READING NOTES

LEVINSON & TORREIRA 2015 — 16 APRIL 2020

Taking SSJ74 model as basis, adding PREFERENCE and COLLABORATIVE TURN COMPLETION. States two challenges raised:

(A) What counts as a turn — how are "complete" units recognized?
(B) Given the extendibility of turn units, how does projection work?

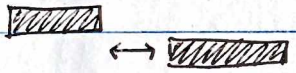
Q: Is signaling enough?

DUNCAN (1972, 1974) turn-taking signals as either floor holding or floor yielding, including prosodic (final intonation (loudness/pitch), syll duration), gestural, lexico-syntactic (tag, clause end), gaze switch away
↳ allocation is under control of the speaker
↳ cues are used w/ "context free" interpretations
} counter to the collaborative view of turns.

* see also Kendon (67), Goodwin (80), & Rossano (13) for advances in thinking about the use of gaze

↳ e.g. falling, mid, rising final tone

how literally should we take signal vs. collab if really we rely on quick negotiation



GAP duration may be affected by language, interaction modality, speech acts/responses, use of visual cues, complexity, and interlocutor

OVERLAP frequency/duration may be affected by modality of interaction, language, use of backchannel, multi-TCU turn, simultaneous self selection, etc
↳ 93% of "between overlaps" & 97% of "within" overlaps

Findings derived from (AmEng) Switchboard corpus (348 conversations, 6524 between-, & 3343 within-overlaps

Between dur: median = 205, 75% < 374 ms

Within dur: median = 389, 75% < 532 ms
↳ more likely to happen at TRP w/i ongoing turn & self-selection than between

fundamental qualitative difference?

WHAT COULD BE A PLAUSIBLE PSYCHOLOGICAL MODEL of THIS SYSTEM?

HELDNER & EDLUND (10)

Argue against precision timing in turn-taking

- precision = 0-10ms ← <1%
  ↳ = 0-200ms ← ~50%
- includes "expectable" overlaps like backchannels ← 40% of transitions w/ some overlap

They conclude

* Motivation for projections is not valid
* Turn-taking is not rapid/precise

BUT

- Since recognizing silence takes 200ms minimal RT is 500ms in a purely reactive case ← 70-82% of trans.
- Turn-final cues still have a role to play in combination w/ longer projections.

DEVELOPMENT: EARLY START (e.g. Protoconversations) but slow trajectory of development (b.c. of linguistic complexity) → evidence from observation & eyetracking (more to come on this).

PREDICTIVE COMPREHENSION: General phenomenon is well established & seems at work in both recognition of speech acts (Gisladottir 2015) and precisely predicting TRPs (de Ruiter...2006, Magyari 2014, Riest et al 2015) w/ turn-endives (Bögels & Torreira)

PRODUCTION LATENCY: Production, particularly phonological encoding, is SLOW (3-4 times slower than comprehension & 1.5 times other pre-planning components for a single word)
Single word = 600 ms (picture naming)
sentence = 1500 ms (describe scene) → may involve inhalation plan

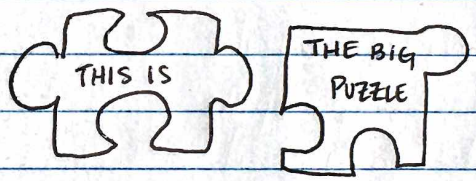
↳ early planning of response ⇝ switching?
parallel processing?

Segaert et al (11)
Pickering & Garrod (13)

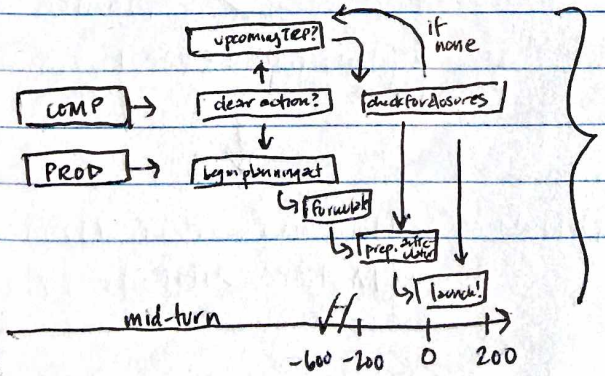
alternative model
↓ parallel tracks
Prod_now —
Prod_soon —
Comp_now —
Comp_soon (aligned) —

empirical facts
↓
theoretical to-be-explained phenomena

IN ADDITION TO THE 14 GROSSLY APPARENT FACTS:



⊕ Turns are mostly short & syntactically & prosodically complete
⊕ Intraspeaker gaps are longer than inter-speaker gaps
⊕ Interspeaker gaps are short, and medium gaps and short overlaps are also common
⊕ Long gaps may carry semiotic significance
⊕ Overlaps appear in orderly positions and are short
⊕ Turn-taking is established in infancy but gets complicated w/ language onset
⊕ Predictive response planning must take place
⊕ Turn-final cues can provide critical triggers at turn-allocation decision points
↳ "point of no return"



proposed interleaving of prod & comp in responder's system

WHY GAPS & OVERLAPS?

- "meaningful" vocs
- response complexity
- attention
- ⋮