




Cantonese Phonetic Adaptation

Ivan Fong, Samuel To



Task

Keep Talking and Nobody Explodes

- Keeps both participants talking
- Some concerns with language barriers and appropriate use of stimuli

Escape Room Simulator

- Two separate rooms that require the other participant's input to proceed
- At some point, they converge into one room
- Keep Talking and Nobody Explodes-style escape room
- More control over the materials than offered in GeoGuessr

Stimuli

		Tones					
		1	2	3	4	5	6
Word Groups	Bou		簿/寶 Book/Treasure	布/報 Cloth/News			
	Dang			凳 Chair			
	Bun		本 Classifier for books	半 Half			
	Bei		髀 Thigh	臂 Arm			鼻 Nose
	Geoi		舉 Raise	句 Sentence			具 Tool

Stimuli

		Tones					
		1	2	3	4	5	6
Word Groups	Goe			鋸 Saw			
	Dai		底 Below, Bottom	帝 King, Emperor			弟 Brother
	Dung			凍 Cold			棟 To be stood
	Gwai		鬼 Ghost	櫃/跪 Cupboard/Kneel			
	Gwan		滾 Boil	棍 Rod			郡 County

Stimuli

		Tones					
		1	2	3	4	5	6
Word Groups	Seoi		水 Water	歲/碎/稅 Age/Crumble/Tax			
	Jan		忍 Ninja, Withstand	印 Print	人 Human		
	Gun		管 Pipe	冠/罐 Champion/Can			
	Fan		粉 Powder, Noodle	瞋 Sleep			
	Dou		島/賭/倒 Island/Gamble/Pour				度 Degree

Stimuli

		Tones					
		1	2	3	4	5	6
Word Groups	Fu		虎 Tiger	褲 Trousers, Pants	扶 Hold		
	Ji						二 Two
	Zeoi		嘴, 咀 Mouth	醉/最 Drunk/Most			
	Zi		紙/指/子 Paper/Point/Son				自 Self
	Doi		袋 Bag				

Stimuli

		Tones					
		1	2	3	4	5	6
Word Groups	Pei		皮 Leather	屁 Fart	皮 Skin	被 Blanket	
	Gaa		架/假 Frame/Fake				
	Ling				零 Zero		
	Mei					尾 Tail	
	Min						麵/面 Noodle/Face

Stimuli

		Tones					
		1	2	3	4	5	6
Word Groups	Paai		牌 Playing Card, Mahjong		排 Rows		
	Deoi		隊 Team	對 Pair			
	Po				婆 Old Lady		
	Sou		掃/數 Broom/To Count	數 Maths			
	Sung			餸 Grocery, Food			

Stimuli

		Tones					
		1	2	3	4	5	6
Word Groups	Mou		帽 Hat		毛 Hair	冇 Does not Exist	霧 Fog
	Gei			寄/記 Mail/Note			
	Taai			太 Too		軚 Steering Wheel	
	Daai		帶 Belt, String				大 Big
	Waa		畫 Picture	哇 Onomatopoeia			話 Say

Stimuli

		Tones					
		1	2	3	4	5	6
Word Groups	Wun		碗 Bowl				換 Change
	Man				聞 Smell		問 Ask

Escape Room Simulator + Diapix

- Could have participants find differences among the items in their separate rooms (e.g. colour, number of items, etc.)
- Could also include a puzzle aspect



Escape Room Simulator + Diapix

- Specifying an item's properties

Example Interaction:

你頂帽係唔係用皮做 㗎？

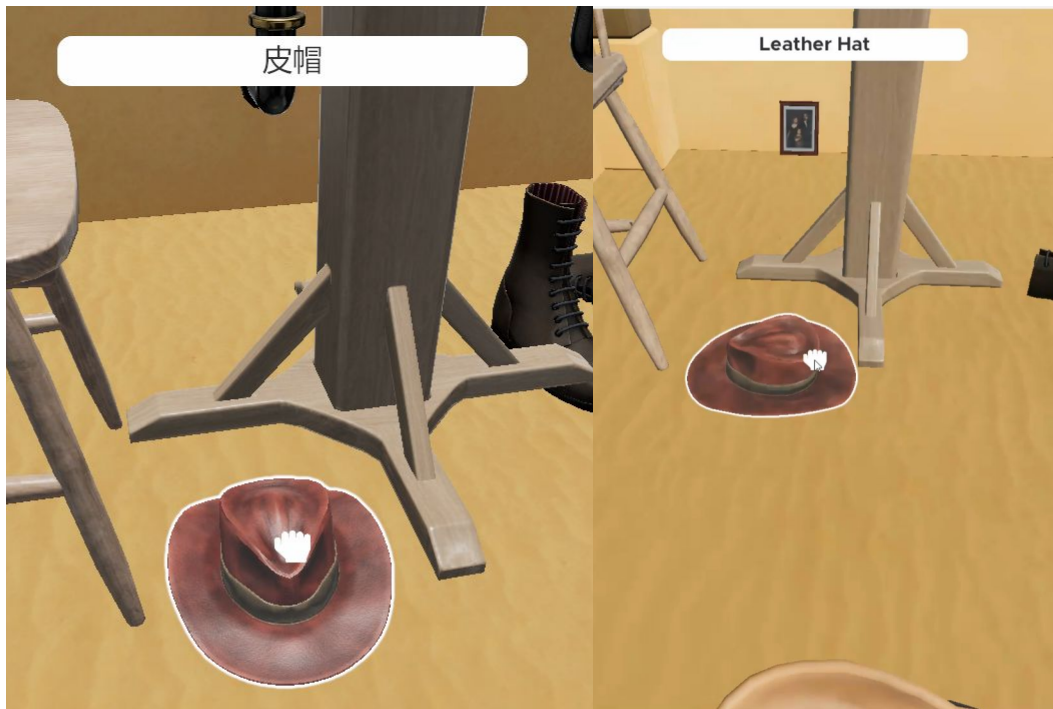
nei5 deng2 mou2 hai6 m4 hai6 jung6
pei2 zou6 gaa3

"Is your hat made of leather?"

唔係㗎，係藍色 㗎。

m4 hai6 wo3, hai6 laam4 sik1 gaa3 wo3

"No, it's blue."



Escape Room Simulator + Diapix

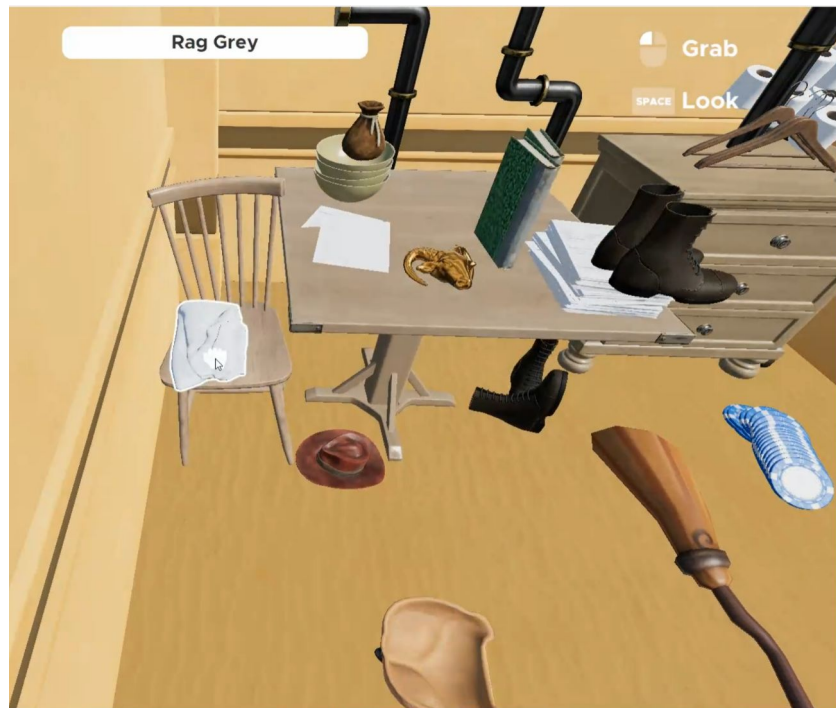
- Using spatial relations to elicit multiple target stimuli

Example Interaction:

張被喺張凳上面,頂帽喺張枱下面。

zoeng1 pei5 hai2 zoeng1 dang3 soeng6
min6, deng2 mou2 hai2 zoeng1 toi2
haa6 min6

“The blanket is on top of the chair, the
hat is under the table.”



Escape Room Simulator + Diapix

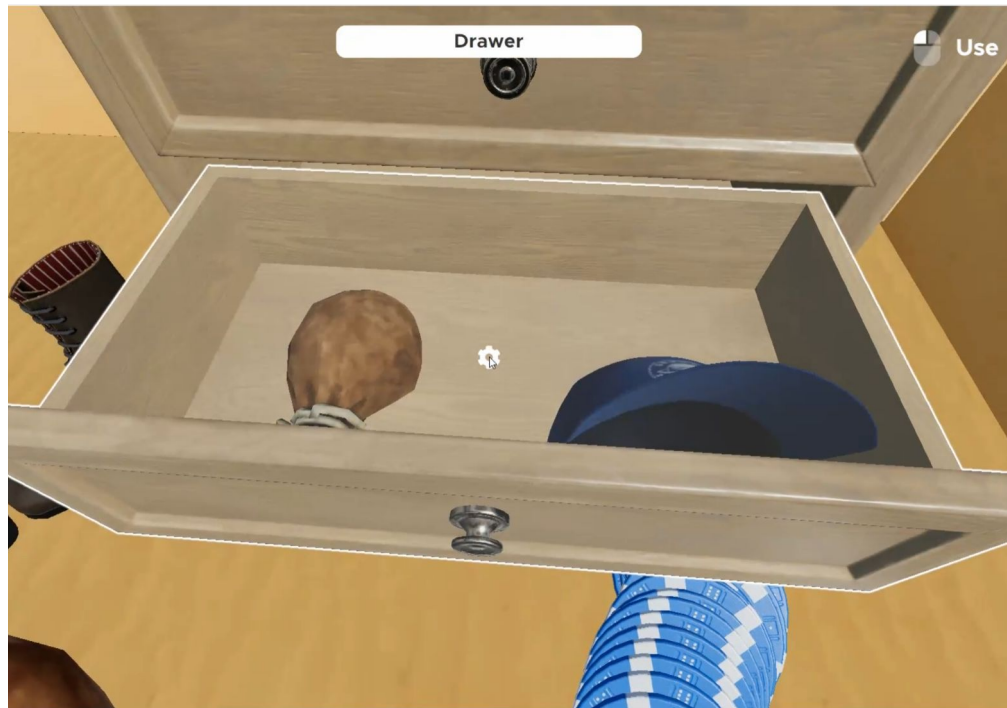
- Hiding things inside a drawer, again to elicit multiple target stimuli

Example Interaction:

個櫃桶入面有一袋嘢同一頂帽。

go3 gwai6 tung2 jap6 min6 jau5 jat1
doi6 je5 tung4 jat1 deng2 mou2

“Inside the drawer, there is a bag of things and a hat.”



Escape Room Simulator + Diapix

- Hiding items under other items, once again to elicit target stimuli

Example Interaction:

個櫃桶入面得一條牛仔褲咋喎。

go3 gwai6 tung2 jap6 min6 dak1 jat1 tiu4 ngau4 zai2
fu3 zaa3 wo3

"Inside the top drawer there is only a pair of jeans."

你肯定？

nei2 hang2 ding6

"Are you sure?"



Escape Room Simulator + Diapix

- Showing the discovered item

Example Interaction:

哦，條牛仔褲下面我搵到把一鋸喎。

o3, tiu4 ngau4 zai2 fu3 haa6 min6 ngo5 wan2
dou2 jat1 baa2 goe3 wo3

"Oh! Under the pair of pants I found a saw!"

噃，我反而搵到一張紙喎。

ji2, ngo5 faan2 ji4 wan2 dou2 jat1 zoeng1 zi2 wo3

"Oh? I found a sheet of paper instead!"



Escape Room Simulator + Diapix

Note the boots/shoes!

Example Interaction:

你個度有幾多對靴啊？

nei5 go2 dou6 jau5 gei2 do1 deoi3 hoe1 aa3

“How many pairs of boots do you have over there?”



Escape Room Simulator + Diapix

- Wheel deliberately leaned against the wall

Example Interaction:

呢度有個軚盤棟左喺度㗎。

ngo5 nei1 dou6 jau5 go3 taai5 pun4 dung6 zo2 hai2 dou6 wo3

"There is a steering wheel standing up here."

邊度啊?

bin1 dou6 aa3

"Where?"

憑咗喺墜牆度囉。

bang6 zo2 hai2 bung6 coeng4 dou6 lo1

"It's leaned up against the wall!"



