

Invited talk:
**Let's pretend to agree. A game theoretic
reconstruction of M-implicatures**

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Abstract

Levinson (2000) classifies conversational implicatures into Q-, I-, and M-implicatures. While the former two can straightforwardly be analysed as consequences of speaker economy and hearer economy, a derivation of M-implicatures (non-stereotypical meanings are expressed by complex expressions) from rational economy principles is less straightforward. Inspired by recent work of Stalnaker on game theoretic pragmatics, I will show in the talk how all three types of implicatures are predicted to arise in situations in which semantic conventions are common knowledge between the interlocutors, but following those conventions would not be rational.