

# Local versus global reasons for a speaker to be disfluent: Feeling of another's knowing for native and non-native speakers



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## INTRODUCTION

Feeling of Another's Knowing (FOAK): Listeners' sensitivity to speaker's displays of (un)confidence on their own knowledge (Brennan & Williams, 1995).

Filled pauses (e.g., *um* or *uh* in English) as a window into the speaker's mental state.

In FOAK, taken as a reflection of the search of information (more filled pauses → longer search → less certainty).

In this sense, speakers' knowledge is a **local cause for disfluency**.

Speakers can be disfluent for reasons other than uncertainty, e.g., difficulties associated to second language production (Pivneva et al., 2012).

In this sense, speakers' linguistic background is a **global cause for disfluency**.

There is some evidence suggesting that who produces the disfluency has consequences for how some, but not all, disfluencies affect speech comprehension.

Non-natives' filled pauses do not cue upcoming low-frequency words, as opposed to natives' (Bosker et al., 2014).

Non-natives' filled pauses do trigger interpretations of deceit similarly to natives', and with similar time courses (Badaya et al., in prep).

One possibility considers *the communicative context*: What are the social costs associated with misattributing a disfluency? (e.g., different explanations for pragmatic failures, Fairchild et al., 2020; Lorenzoni et al., 2022).

## THE EXPERIMENT

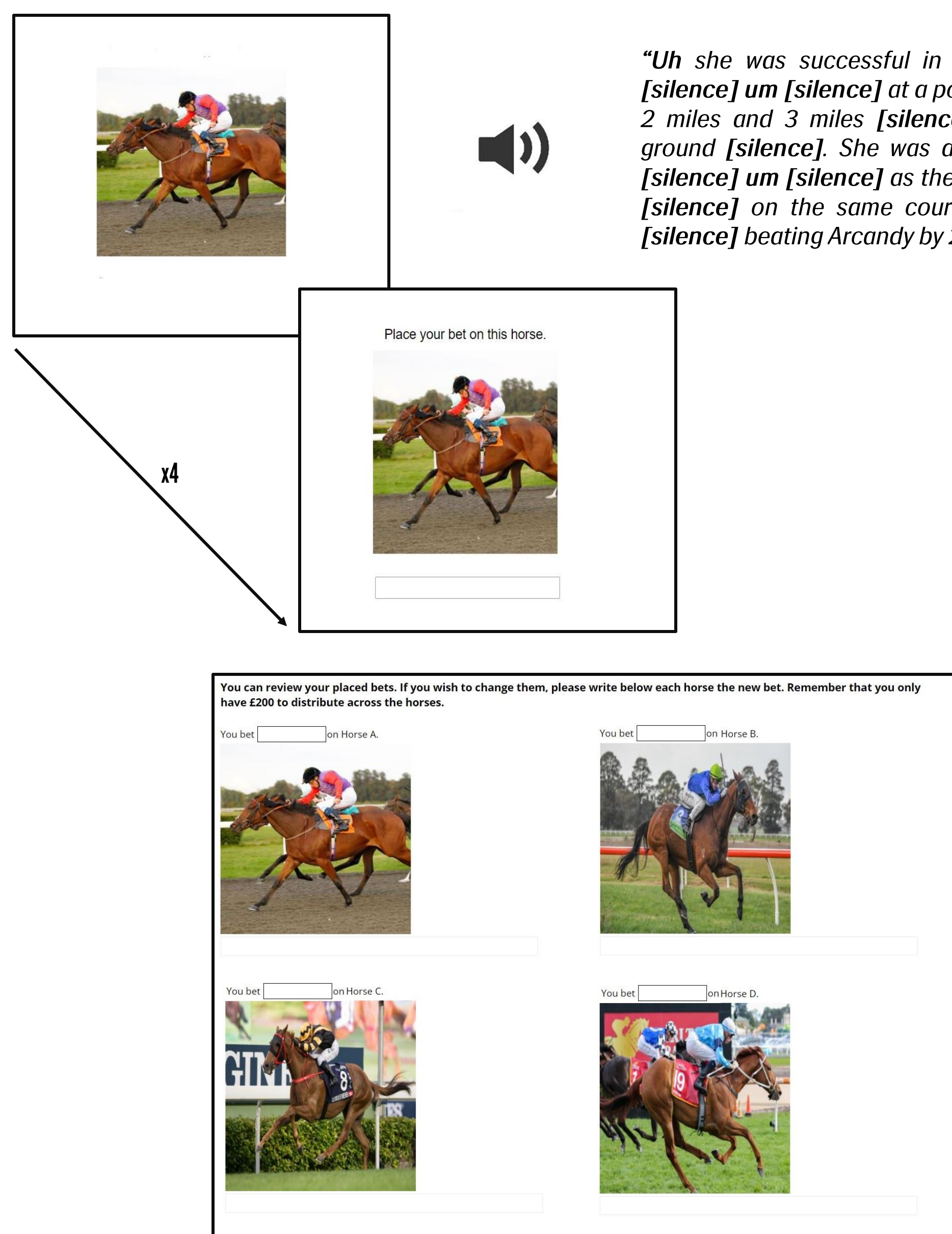
Brennan and Williams' (1995) design explicitly asked participants to evaluate speakers' knowledge. Arguably, this perception should also impact participants' subsequent behaviours. In contrast to Brennan and Williams (1995), where listeners were explicitly asked to rate speakers' (un)confidence, we propose a paradigm measuring this evaluation *indirectly*: the horse-racing task.

Would disfluencies produced by **non-native speakers** yield to different behaviours compared to those produced by **native speakers**?

## THE HORSE RACE PARADIGM

### THE TASK

A native British English speaker and a non-native (L1: Spanish) English speaker (presented as 'renowned tipsters') provide information about four horses taking part in a race (two descriptions per speaker). Crucially, each speaker provides one description fluently and one disfluently. Participants "have" £200 to distribute across the horses. Afterwards, participants fill in a language attitudes questionnaire, and additional measures of processing fluency, experience with and exposure to our speakers' accents, and a report of their previous betting experiences.



### DESIGN & PARTICIPANTS

Speaker nativeness (native/non-native; within-participants) x Manner of delivery (fluent/disfluent; within-participants). Horse description, speaker and manner of delivery vary across 24 lists (Latin Square design). Based on previous studies, our initial desired sample size is 240 native English (UK-based) participants (pending on simulation).

### STIMULI CREATION

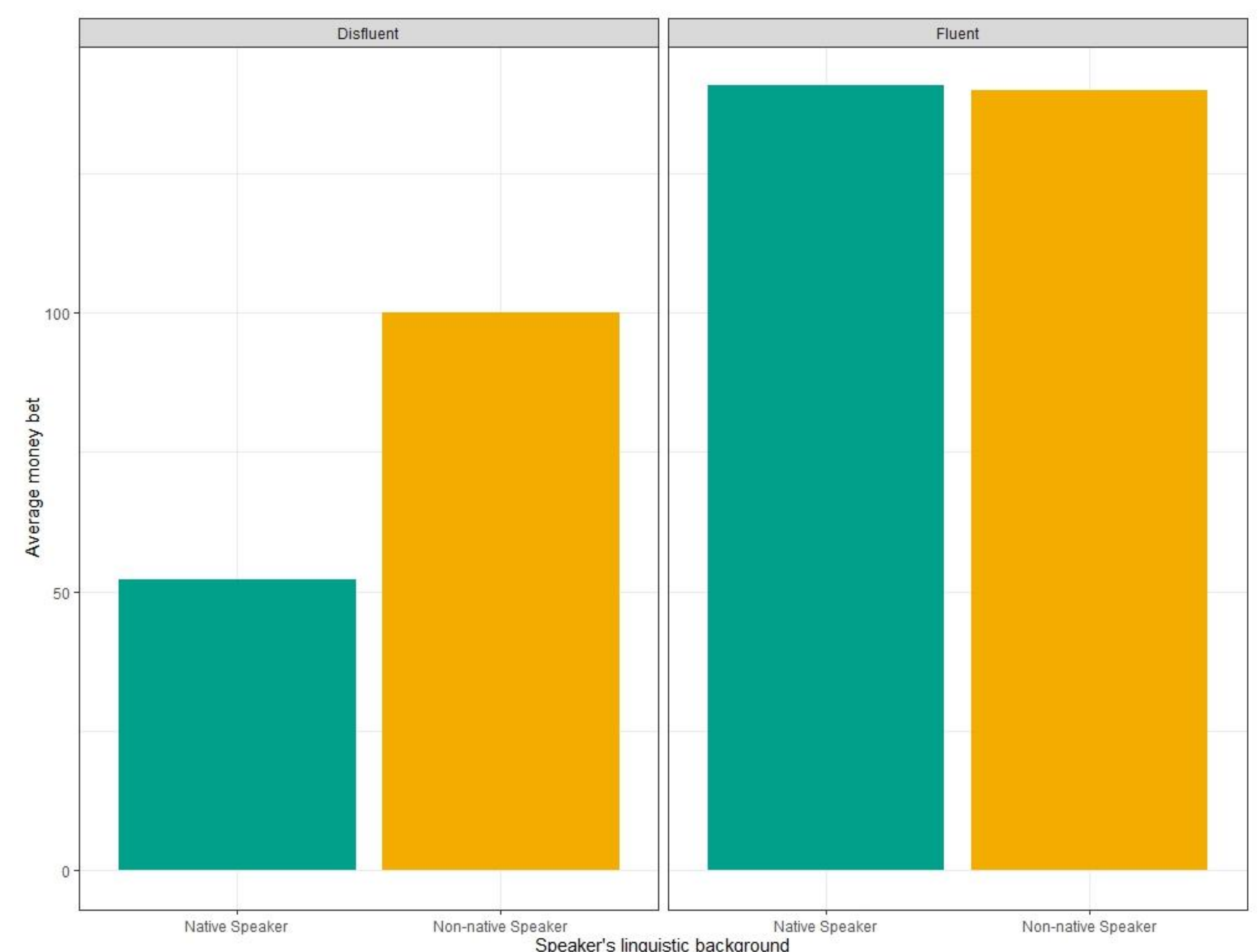
Pictures and descriptions validated to control for potential biases.

Audios recorded in the disfluent manner (speakers were allowed to speak freely). Audios were edited to create eight recordings (four by speaker condition) to match the type and length of disfluencies. Fluent recordings were created by slicing out filled pauses, reducing the length of silent pauses and elongations. Validation is ongoing at the moment.

### ANALYSIS & PREDICTIONS

GLMM (beta distribution): Bet ~ Delivery \* Speaker + (1|Participant) + (1|Horse)

Effect of language attitudes and processing fluency on betting behaviour via SEM (see Dragojevic et al., 2017)



### FOLLOW-UP QUESTIONS

- Thus far, audios by both the native and the non-native speaker contain (roughly) the same kind of disfluencies (i.e., filled pauses): Different effects for different disfluencies?
- Exploration of individual differences with the Propensity to Trust scale (Dragostinov et al., 2022).

#### ACKNOWLEDGEMENTS

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