

HÖMKE ET AL. 2018

28 APRIL 2020

? DO BINKS MODERATE TURN-TAKING BEHAVIOR?

Backchannels (e.g. mm-hm) facilitate grounding and, when absent, are detrimental.

Can listener blinks do something similar?



ABOUT BINKS

- Infants blink rarely, but blink rate increases till adulthood

- Blinks happen more often than needed for keeping the eyes lubricated

- We blink ~13500 times per day: it's one of our fastest & most frequent actions

- People blink less under high cognitive load ~ related to attentional disengagement

- Across species, larger social groups tend to have higher blink rates

- Voluntary blinks are longer & may play a communicative role

- Hömke et al. (2017): blinks tend to occur @ ^{potential} TRPs / TCU-ends

- Long blinks (410 ms, top quartile) produced in mutual gaze, co-occurring w/ other backchannels

long blink ~ "I've received enough information for current purposes" (p. 3)

↑ hypothesized communicative meaning

METHODS



pts answered 18 open-ended Qs from 3 avatars, varied in their feedback style (none vs. nod-short blink vs. nod-long blink)

← feedback was initiated spontaneously by a confederate listener blind to condition

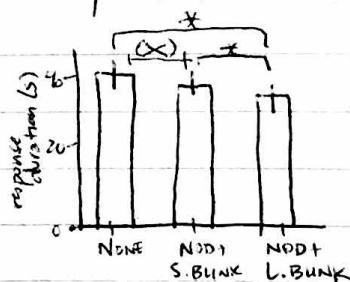


← participants completed an Empathy Quotient questionnaire to test whether high empathizers were more responsive to blinks (see p. 3 for rationale)

RESULTS

Participants produced shorter answers in response to long-blink + nod feedback than the other two conditions (no diff w/ none vs. short-blink + nod)

No effect of Empathy Quotient score.



long listener blinks may be functionally involved in managing mutual understanding and indeed the management of floor (off the record)

p. 8

together w/ observational data in Hömke et al (2017): long blinks are voluntary, organized in where they appear, and influence current speaker behavior

FUTURE STEPS

- local effects on production

- checking for true 'I got it' meaning

- vary avatar "style" w/ avatar

- investigate role of head nod

- better understand effects of expectations about avatars

- investigate link to functional load