Jawbone Tutorial

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1. Technical instructions

Jawbone is designed for creating and analysing diagrammatic representations of conversations. But these technical instructions will help getting used to the working environment. The interface is divided into three main sections:

1. **Resource Pane**

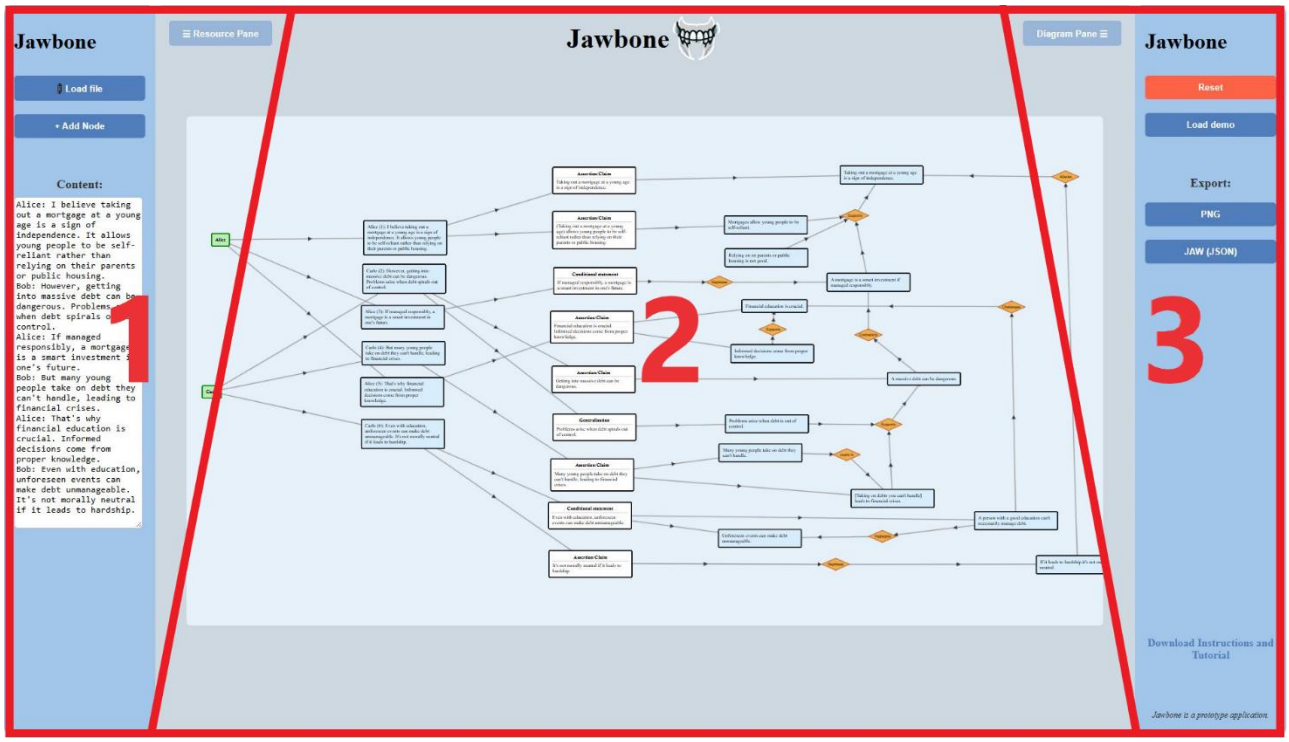
On the left, this section provides access to key controls such as loading files, and creating nodes, and it provides a text area for the user to exploit.

2. **Working Board**

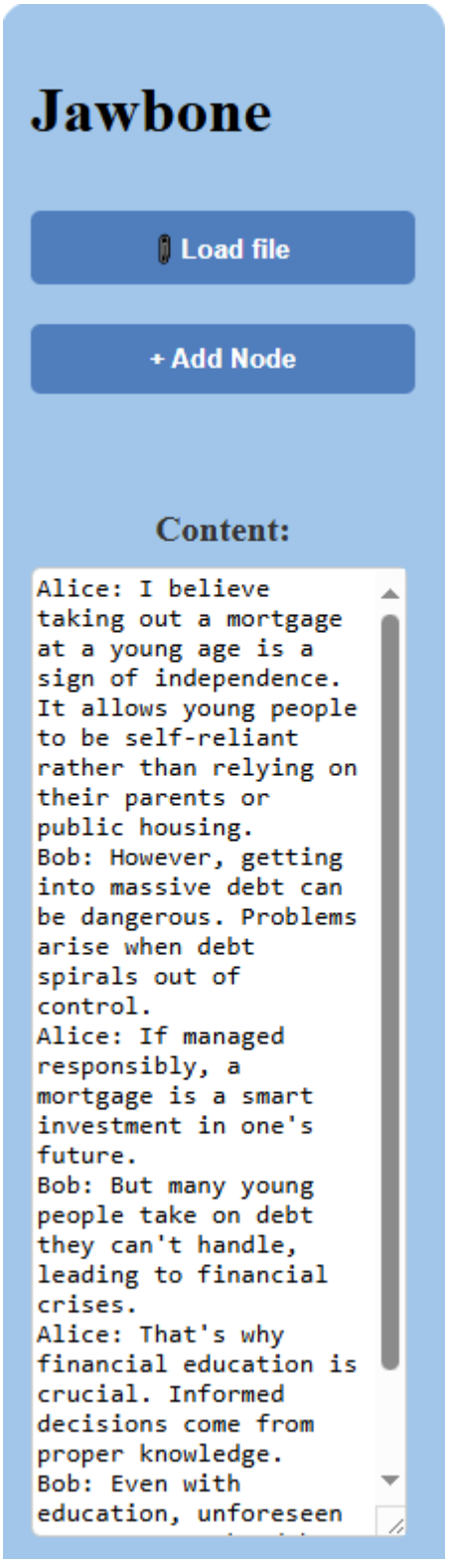
In the middle, this serves as a canvas, and it is where the diagram will take shape and where the user can interact with it by adding and modifying nodes.

3. **Diagram Pane**

On the right, the diagram pane provides some functionalities that can be used for the board and for the exporting of data.

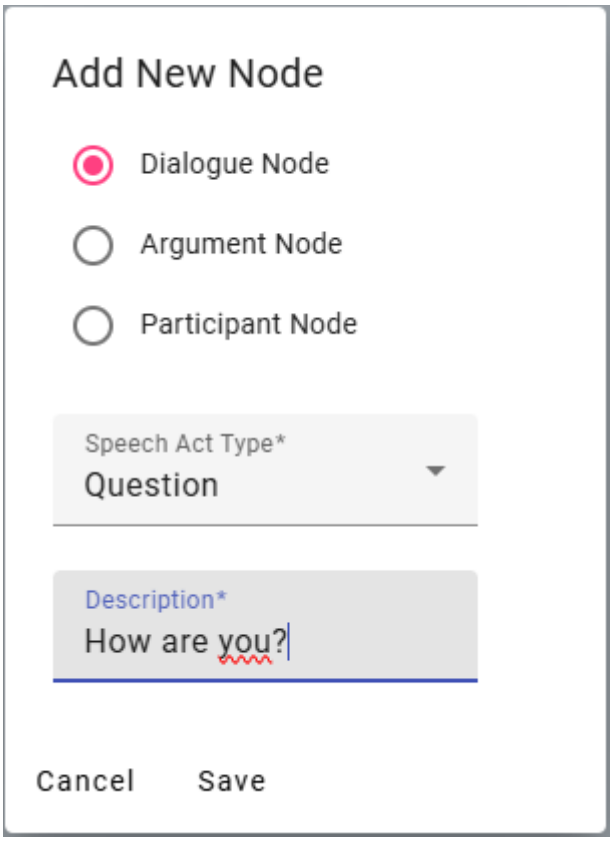


1.1 Resource Pane

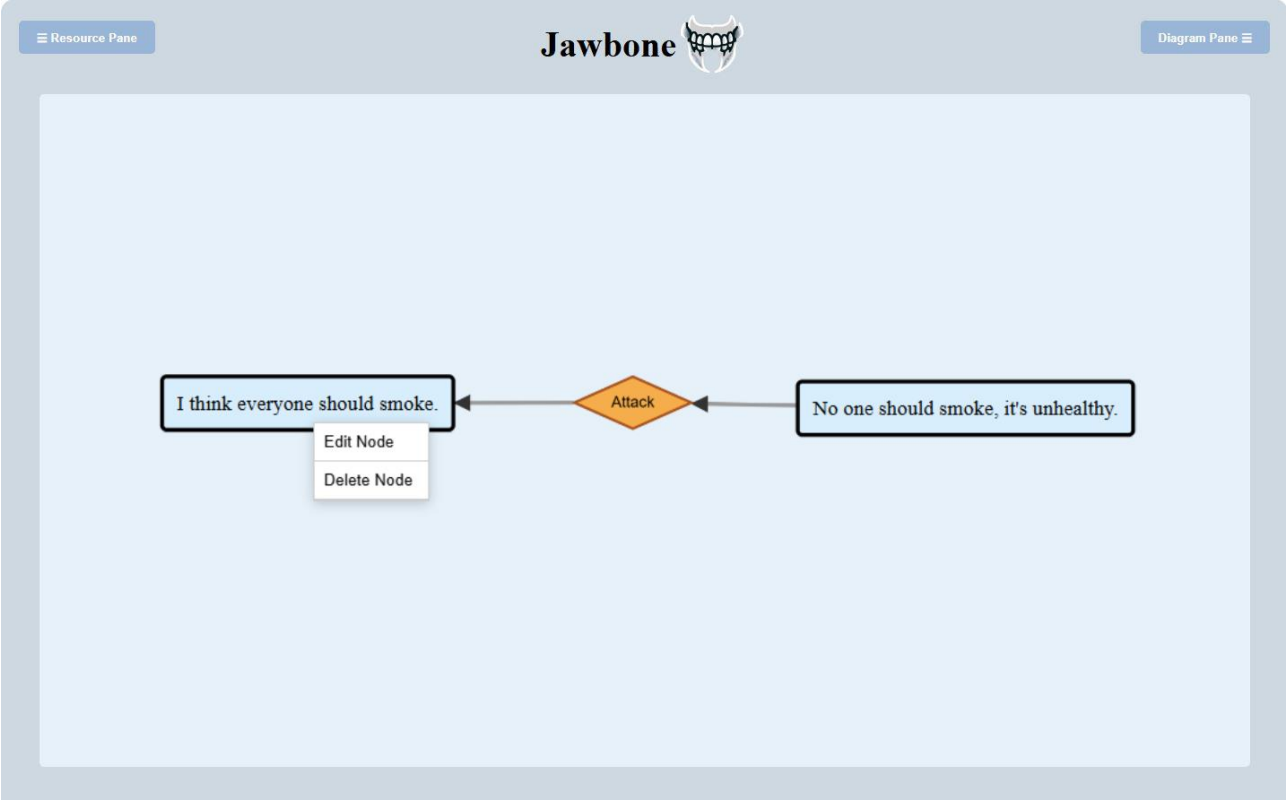


The **"Load File" button** allows to import:
- '.jaw' files (essentially a JSON file format). This file contains diagram data, enabling a quick visualisation of previously saved structures.
- '.txt' files, once imported their content will appear in the text area (**"Content:"**)

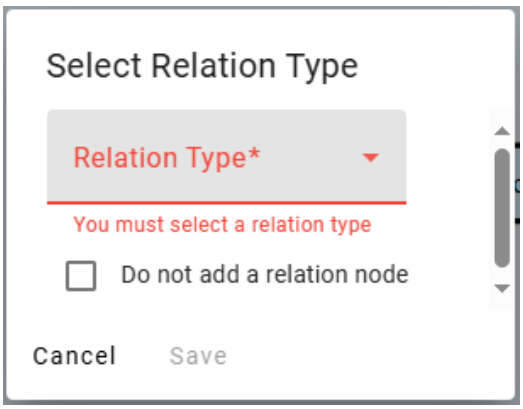
The **"Add Node" button** is used to create a node, once clicked it opens a dialog, like the one below, from which the user can choose the node type and the node's details. Clicking "Save" will generate a node on the working board. One extra perk is that if some text in the "Content" text area is selected when clicking on "Add Node", Jawbone will automatically paste it in the "Description" field of the dialog.



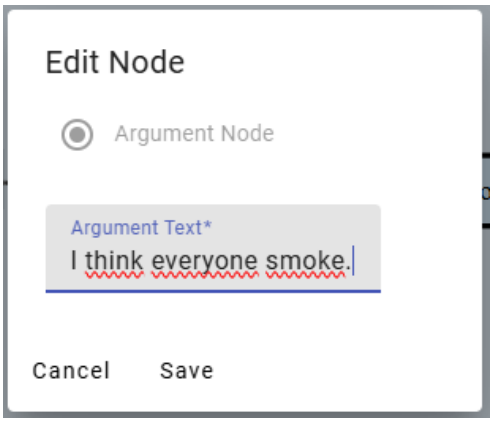
1.2 Working Board



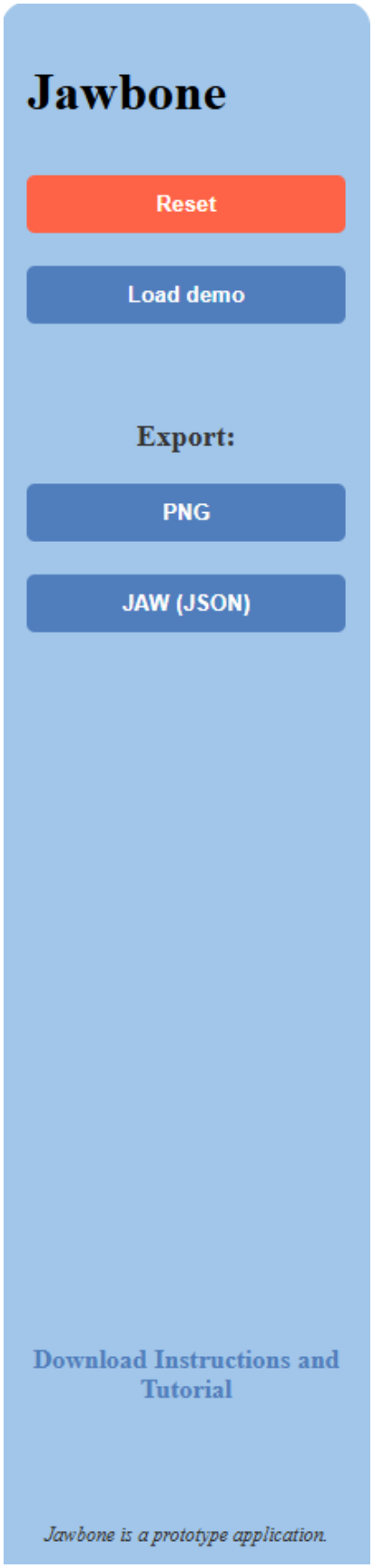
To create a connection, **double-click on the source node** (be careful, the click needs to be in the centre of the node, the cursor will change into a hand), and **double-click the target node**. A dialog, like the one on the right, will prompt for the type of relationship to define, the user can either select one from the menu or tick the checkbox for a direct connection. Clicking “Save” will create the connection.



Right-clicking on a node provides options for editing or deleting. Selecting "Edit" opens a dialog, like the one on the right, to adjust the node’s details. Choosing "Delete" removes the node and any connections attached to it that would otherwise remain incomplete.



1.3 Diagram Pane



The "Reset" button clears the entire board, removing all nodes and connections. This action is irreversible and intended for starting fresh when needed.

The "Load Demo" button provides a pre-configured example diagram.

The "PNG" button saves the current diagram as a '.png' image file.

The "JAW (JSON)" button saves the diagram in a `.jaw` file format, which is JSON-based. This format allows re-importing the structure later, preserving all nodes, connections, and layout.

"Downlad Instructions and Tutorial" is the link that provides this PDF tutorial.

2. Short tutorial

After the technical tutorial you should be able to find your way around Jawbone and complete this tutorial!

For this, we are going to analyse a conversation between our two participants, Giorgio and Silvia, to be precise a Slippery Slope, which is a type of argument that warns against taking a particular action because it is believed to start an uncontrollable chain of events, leading to an undesirable or extreme outcome.

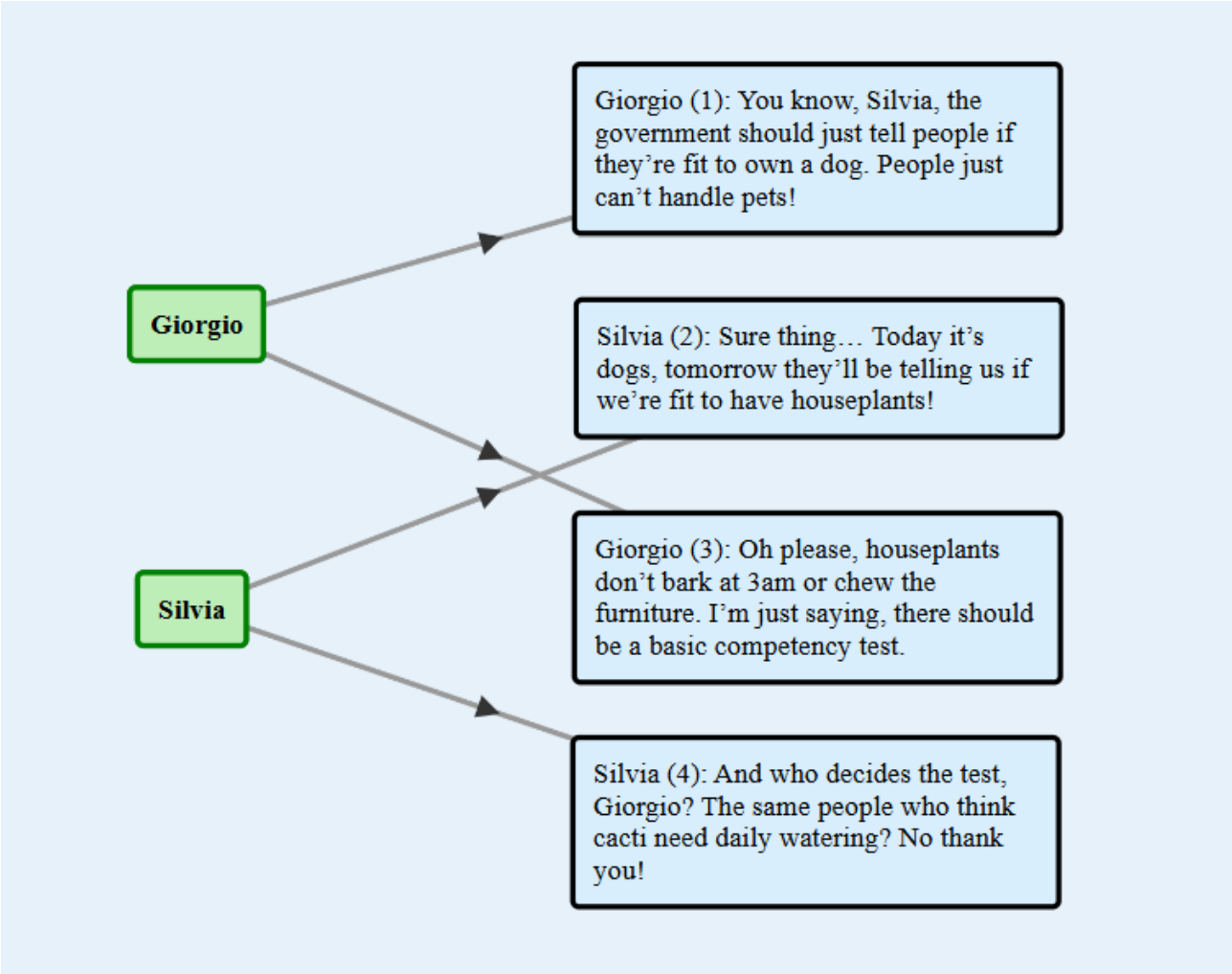
Let's start by looking at the conversation, you can either copy it and paste it in the "Content" text area, or if you are brave enough, you can save it in a .txt file and import it using the "Load file" button.

> Giorgio (1): You know, Silvia, the government should just tell people if they're fit to own a dog. People just can't handle pets!
>
> Silvia (2): Sure thing… Today it's dogs, tomorrow they'll be telling us if we're fit to have houseplants!
>
> Giorgio (3): Oh please, houseplants don't bark at 3am or chew the furniture. I'm just saying, there should be a basic competency test.
>
> Silvia (4): And who decides the test, Giorgio? The same people who think cacti need daily watering? No thank you!

We can officially start to work on the diagram, create 2 participant nodes: Giorgio and Silvia.

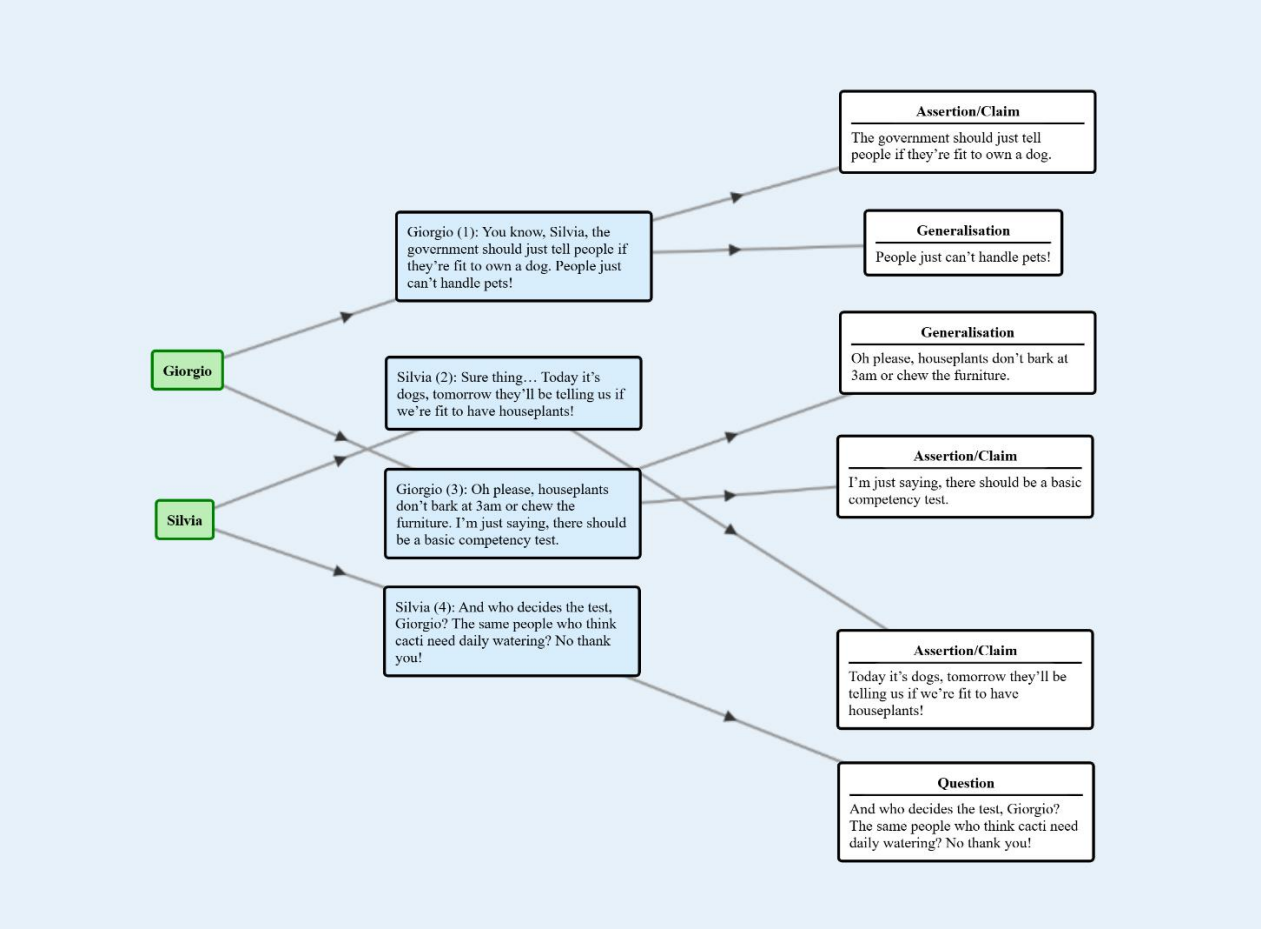
Jawbone does not yet have a node for “turn in a conversation”, so we will use an “Argument” node for now. Create 4 argument nodes, each will contain one of the four conversation turns.

We can already start connecting things, so they make more sense: connect each participant to the words they spoke. Your diagram should look like that:



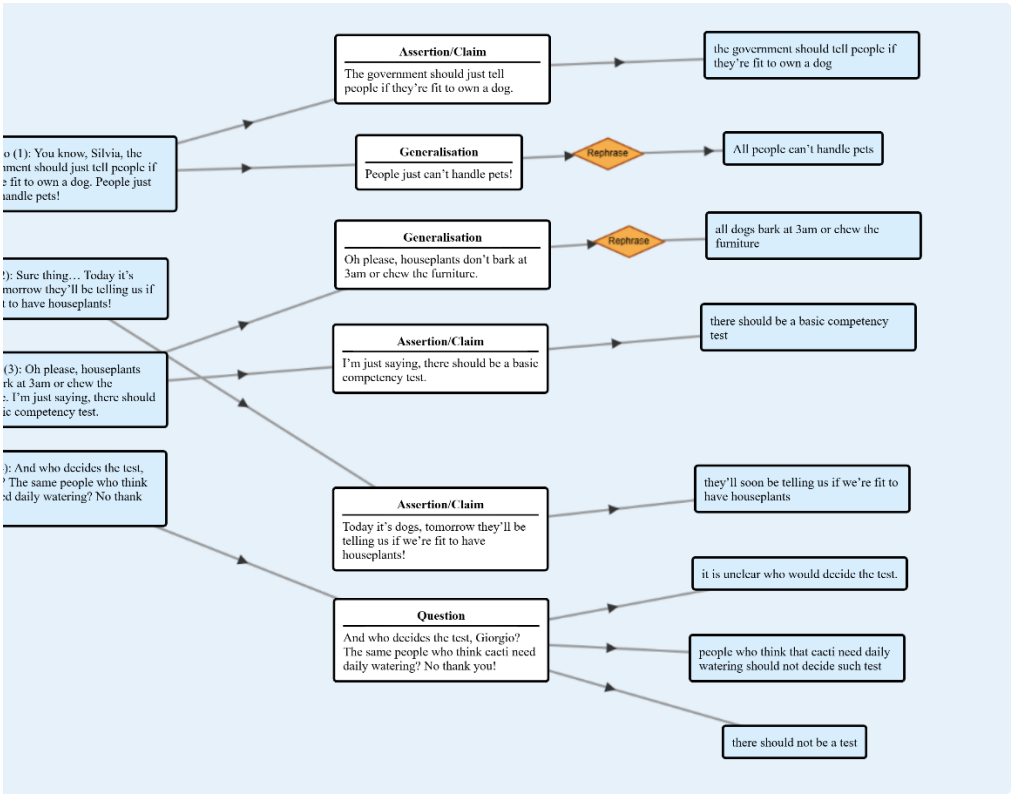
Despite it being a short conversation we can see that it is very balanced and that neither of the participants is controlling the conversation or overtalking. Let’s try to extrapolate the speech acts from each of these turns: what are Giorgio and Silvia saying? You can of course have a go at it but if it’s the first time you hear about dialogue analysis, I suggest you follow the tutorial.

Without going into deep details, I can see 6 speech acts: 4 assertions, 1 generalisation and 1 question. After creating them and connecting them your diagram should look like this:

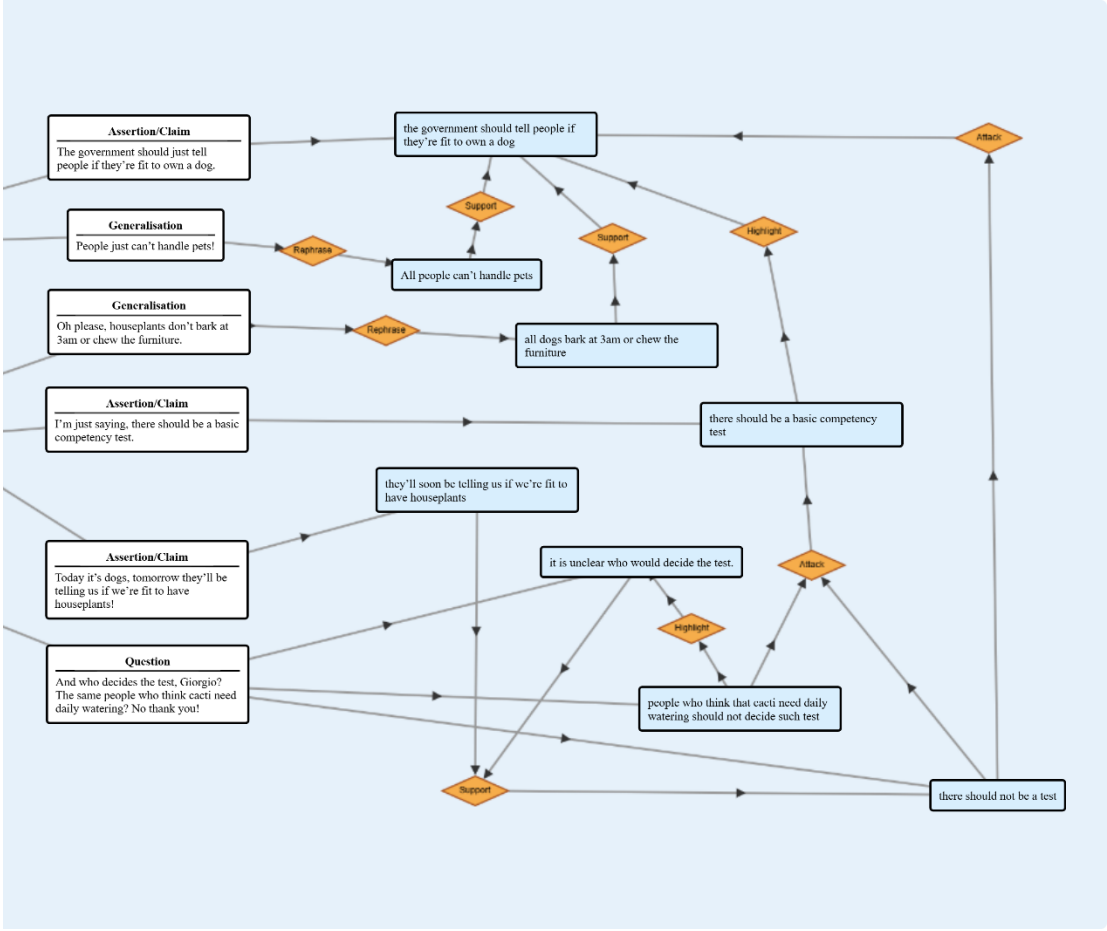


If you notice I sorted the nodes: Giorgio's statements come first, also sorted by time succession, then are Silvia's. It seems like Giorgio has quite a lot to share right? Do you see his two generalisations? Being general is never a good approach to arguments, technically Silvia could "win" the argument just by providing an example of someone who can handle pets or of a dog that does not chew furniture and bark at 3am.

That was pretty exciting right? You probably did not realise how many components make up a normal conversation and how many mechanisms there are behind it. It's time to extrapolate the arguments stated by Giorgio and Silvia. Arguments are the prime matter of a conversation, they can be quite small, sometimes they might not even be there physically, those would be implicit arguments. Again, you can have a go, but I suggest following the tutorial. The diagram should now look like that:



From the diagram we notice the generalisations being rephrased to be more understandable, and that in the last turn Silvia is expressing a few opinions. Now that we can finally see, clearly, everything that was stated, let's have a look at how all the arguments relate to each other:



This has probably been tough to make and might look quite complicated, but what can we see? The “attacks” are going towards Giorgio’s argumentation, it looks like Silvia is good at defening her statements, we can also see that two very easily attackable arguments elicited by Giorgio were not attacked by anyone and are therefore “free” to support his claim that the government should tell people if they can have a pet. We can’t really pick a winner at this stage of the conversation, we can only assume that as the conversation goes further this winner might be Silvia based on the previous analysis.

Amazing! You have completed the tutorial, I hope you enjoyed diving into the world of dialogue analysis and I hope you had a nice experience using Jawbone.

This is a little extra, you do not need to do it, but what would have happened if Silvia said that she can take good care of her dog and that it does not bark at 3am? An attack on all fronts.