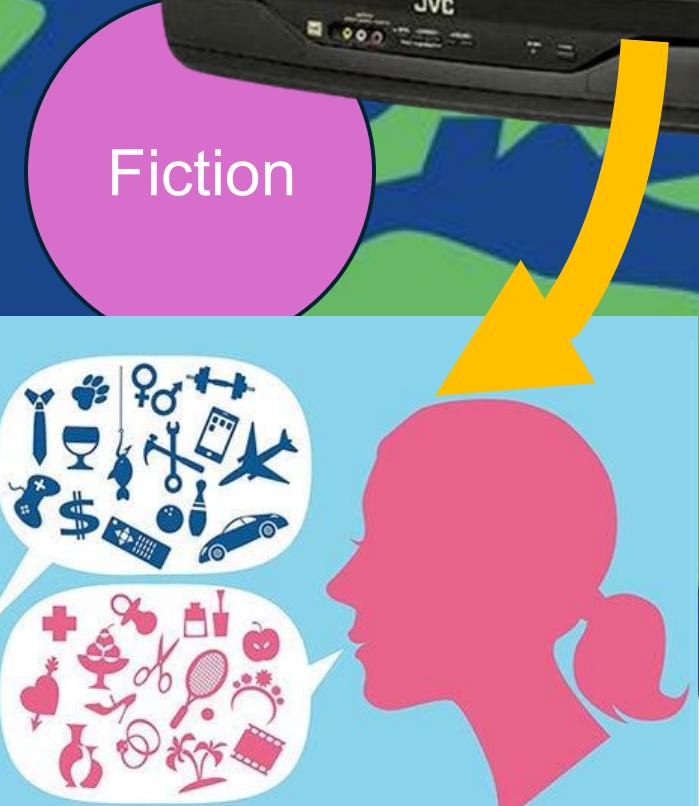
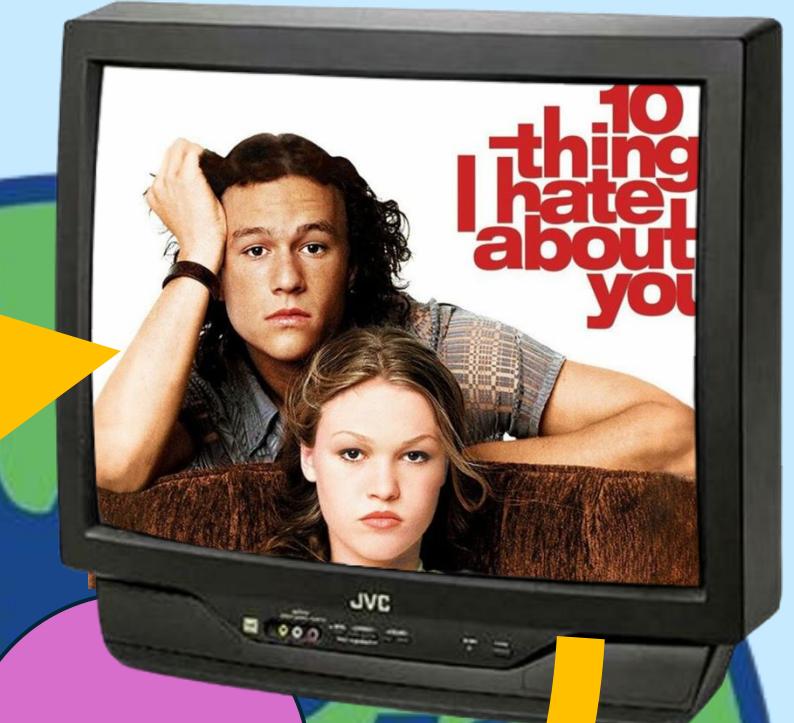
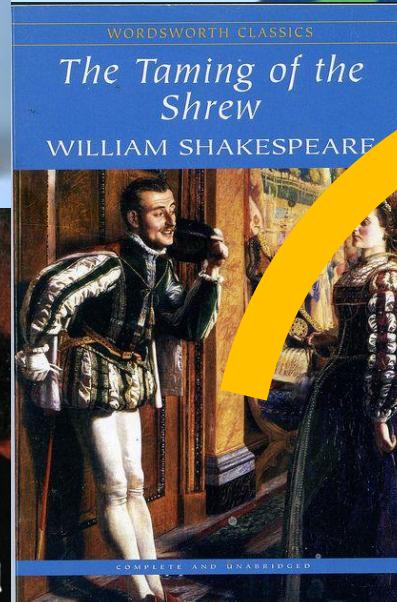
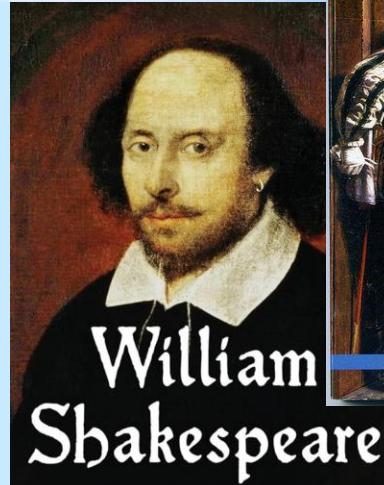
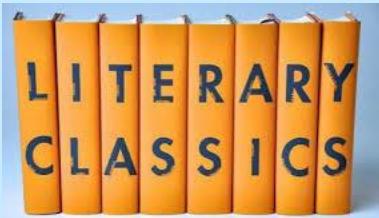


# **Swearing in the Spotlight: A Social Network Approach to Examine Patterns in Movie Characters' Taboo Language Use**

**Lauren Flynn and Laura Allen**

# telecinematic discourse

- fictional worlds are embedded within our real world (McQuail, 1992; Riegel, 1996)
- the world around us inspires the media we consume (Newman & Girvan, 2004)
- popular media then influences our reality-- normalizing the behaviors, attitudes, and language exemplified (Sapolsky & Kaye, 2005)
  - including gender norms (Schofield & Mehr, 2016)



# discourse & gender

- male characters have more primary roles and speak more (Mulvey, 1988; Lauzen, 2018)
- gender archetypes used to quickly elicit stereotypes (Schofield & Mehr, 2016)
  - e.g., polite vs. explicit language (Lakoff, 1973)
- communication expectations driven by gender stereotypes (Schofield & Mehr, 2016)
  - e.g., discourse content
  - e.g., use of profanity



## Bechdel Test Movie List

/bech·del test/ *n.*

1. It has to have at least two [named] women in it
2. Who talk to each other
3. About something besides a man

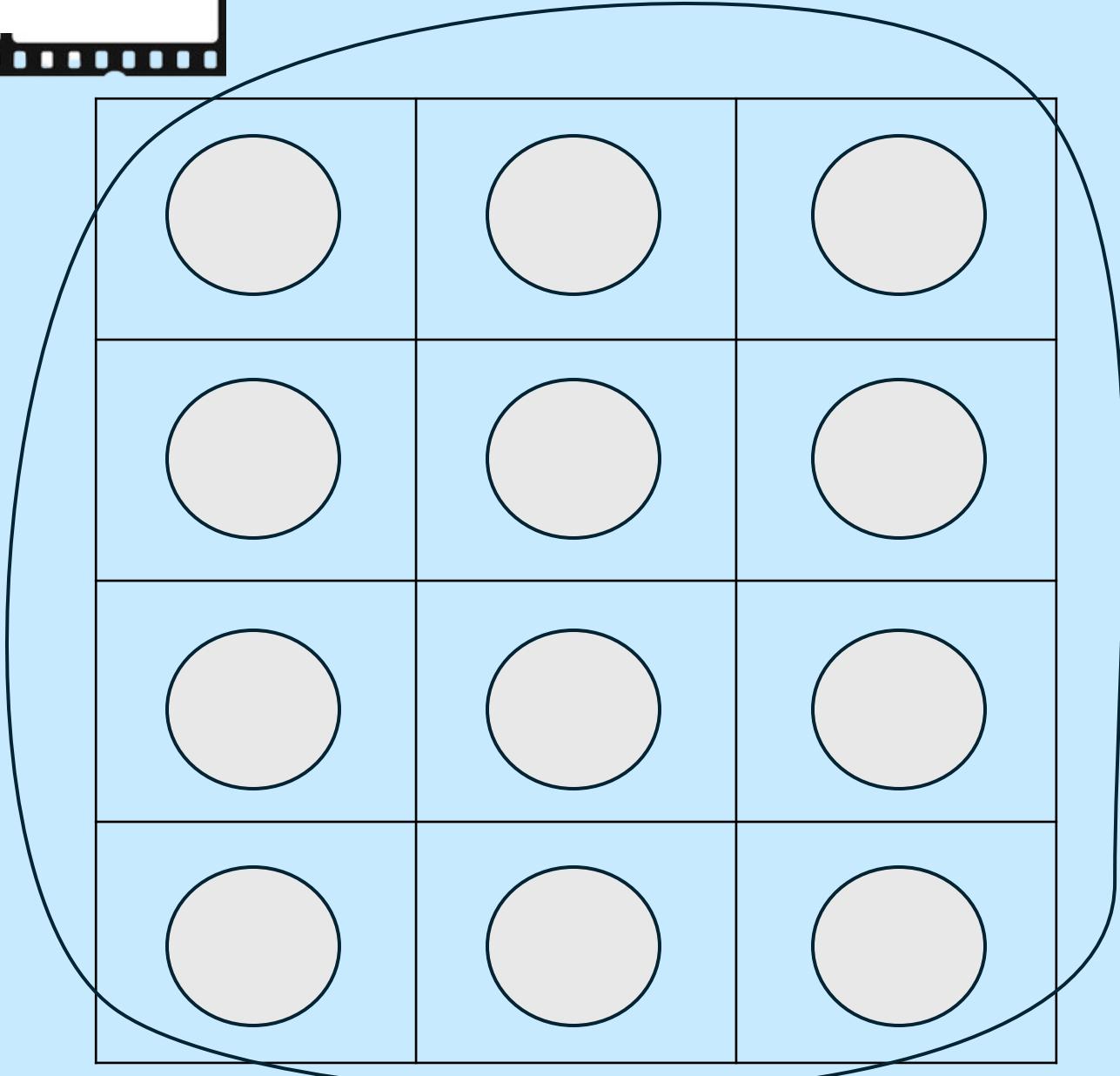
# swearing dynamics

- taboo language has been broadly studied and known to vary both in real life and fiction by gender (Foote & Woodward, 1973; Wood, 1994)
  - aids in identity-building and gaining power (Cressman et al., 2009)
  - females have more consequences when swearing and socialized to be more accommodating (Jay, 1992)
- other contextual factors: formality of setting, relationship between speakers, gender of listener, etc. (Bayard & Krishnayya, 2001; Jay, 1992, 2000, 2009; Stapleton, 2003)
- most often occurs when in the presence of males (Sapolsky & Kaye, 2005)
- investigating gendered swear use as a proxy for social power can be examined using social network analysis (SNA)



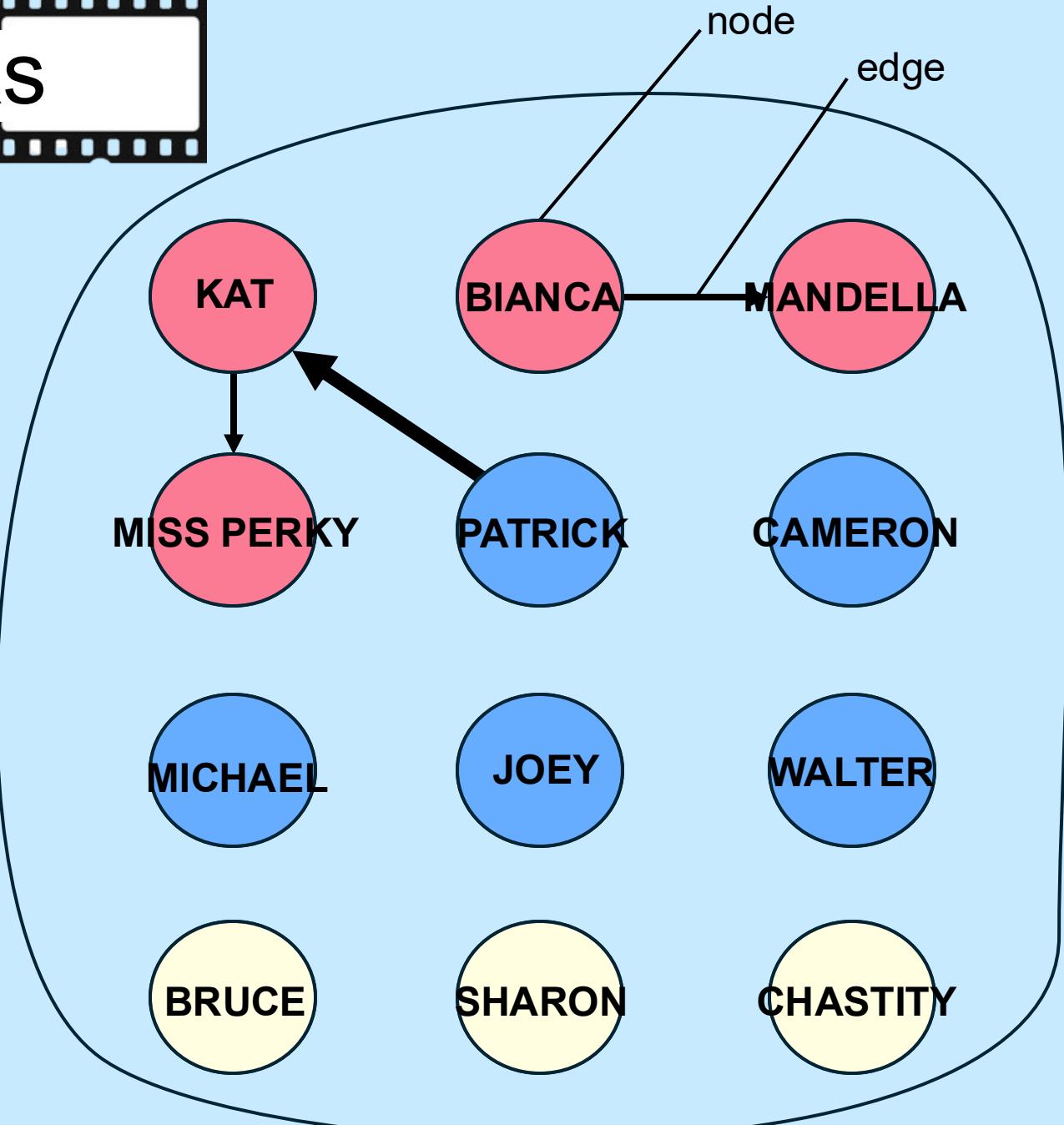
# social discourse

- discourse is inherently social and involves the co-construction of dialogue based on characters' shared contexts and meanings  
(Bakhtin, 1981, 1984; Cazden, 2001; Gee, 2012)
- language is embedded in the social interactions in which it is used  
(Bakhtin, 1981, 1984; Gee, 2012; Street, 1984)
  - speakers implicitly enforce their shared norms and expectations on each other  
(Bourdieu, 1991; Bourdieu et al., 1990; Goffman, 1959)
- instead of focusing on separate individuals, the focus is on the interdependence of characters  
(Kadushin, 2012; Knoke & Yang, 2008)



# SNA character networks

- SNA produces social networks that consist of nodes and edges (Carolan, 2024)
  - each node = specific character (colored by gender)
  - each edge/tie = shared interaction between connected characters (weighted by frequency of interaction)
- here, social networks represent the conversational interactions between characters within each movie (Elson et al., 2010)



# current study

1. How does the structure of taboo interaction networks differ from the overall network of movie interactions?

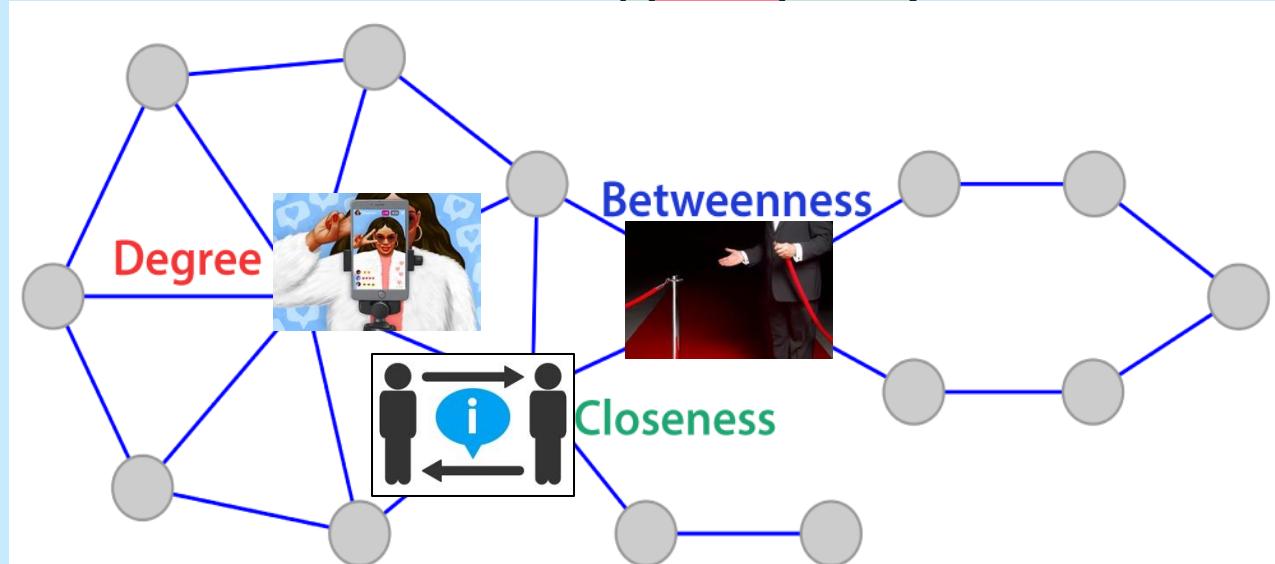
- # of nodes (characters)
- # of edges (lines)
- # of communities
- network density
- network reciprocity

do these replicate?

2. How does gender interact with graph type (i.e., overall vs. taboo networks) in predicting measures of character importance (i.e, social power)?

- strength (weighted degree) = network influencers
- betweenness = network brokers/gatekeepers
- closeness = information exchangers

Network 1: Overall Speech



- **Weighted Degree (Strength)** = sum of edge weights connected to node
- **Betweenness** = influence of node in the flow of information
- **Closeness** = closeness of node to other nodes

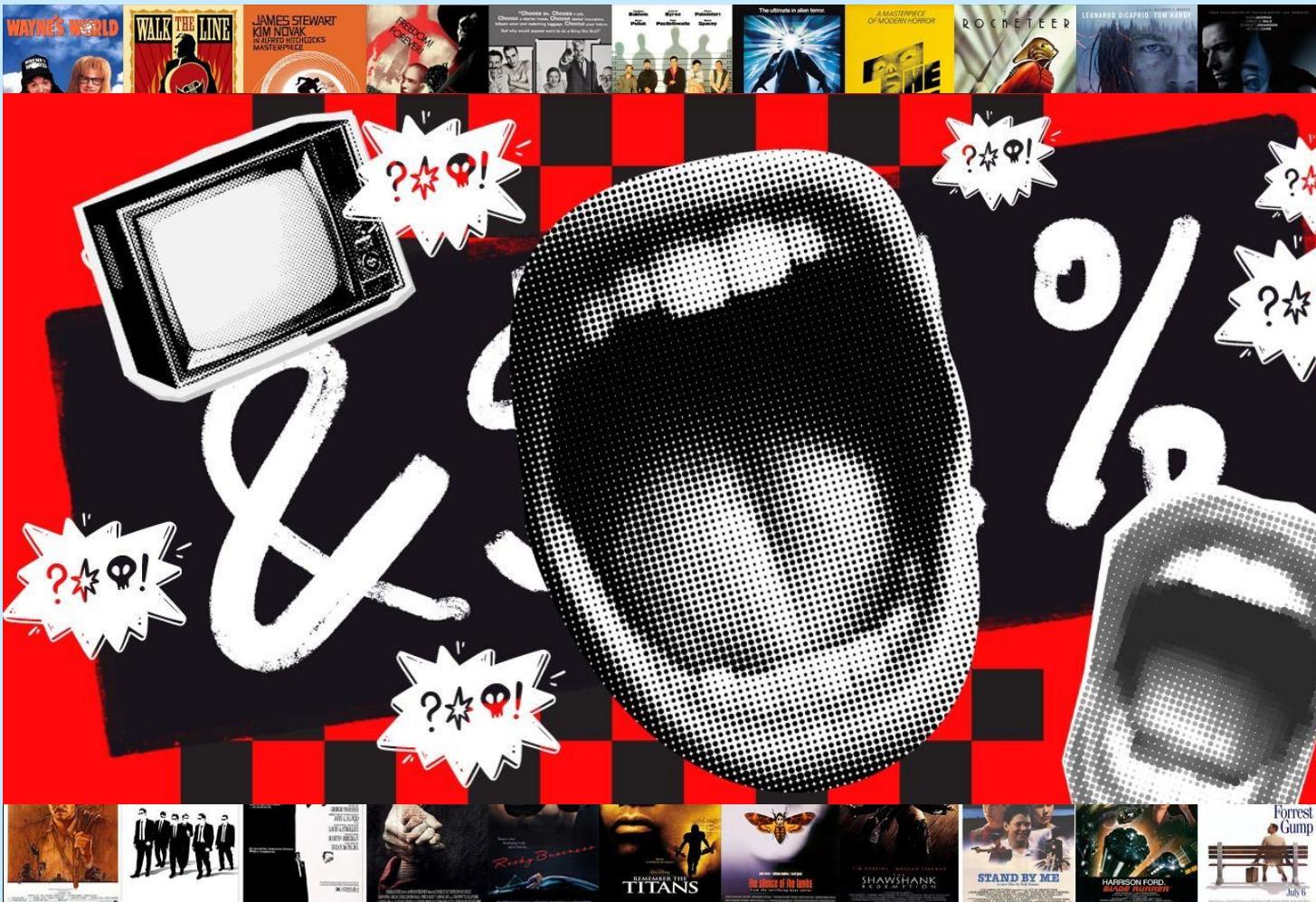
# data sources

## 1. Cornell Movie Dialog Corpus (Danescu-Niculescu-Mizil & Lee, 2011):

- 576 movies
- across 24 genres
- released between 1927-2010
- avg. # of taboo words = ~25

## 2. Taboo Norms (Janschewitz, 2008):

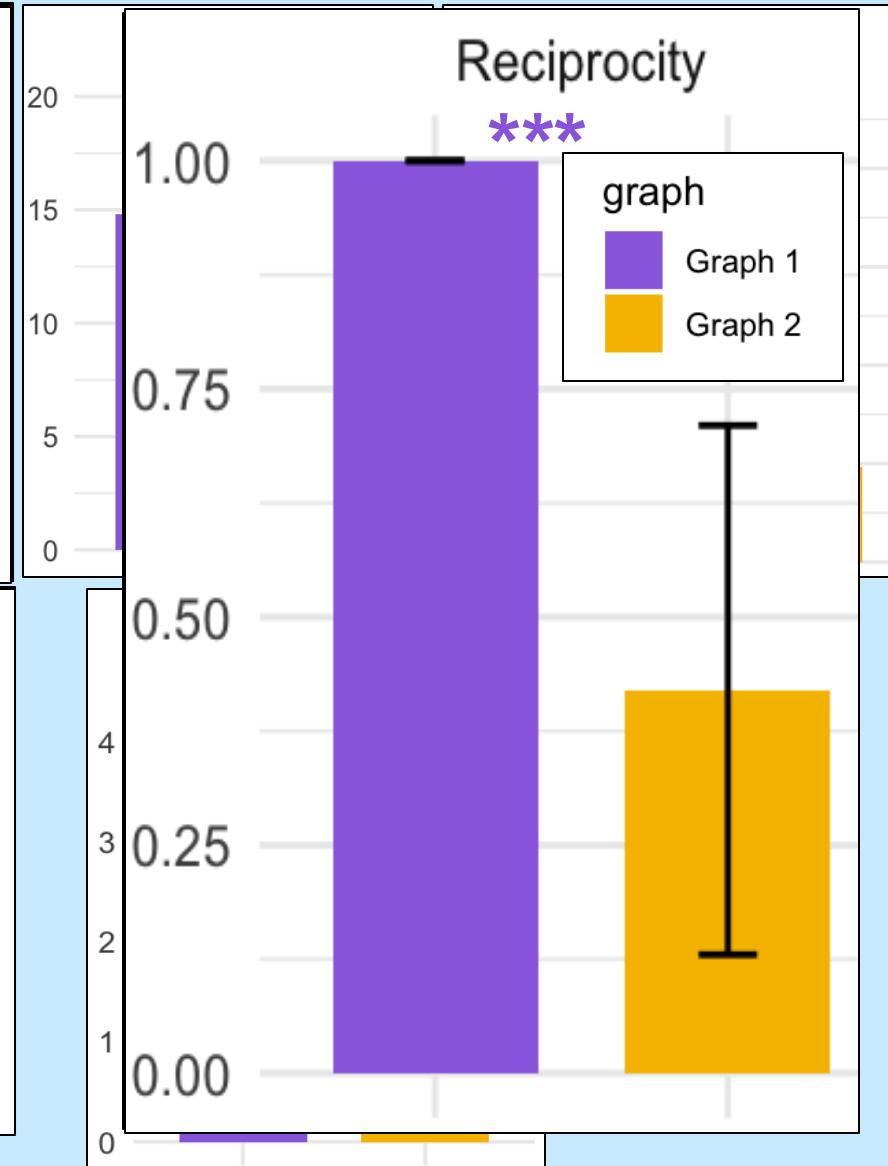
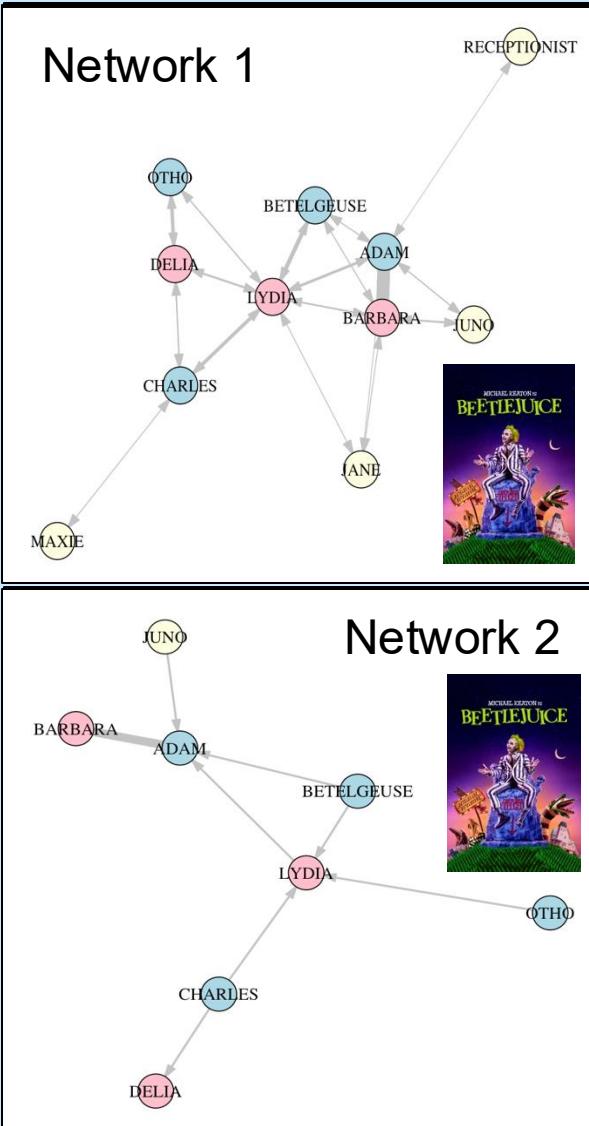
- set of 92 taboo words rated on a 9-pt. Likert scale for degree of *tabooneß*



# results: RQ#1

1. How does the structure of taboo interaction networks (graph 2) differ from the overall network (graph 1) of movie interactions?

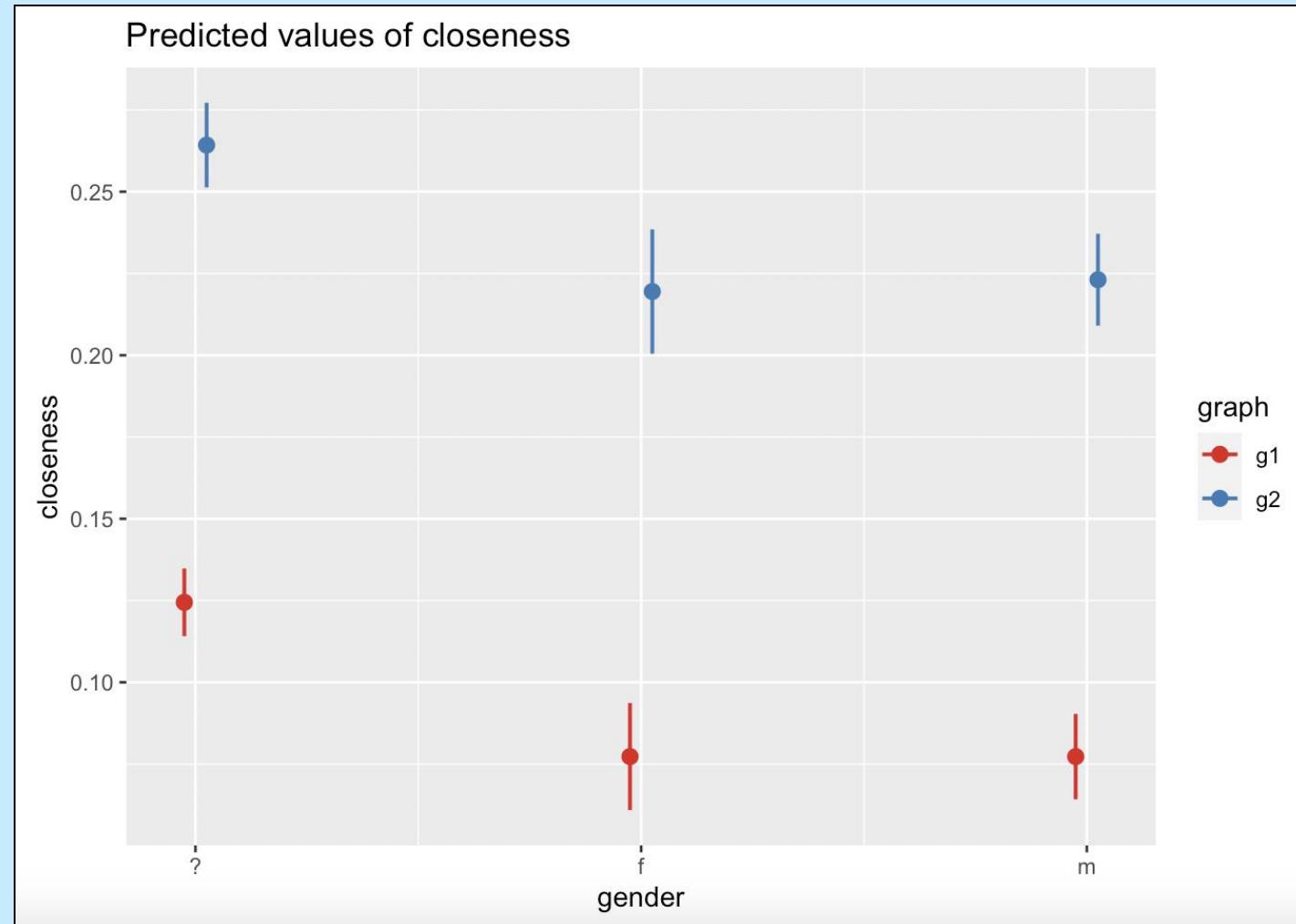
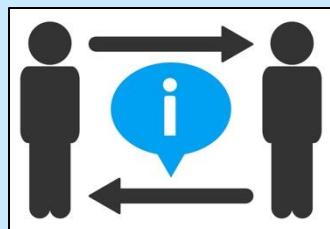
- confirms/replicates that frequency indices (# of nodes, edges, communities) in the swearing network are only a fraction of the total network
- higher density in swear graphs
  - fewer weak ties (swearers tend to swear with other swearers)
  - swearers are more interconnected
- character speech is reciprocated but swearing is reciprocated less than 50%
  - most people speak when spoken to
  - swearing at someone doesn't guarantee they'll swear back



# results: RQ#2

2. How does gender interact with graph type (i.e., overall vs. taboo networks) in predicting measures of character importance?

- **strength:** male characters involved in sig. more social interactions and have more lines with swears
- **betweenness:** male characters play more central movie roles and exchange more information (including explicit) than females
- **closeness:** main effects found for both gender and graph type but no interaction



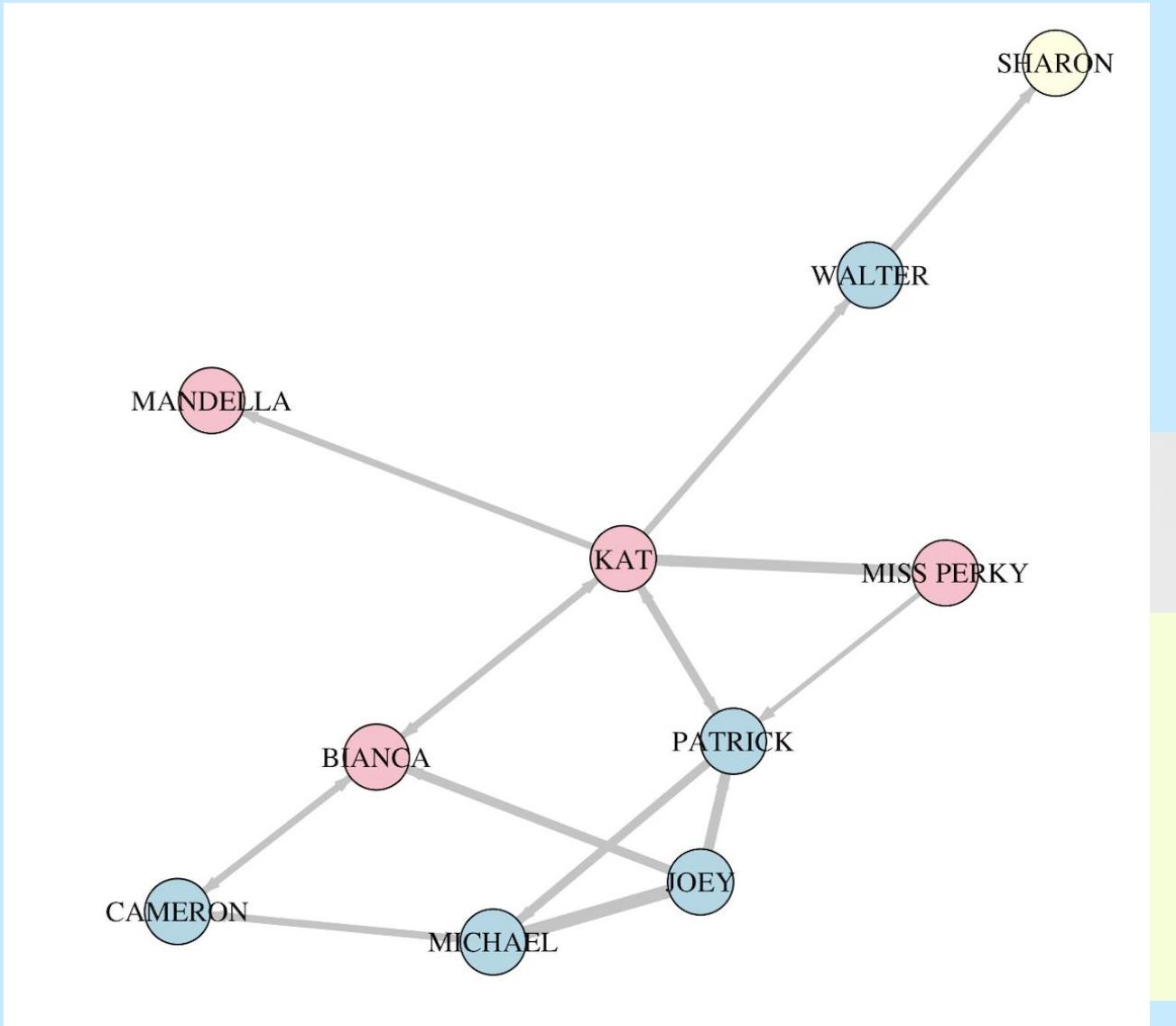
# discussion

- replicates previous findings of a primarily male-centric film perspective
- swearers tend to be more interconnected
- male characters hold the most powerful central roles within social networks
  - network influencers
  - network brokers (information gatekeepers)
- males continue to dominate positions of social power and control the spread of information across discourse



# future work

- limitations to address:
  - gender isn't binary
  - language use may differ by genre
- future extensions:
  - look at swearing dynamics amongst other contexts (e.g., genre, setting, character relationship)
  - explore use of gendered swearing across different discourse functions (e.g., humor, eliciting emotion)
  - dive deeper into which taboo words are most central & what kinds of characters use them
  - can investigate other indicators of social power through dialogue (e.g., tabooeness of swears used, self-disclosure, giving instruction/making demands)





Thanks for  
watching!