

Changes required in the ethical meta review

Thank you for your comments. We added a detailed paragraph in the paper's ethics section, as well as several sentences in the data section, including answers to the questions raised during the ethics metareview:

Please ensure that the ethics statement contains relevant information on **how the human workers were recruited and how their fair treatment was ensured (i.e. details about the task given, payment etc.)** Please refer section D in the ACL ethics and responsible research charta <https://aclrollingreview.org/responsibleNLPresearch/>

The authors should ensure that **the data used in the presented work does not reveal private or personal information of individuals represented in the data. It should be clearly stated how personal identifying information has been removed at the appropriate point in the paper. Please refer to section B4** in the ACL ethics and responsible research charta <https://aclrollingreview.org/responsibleNLPresearch/>

New paragraph in the ethics section:

All our data came from the CAH website, where players had played the game voluntarily, for fun. They are not workers and not pressured to participate. We received access to past games, i.e., we did not perform any additional experimentation ourselves.

CAH are sensitive to removing personally identifiable information; their privacy policy (<https://www.cardsagainsthumanity.com/privacy-policy>) clearly states what data is gathered and limitations on third party disclosure. The dataset contained only round and card-level data (e.g., card texts, round duration). All user identifiable data, including any demographic or geographic characteristics, was removed before we accessed it.

The study received IRB approval from the Hebrew University of Jerusalem.

New text in the data section:

The dataset consists of games played on the online CAH labs website, <https://lab.cardsagainsthumanity.com>. The players played the game voluntarily, for fun; they are not our annotators or workers. In each round a user is presented with a random prompt card, 10 potential punchline cards, and chooses the funniest punchline. The raw data had 298,955 past games (i.e., we did not perform any additional experimentation ourselves).

There are 581 unique black prompt cards and 2,128 white punchline cards, including cards from the official CAH game and expansions, resulting in 1,236,368 possible unique \emph{jokes} (where a joke is the result of filling in the blank of the prompt card with a punchline). Each round is effectively unique due to the large number of combinations.

The data we received from CAH did not include any demographic or geographic characteristics, user identifiers or personally identifiable information.

We also discuss the lack of user identifiers in our Limitations section.