The dialogue occurs near the end of the mission, after the major explosion and after many emergency measures have been completed. The spacecraft is traveling toward earth, and the dialogue is concerned with completing the mission. The central concerns at this moment are managing fuel and adjusting the path of the spacecraft. (The indicated turns are from the original transcript. Successive turns by the same speaker sometimes indicate a silent interval.) CMP and CC are NASA designators for the communicating parties; "Roger" is jargon for "I heard you." The communication channel is continuously open, but radio quality varies.

The entire text is part of an analysis diagram below.

The text is an excerpt; the beginning and end of the dialogue do not have the usual sorts of greetings, in part because the radio communication medium remains open even when all parties are silent. By training and because of the life threatening situation, everyone communicates extremely carefully. Extensive use of "Roger" and multiple use of Clarification Seeking both indicate this.

All of the technical elements in the analysis have definitions in the DMT framework. This example dialogue analysis is based on the definitions, but they are too numerous to present. The names are representative, and the definitions are being made available. The Analysis Summary below shows the scopes (durations of use) of each instance of use of a game according to the analysis.

Analysis Summary Diagram: Apollo 13 Mission excerpt

Turn #		depth 2	depth 1	Game Code	Game Name
5				IO1	Information Offering
13				CL1	Clarification Seeking
16					
17				AS1	Action Seeking
22					
23				IS1	Information Seeking
32				CL2	Clarification Seeking
36					
38				CL3	Clarification Seeking
41					

The detailed analysis appears in a two page diagram below.

The graphic convention is described in the table below. The text is given, divided into turns, which may represent speaker alternations or some finer divisions. For each turn, there is a graphic anchor point. There are columns which indicate the depth of embedding of the game. The highest level, not embedded, is labeled **depth 1**.