

Wrong Shoe, Wrong Card, Wrong Talk

Anubha Kothari, Insuk Oh,
Juan Ramos, Adam Sennet

A what?

- Director: a docksider
- Matcher: a what? – *is this grammatical, if so why? What social information is conveyed?*
- Director: um
- Matcher: is that a kind of dog?
- Director: no, it's a kind of um leather shoe, kinda preppy pennyloafer
- Matcher: okay, okay, got it

- Director: a shoe
- Matcher: uh, which shoe?
- Director: ooh, forgot about that, um it's going right, it's red
- Matcher: okay

Um, uh... pauses

- Director: a docksider
- Matcher: a what?
- Director: *um*
- Matcher: is that a kind of dog?
- Director: no, it's a kind of *um* leather shoe, kinda preppy pennyloafer
- Matcher: okay, okay, got it

- Director: a shoe
- Matcher: *uh*, which shoe?
- Director: ooh, forgot about that, *um* it's going right, it's red
- Matcher: okay

Different types of 'pause morphemes' can signify different things. Lack of knowledge which then prompts the matcher to give a level of specificity he prefers.

What does 'that' refer to?

- Director: a docksider
- Matcher: a what?
- Director: *um*
- Matcher: is *that* a kind of dog?
- Director: no, it's a kind of *um* leather shoe, kinda preppy pennyloafer
- Matcher: okay, okay, got it

- Director: a shoe
- Matcher: *uh*, which shoe?
- Director: ooh, forgot about *that*, *um* it's going right, it's red
- Matcher: okay

Shared & Evolving Context

- Card under discussion, entire set of cards, some salient categorizations
- Actions (including utterance) and surrounding environment
- Goal & its status, its history and evolution
- Each agent's knowledge of each other's knowledge

Mental Representations

- Director's view of the card and the properties
- Agents need to keep track of social information, state of dialogue, previous information, perceptual information, ground assertions, object properties and representations. Director tends to pick properties general enough, yet specific enough (i.e. properties that stand out) to portray in conversation.

Question 3: Propositions and Sentences

- People speak in fragments (i.e. 'a docksider')
- Fragments don't obviously compose to sentential units that express propositions.
- Nonetheless, grounding etc. seems to occur and information is gotten across.
- Misleading picture: proposition in speaker's head, only sentence can express it. Obviously fragments can (this I think is Fodor (2001)'s point).
- Are the linguistic accounts really 'missing' anything (what were they aiming at?)