

# Extending communication games to more players

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THIS IS WHERE WE THANK COLLABORATORS AND  
FUNDING!

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Some of this is conventionalized, but some is dynamic.

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# Partner-specific adaptation

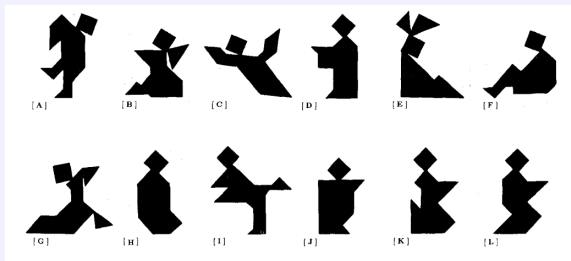
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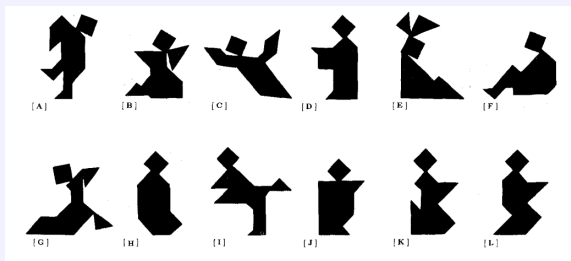
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- Interactive Alignment Account – bottom up priming (Garrod & Pickering 2009)
- Audience Design (Yoon & Brown Schmidt 2019)

# Clark & Wilkes-Gibbs 1986

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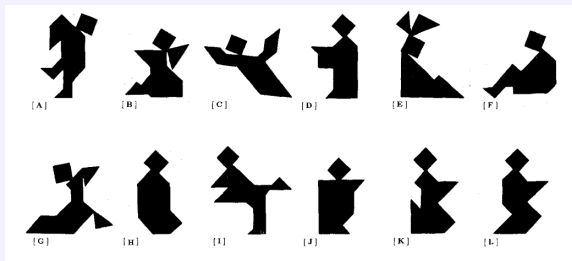


# Clark & Wilkes-Gibbs 1986



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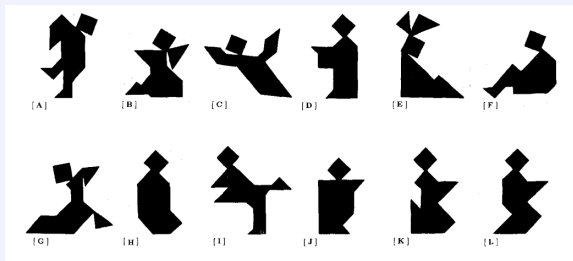
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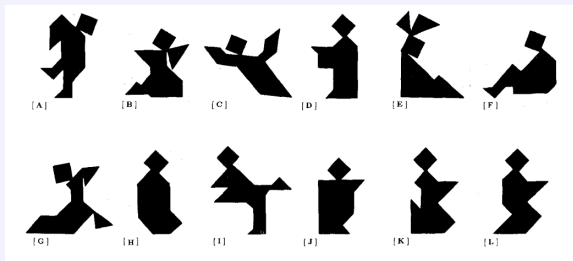


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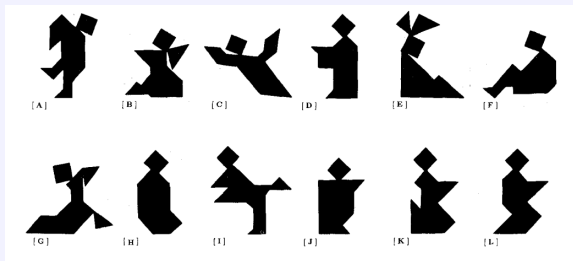
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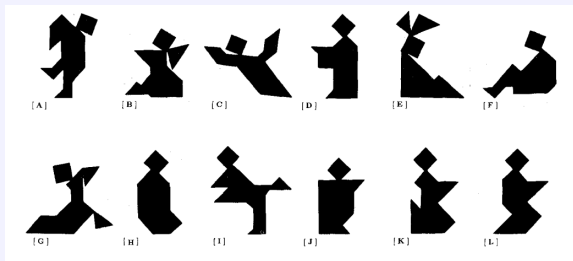
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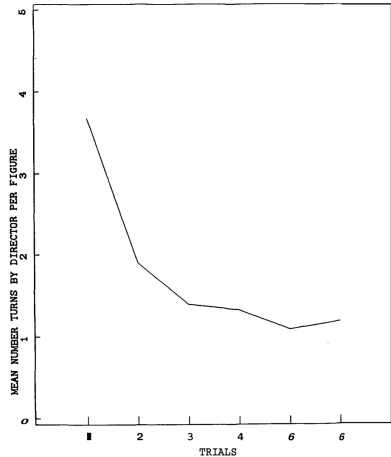
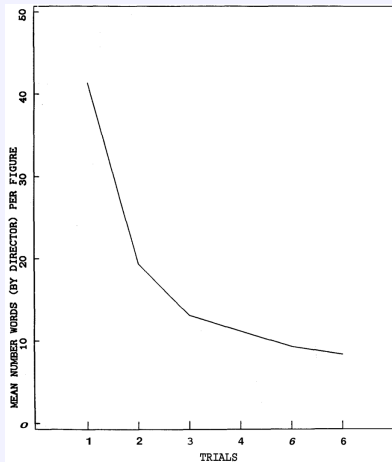
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# Hawkins, Frank, & Goodman 2020

Scaling up with web-based experiments

- Cued version with feedback on each trial

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## Scaling up with web-based experiments

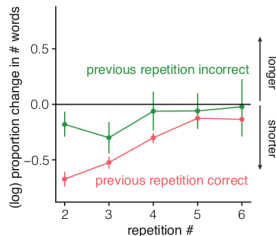
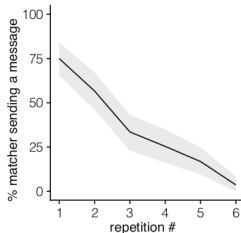
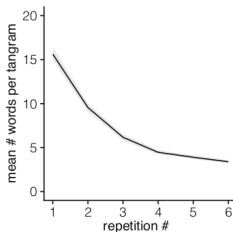
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- After all exclusions, 83 dyads



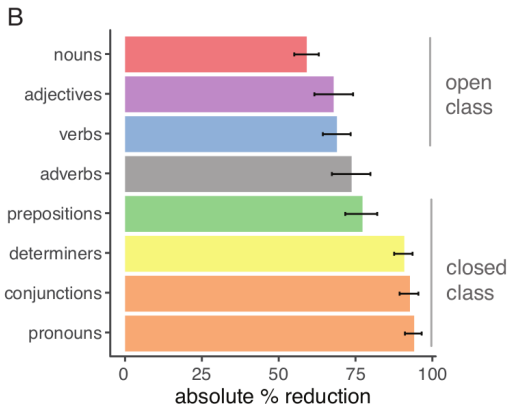
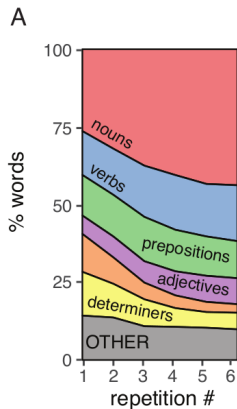
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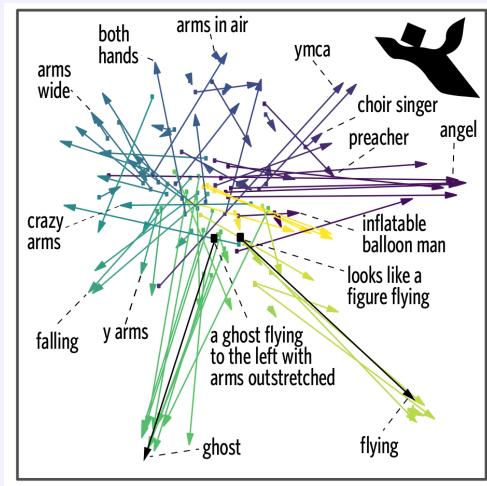


# Hawkins, Frank, & Goodman 2020



Words tend to drop out in syntactic units

# Hawkins, Frank, & Goodman 2020



Semantics converge within and diverge between groups

What are the dynamics of pact formation between groups?

# FYP

What are the dynamics of pact formation between groups? Replicate Hawkins et al to compare groups of 2/3/4 communicators

- Look for differential reduction
- 




Rotate who is the knowledgeable speaker

- Chosen for participant experience
- Stronger measure of convergence

# Experiment Framework

Implemented in Empirica (Almaatouq et al 2020)

Round 1 / 6 > Target 1 / 12













 Laju (You)  Repi (Listener)  Minu (Listener)

Timer  
**01:43**

Score  
**\$0.00**

No messages yet...

You are the speaker. Please describe the picture in the box to the other players.

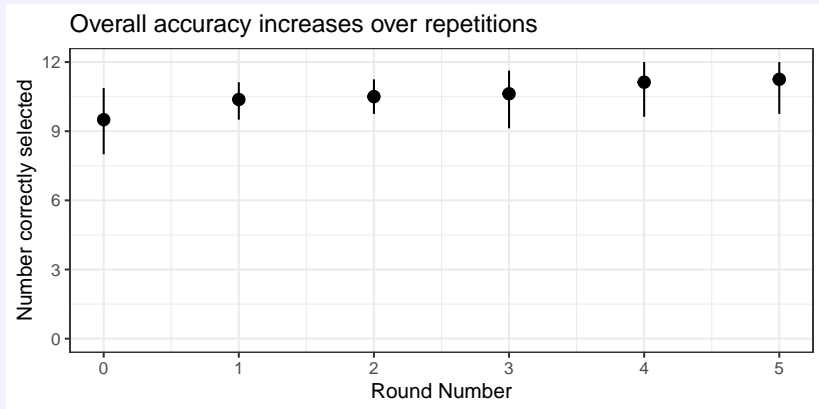
# Recruitment

Goal of 20 complete games in each of 2/3/4 player (60 games, 180 participants) Each game has 6 blocks of 12 tangrams Actual population:

- YY 4-player games (+ XX partial)
- YY 3-player games (+ ZZ partial)
- ZZ 2-player games (+ CC partial)

Include all complete blocks

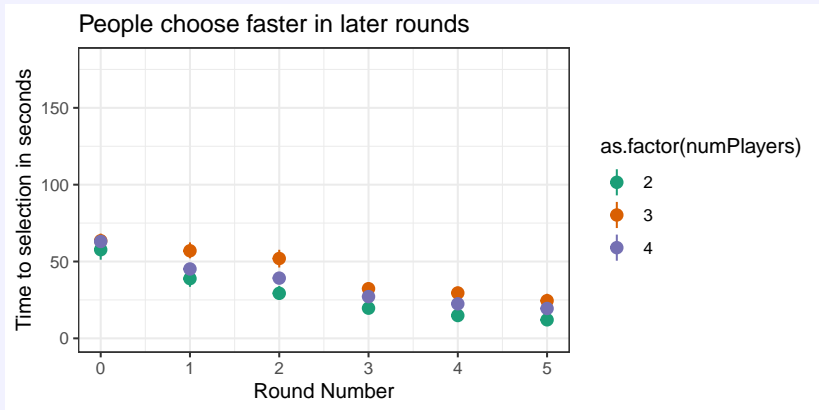
# Results – Accuracy



Accuracy is uniformly high, but seems to increase

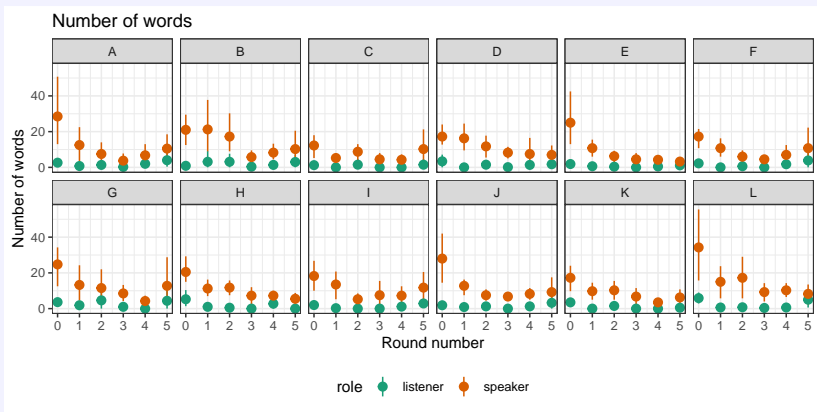


# Results – Speed



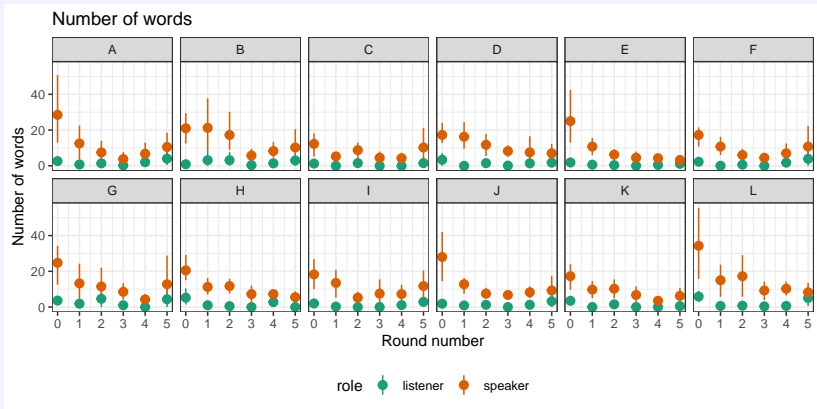
Listeners choose faster in later rounds

# Reduction



OVERALL PICTURE HERE Plan to remove chit-chat

# Reduction



Broken out by tangram

TODO wacky when to reduce charts here

Future steps: - clean up analyses and run models to confirm what we already see → reduce less for more players Why? and How? → what are the differences in language Semantic analyses – how do statements change across rounds (and as a product of if they got it right?) How do these trajectories change for number of players? Check for Listener-Listener interactions

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- Curriculum learning

# Bigger picture

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- Tie this into modelling work
- Dataset for training AI agents for conversation

# Comments, Questions?

Looking for feedback on

- What analyses would be interesting?
- What's the next study?

