











Building culturally relevant multimedia resources for Indigenous languages using AI tools and collaborative development

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Outline

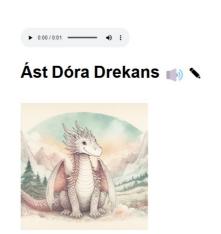
- What is C-LARA?
- Why images matter (especially in Indigenous contexts)
- The AI-based image creation process
- Examples: Kok Kaper, Drehu, Iaai
- Observations and lessons learned
- Community reviewing
- Further directions

What is C-LARA? (1)

https://www.c-lara.org/

- Online platform for creating multilingual multimodal learner texts
- Uses AI (OpenAI models, TTS) for writing, glossing, creating images, etc.
- Output: an interactive text (text + images + optional audio)
- Community-based: projects can be shared, reviewed, improved







What is C-LARA? (2)

https://www.c-lara.org/

- For languages the AI "knows," it can handle most tasks automatically
- For Indigenous/lesser-resourced languages, the user needs to write and annotate the texts
- However, the AI can still create the images from a translated mainstream language

Why images matter for pedagogical texts

- Feedback from Indigenous community teachers
 - Better engagement and comprehension with visuals (cf. dual coding theory, by Fraisse, 1970; Paivio, 1971 - psychology)
 - The image = a trigger for verbal production
 - Stock images from the web in most cases culturally inappropriate
 - Al images, while imperfect, can be guided to be **much closer** culturally



Öni angeice koi qatr, loi ju hë hna kötr, catre kö nyipë, tha öhne kö ni la bool. Öni Koradraneqatr: "Qai ö hna ithele eka?" Öni Sisiwanyano: "Ase së hë ni caië, qaane ju Löliexuj, a uti hë la hnapeti itre waco". Öni qatr: "Wëi ö hi hna nyiape menu!" Ujëne jë hi la sine batre i nyidrë eno, enepe, mala pi la wene sa.



Godalu Uwankara Palyantja 🦠



The Al-based image creation process

- Model like gpt-4o creates image descriptions from style + translations of page text + contextual information sometimes
- Image descriptions given to model like DALL-E-3 to make images
 - Al can read and rate images automatically
 - User can regenerate images, adding advice or editing the prompts [So far, this option works best]



Image pipeline in more detail

- Segment text into pages and add translations [Manual]
- Create style description [Typically in response to short user prompt]
- Create element descriptions [Recurring items in images]
- Create page image descriptions [AI]
- Call DALL-E-3 → multiple candidate images [AI]
- User or Al review (vote, edit, or remake descriptions)
- Final images integrated into the multimodal text [Platform]

Creating a style description (1)

- Typically we let the AI self-select an appropriate style based on minimal advice: e.g. "cartoon-inspired for small children", "generally respectful towards this culture"
- Alternatively, user can specify "modern watercolour," "classic 1950s children's book," etc and/or give more details
- Al creates detailed description (themes, colour palette, etc)
- Al creates sample image illustrating style
- User typically edits/refines the AI description over several rounds

Creating a style description (2)

• User can specify the language in which the AI writes descriptions

Upvotes: 0 Downvotes: 1

Back to Edit Images and Pages

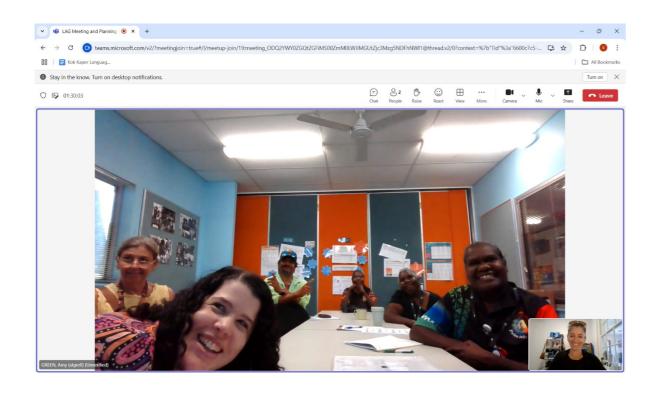
• Anecdotally: better images in Kanak languages when descriptions are

written in French



The Kowanyama Language Team

 Acknowledging the Kok Kaper, Yir-Yoront and Kunjen Traditional Owners of the languages and Countries in and around Kowanyama





Kowanyama Language Advisory Group at the Kowanyama State School

REVIEWING THE 50 IMAGES generated for the "50 words in Kok Kaper" picture dictionary

Successful image generation



 of the 50 illustrations initially generated by AI, a total of 26 (or 52% of them) are either good or acceptable

• N.B. to confirm the judgement on the images we need more votes from Kowanyama community members

Example of a good image



mim-marpany (rainbow snake, cyclone):
 This image incorporates the cyclone as a meteorological phenomenon and the mythical totemic being associated with it (mim- is one of the surface forms of classifier "miny", animal / meat, which specifies that cyclone is an animal)



What can we do to improve a "bad image"? X

• C-LARA has implemented two functionalities to improve "bad images":

- "Edit description" functionality
- "Upload own image" functionality

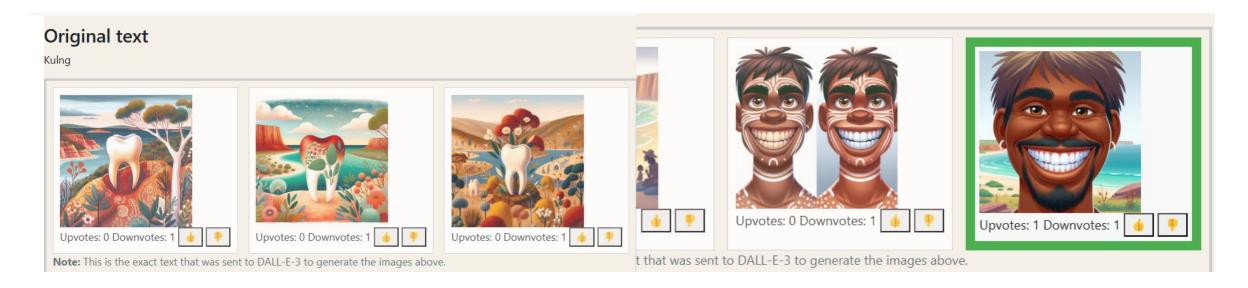
1) "EDIT DESCRIPTION" functionality

• To improve an image, we used the "edit description" functionality for 17/50 images (or for 34% of them).

 This resulted in 13 good or acceptable images (76%) and 4 bad results (24%)

Example of a successful result after using the "Edit description" functionality

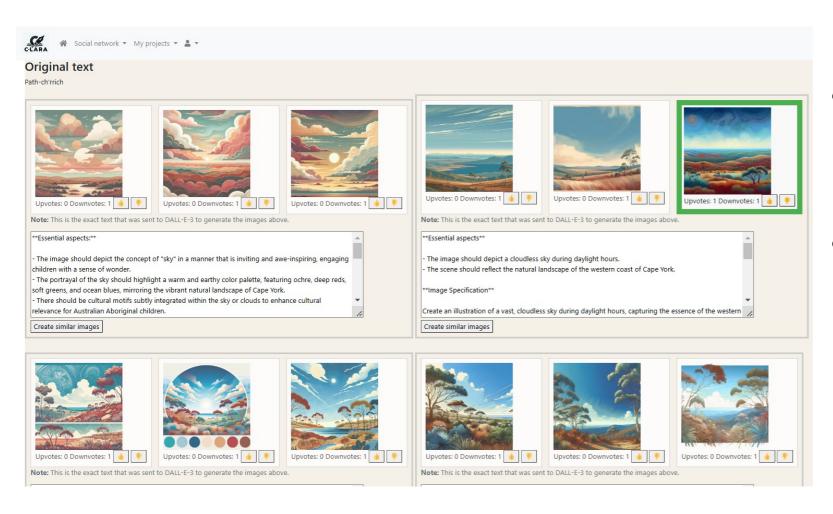




- kulng (tooth, teeth):
- Initially, AI created images of a tooth in a landscape.
- After editing the description and generating new images, we obtained a better result, a cartoon-like character with a toothy smile.

Example of a "bad result" despite using the "Edit description" functionality





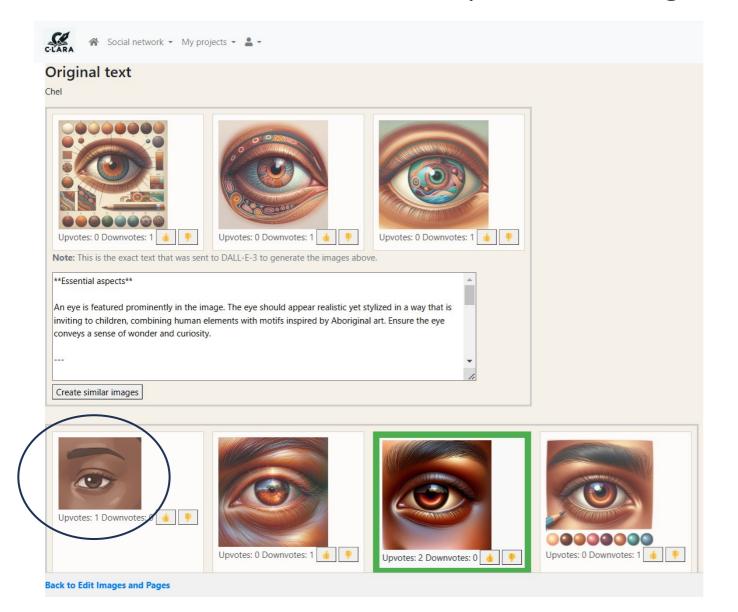
- path ch'rrich (clear blue sky): Al created images of a sky with clouds.
- After editing the description (specifying the need for an illustration of a cloudless sky), AI still produced images containing clouds.

2) "UPLOAD OWN IMAGE" functionality

• To improve an illustration, we used the "upload own image" functionality for 6/50 images (or for 12% of them).

 This resulted in 2 good or acceptable results (33%) and 4 bad results (66%)

Example of a successful result using the "Upload own image" functionality



 chel (eye): the images generated initially weren't what we were looking for. The "successful" image was created by AI based on the suggestion provided by the "upload own image" option and produced a good result.



Example of a bad result despite using the "Upload own image" functionality





Upvotes: 0 Downvotes: 0

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Upvotes: 0 Downvotes: 0

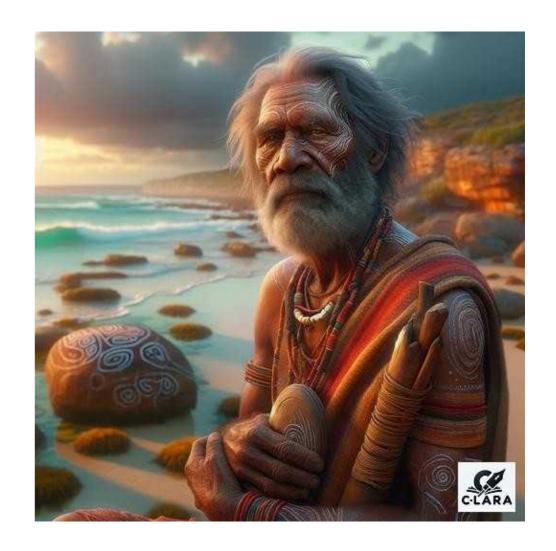
- mirrm (house):

 initially Al generated
 images of thatched
 huts.
- We needed an image of a modern Kowanyama house.
 - After uploading an image as a prompt, the images generated by AI still weren't appropriate.

Example of a "bad result" when generating images of people



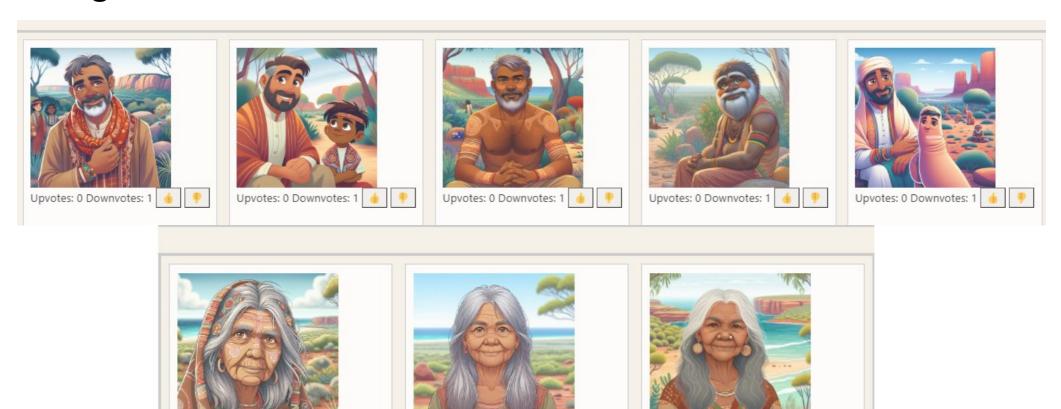
- Pa-wengkena (wise old man):
- Al tends to generate clothing, accessories and body/face paint that often aren't appropriate to the Australian Aboriginal context in general or to Kowanyama specifically



More examples of "bad results" when generating images of people



 Al is inconsistent in generating people that physically look Australian Aboriginal

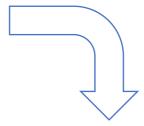


Example from Drehu text

X Examples of bad images









Examples of good page images (3)

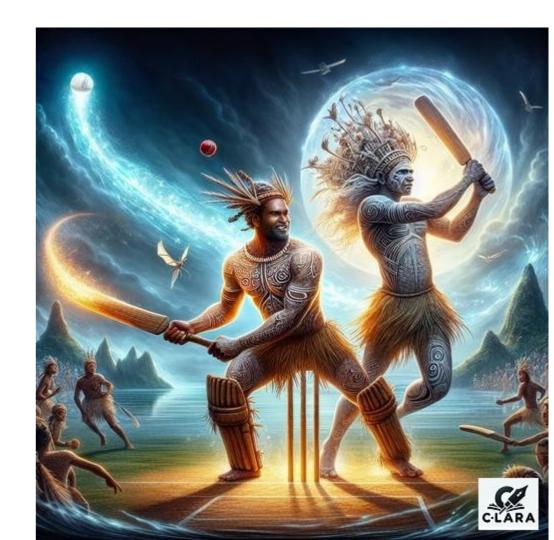






Example from Drehu text

- Image from "Boole i Sisiwanyano me Koradrane qatr". The great cricket match between the two legendary heroes Sisiwanyano and Koradrane.
- => Generating consistent images for stories is still difficult for AI. It can't yet reproduce the same images for the same character throughout the story.

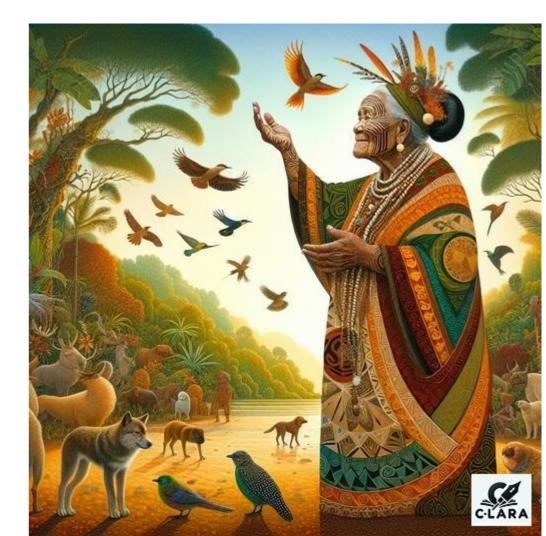




Example from laai text

• Image from "Bongu eu me ovethet".

"Soohmwecaa", the spirit of the island, summons all the birds and animals to a great meeting.



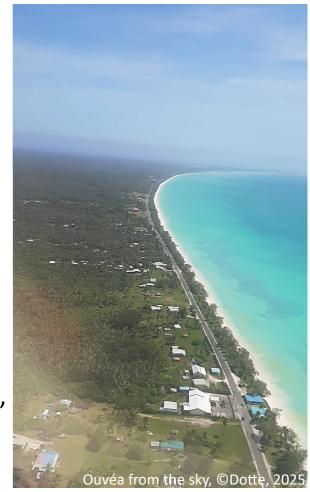
X Examples of bad page images : **Bongu eu me ovethet**







• laai atoll: The images generated by the AI are not appropriate. To obtain more suitable images, we encourage the AI to remove the mountain representations, which are not relevant to the Ouvéa atoll. But for this story, as for other resources, the final result we have managed to create so far does not reflect what the island of Ouvéa looks like.



X Examples of bad page images : **Bongu eu me ovethet**







• Clothing and accessories: the influence of indigenous motifs is too far removed from the motifs of traditional popinese dresses, the jewellery and hair accessories are inappropriate, face tattoos, which are not representative of local cultural practices, inappropriate forest animals surrounding the main character...



Examples of bad page images : Bongu eu me ovethet







• Habitat: representation of the habitat too far removed from what exists in Ouvéa...





Examples of good page images

ovethet (hermit crab):

 a fairly realistic representation in terms of the animal's physical appearance, the turquoise colour of the lagoon and the atoll lined with coconut palms, of which there are many on the Ouvéa island



Observations and lessons learned (1)

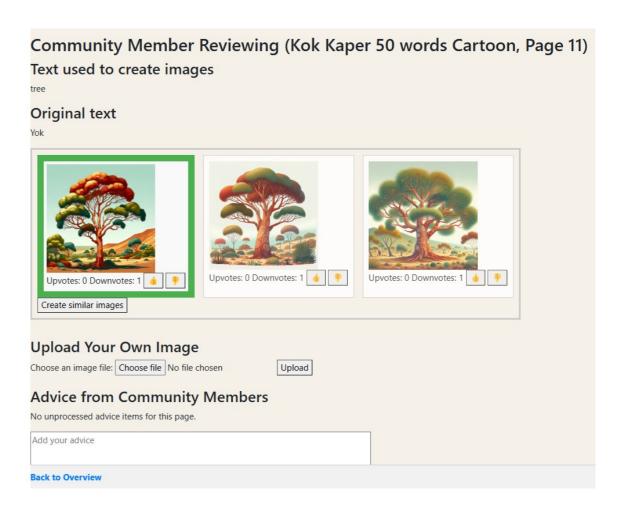
- (Still at an early stage have only been using this functionality for a few weeks)
- Al is best at unconnected images of objects/scenery
- Narratives with people are trickier; controlling cultural appearance is challenging
- Distinguishing different cultures or ethnicities is an ongoing challenge
 - E.g. difficulty in generating initial images close to New Caledonia's diverse ecosystems (rainforest, dry forest, coral atolls, animal and plant species endemic to an 'isolated' area, etc.)

Observations and lessons learned (2)

- Stylized images (cartoons, dot paintings, stained glass windows, etc) tend to work best
- Negative instructions often fail: better to say "modern appearance" than "no face paint"
- Hard for an outsider to know when images are good or not
- Is it **ethical** to ask an AI to generate illustrations for Indigenous/underresourced context rather contracting a (human) local artist?
- Ongoing improvements in the model → fewer errors over time (Ethan Mollick: "This is the worst Al you'll ever use")

Community reviewing interface

- Up/downvote images, request new images, add advice
- Feedback from multiple community members
- Helps refine the final set of images for posted texts
- First tests in Kowanyama community soon



Future directions

- Create more texts!
 - Larger picture dictionaries for Kanak languages
- Trial C-LARA texts and images in classrooms
 - Kowanyama
- Experiment with the community feedback approach
- Continue to test narrative (connected story) generation improvements
- Explore **style selection** for specific cultures
- Monitor new AI model releases for better image generation capabilities

Summary

- C-LARA is an Al-driven platform for creating multimodal texts
 - In particular, support for flexible creation of **images**
 - Image generation capabilities still at an early stage
 - Production of simple images (esp dictionaries) now working acceptably
- We handle Indigenous languages with manual translations
- Choosing a good style for the images is important
 - Al often makes a strong choice
- We welcome more communities to try it out

If you want to use C-LARA

- Instructions at https://www.c-lara.org/using.html
- Can run on your own OpenAl API key
- We would love to hear your feedback ©

Merci Thank you 谢谢

Bedankt

Спасибо Oleti



Takk



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https://www.c-lara.org/

https://c-lara.unisa.edu.au/clara_working_docs/ComputEL-8PresentationV06.pptx

https://c-lara.unisa.edu.au/accounts/public_content_list/