

Loosely Structured Role-playing Events as a Means to Elicit Intonation Patterns in the Field

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Introduction

The elicitation of intonation patterns in the field has traditionally been overlooked.

Goal: Elicit intonation patterns in Ecuadorian Siona (Western-Tukanoan).

Issue: Flat monotone responses were produced during standard eliciting sessions.

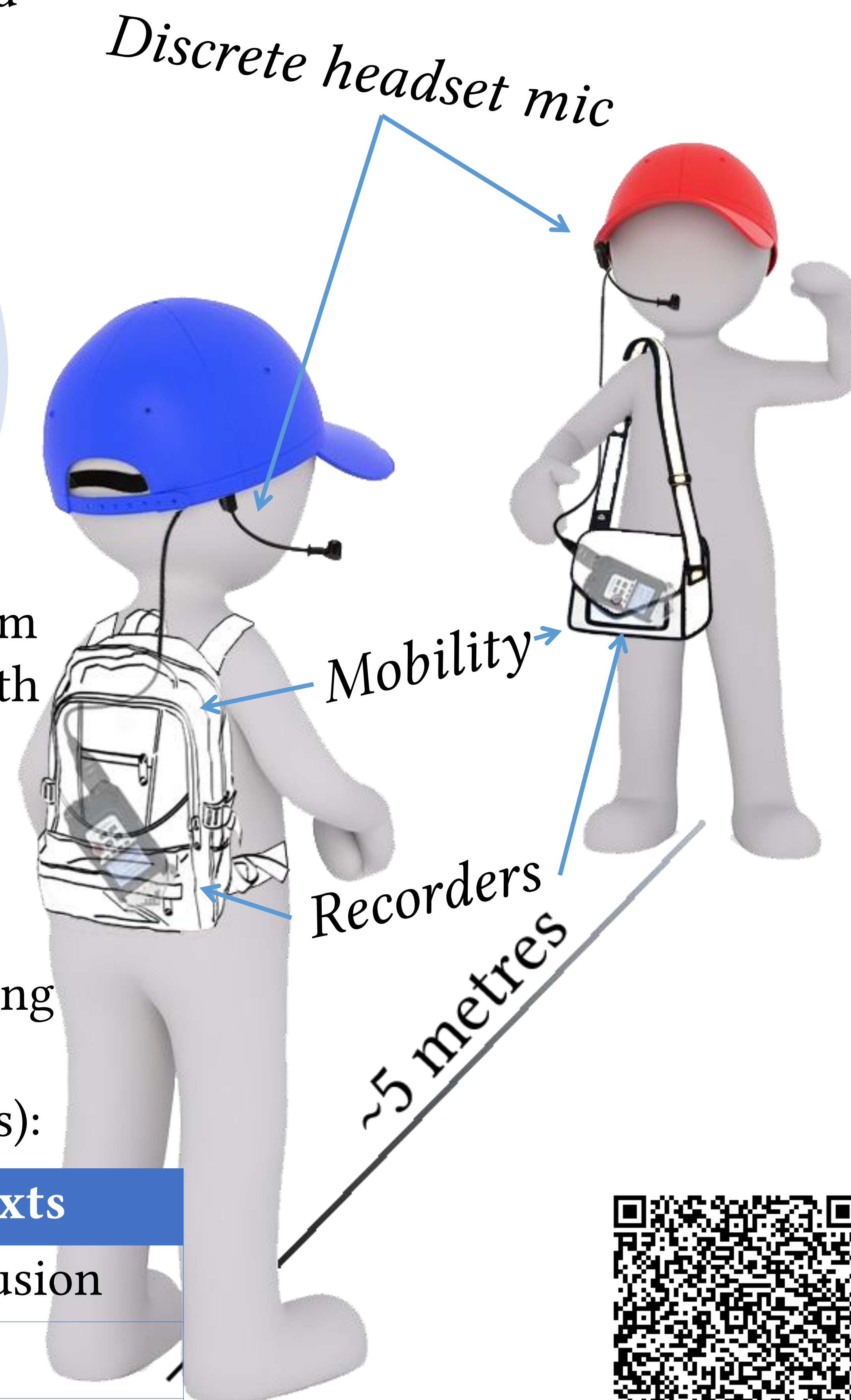
Solution: Move the participants away from the table, recorder, and elicitation list and place them in a more naturalistic setting as they engage with their peers.

Method

We developed an on-the-spot method for data collection through loosely structured role-playing events involving targeted speech acts and pragmatic contexts (not revealed to participants):

Speech acts	Pragmatic contexts
Wh & Yes/No questions	Annoyance, Confusion
List intonation, Imperatives	Sadness & Pity
Focus, contrast, emphasis	Happiness, Surprisal
Declaratives, Vocatives	Curiosity

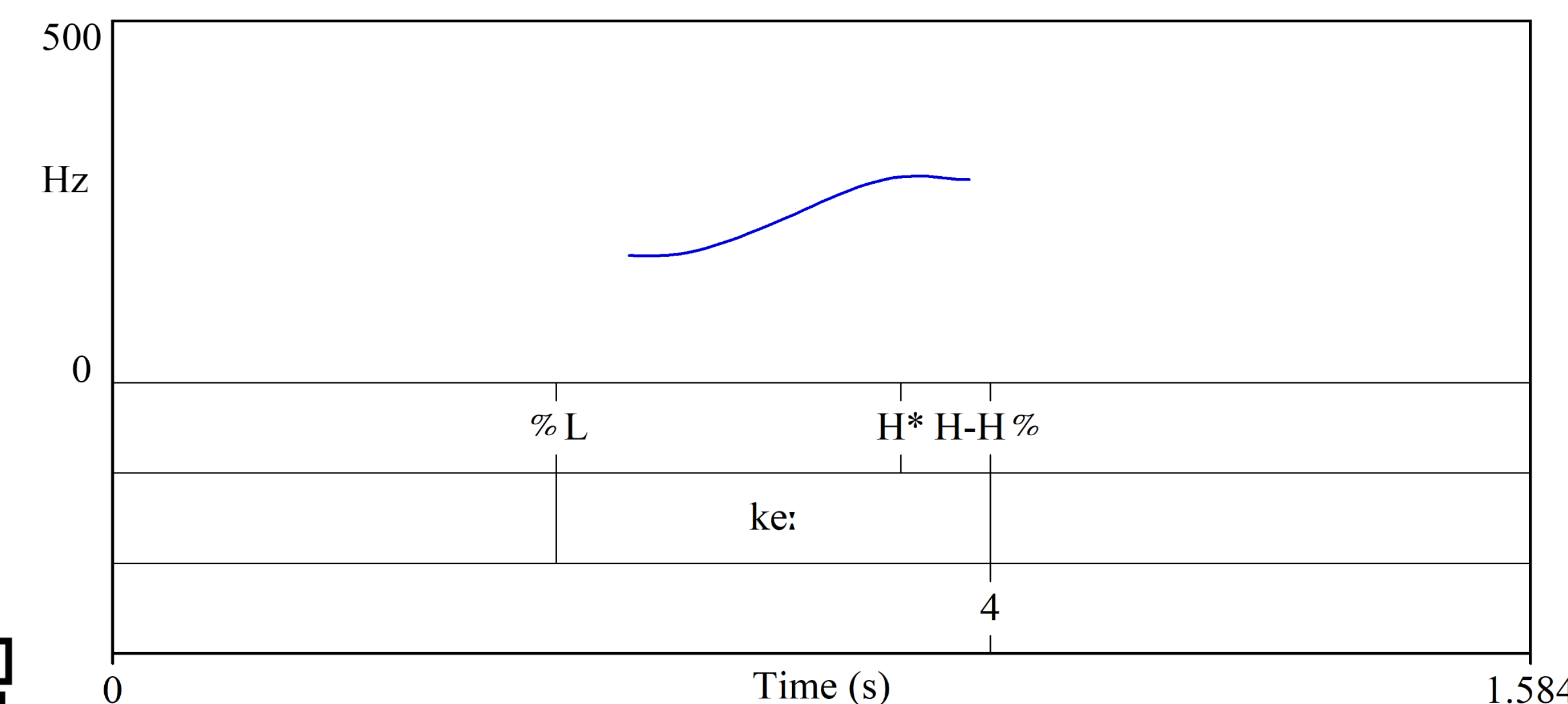
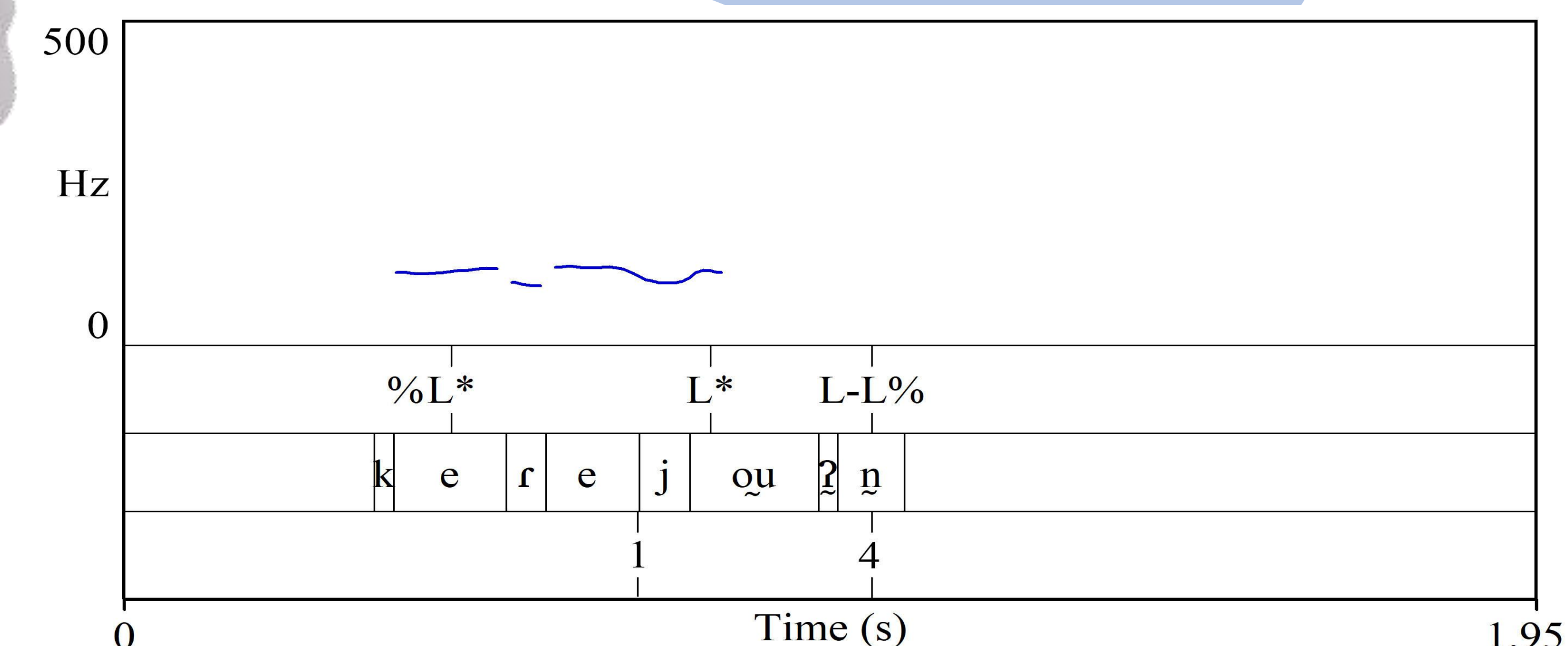
Equipment & Setup



Annoyance

P1: Did you bring your fishing net?
P2: What?
P1: I said, did you bring your fishing net?
P2: What?!
P1: Do you have your fishing net!?

Results



Wh-questions produced as ‘annoyed’ using a standard elicitation design (top) and the role-playing method (bottom).

Walks along the river, on a football field etc.