Guide** | Okay.  I'm going to recommend firstly you want to have a **<DET CAT="MAIN">** backpack type **</DET>** of **<LOC FROM-TO="NONE" REL="NONE" CAT="HOTEL">** hotel **</LOC>**,  right? | **FOL** (ACK)  **INI** (RECOMMEND)  **QST** (PREFERENCE) |

|  |  |  |
| --- | --- | --- |
| **Tourist** | Yes.  I'm just gonna bring my backpack and my buddy with me. So I'm kinda looking for a hotel that is **<DET CAT="PRICE">** not that expensive **</DET>**. Just gonna leave our things **<LOC FROM-TO="NONE" REL="NONE" CAT="HOTEL">** there **</LOC>** and, you know, stay out the whole day. | **RES** (POSITIVE)  **RES** (PREFERENCE | EXPLAIN) |

|  |  |  |
| --- | --- | --- |
| **Guide** | Okay. Let me get you hm hm.  So you don't mind if it's a bit uh **<DET CAT="MAIN">** not so roomy **</DET>** like hotel because you just back to sleep. | **FOL** (ACK)   **QST** (PREFERENCE) |

|  |  |  |
| --- | --- | --- |
| **Tourist** | Yes. Yes.  As we just gonna put our things **<LOC FROM-TO="NONE" REL="NONE" CAT="HOTEL">** there **</LOC>** and then go out to take some pictures. | **RES** (POSITIVE)  **RES** (PREFERENCE | EXPLAIN) |

|  |  |  |
| --- | --- | --- |
| **Guide** | Okay, um- | **FOL** (ACK) |

|  |  |  |
| --- | --- | --- |
| **Tourist** | Hm. | **-** |

*1.c- Sub-dialogue Segment #1: Segment-level Annotations*

**Topic: Accommodation**

**Type: Hostel**

**Pricerange: Cheap**

**GuideAct: ACK**

**TouristAct: REQ**

*2.a- Sub-dialogue Segment #2: Manual Transcription*

|  |  |
| --- | --- |
| **Guide:** | Let's try this one, okay? |
| **Tourist:** | Okay. |
| **Guide:** | It's InnCrowd Backpackers Hostel in Singapore. If you take a dorm bed per person only twenty dollars. If you take a room, it's two single beds at fifty nine dollars. |
| **Tourist:** | Um. Wow, that's good. |
| **Guide:** | Yah, the prices are based on per person per bed or dorm. But this one is room. So it should be fifty nine for the two room. So you're actually paying about ten dollars more per person only. |
| **Tourist:** | Oh okay. That's- the price is reasonable actually. It's good. |

*2.b- Sub-dialogue Segment #2: Turn-level Annotations*

|  |  |  |
| --- | --- | --- |
| **SPEAKER** | **SEMANTIC TAGGED UTTERANCE** | **SPEECH ACT** |

|  |  |  |
| --- | --- | --- |
| **Guide** | Let's try **<LOC FROM-TO="NONE" REL="NONE" CAT="HOTEL">**this one**</LOC>**, okay? | **INI** (RECOMMEND) |

|  |  |  |
| --- | --- | --- |
| **Tourist** | Okay. | **FOL** (ACK) |

|  |  |  |
| --- | --- | --- |
| **Guide** | It's **<LOC FROM-TO="NONE" REL="NONE" CAT="HOTEL">** InnCrowd Backpackers Hostel **</LOC>**  in **<AREA FROM-TO="NONE" REL="NONE" CAT="CITY">** Singapore **</AREA>**.  If you take **<DET CAT="MAIN">** a dorm bed **</DET>**  per person only **<FEE CAT="MAIN">** twenty dollars **</FEE>**. If you take **<DET CAT="MAIN">** a room **</DET>**, it's **<DET CAT="MAIN">** two single beds **</DET>** at **<FEE CAT="MAIN">** fifty nine dollars **</FEE>**. | **INI** (RECOMMEND)  **FOL** (INFO | HOW\_MUCH) |

|  |  |  |
| --- | --- | --- |
| **Tourist** | Um. Wow, that's good. | **FOL** (POSITIVE) |

|  |  |  |
| --- | --- | --- |
| **Guide** | Yah, **<FEE CAT="MAIN">** prices **</FEE>** are based on **<DET CAT="MAIN">** per person per bed or dorm **</DET>**. But this one is room. So it should be **<FEE CAT="MAIN">** fifty nine **</FEE>** for the **<DET CAT="MAIN">** two room **</DET>**. So you're actually paying about **<FEE CAT="MAIN">** ten dollars **</FEE>** more **<DET CAT="MAIN">** per person **</DET>** only. | **FOL** (INFO | HOW\_MUCH) |

|  |  |  |
| --- | --- | --- |
| **Tourist** | Oh okay.  That's- **<FEE CAT="MAIN">** the price **</FEE>** is reasonable actually. It's good. | **FOL** (ACK)  **FOL** (POSITIVE) |

*2.c- Sub-dialogue Segment #2: Segment-level Annotations*

**Topic: Accommodation**

**NAME: InnCrowd Backpackers Hostel**

**GuideAct: REC**

**TouristAct: ACK**