

CLARK 96

31 MAR 2020

w/ time, unfolding

single moment w/o time

JOINT ACTIONS

ACTIVITIES / ACTIONS / ACTS

↳ coordinated actions by 2+ people, including what they (intend to) do ("content") and the resources they recruit to do so ("process")

Language use \neq joint action bc the latter is (frequently) done w/o language and can even be conceived of within hierarchically related simultaneous act.
- instead -

Most language use is a type of joint action that utilizes the system of shared linguistic conventions for doing things jointly.

INTENTIONAL ACTIONS

individual

joint

autonomous = no ^{INTENDED} coordination w/ others

participatory = ^{INTENDED} coordination w/ others

(only completable by ensembles of ppl)
(performed by means of indiv actions)

NOTE 3

Other ways in which coordinated behavior can emerge include ADAPTIVE (e.g. a spy following their target) or DECEPTIVE (e.g. taking out an opponent) actions - we won't cover those

SCHELLING

COORDINATION

PROBLEMS (1960)

Participants reason backwards from a joint goal to a joint action

Not typical for lg use

- ① Heads or tails?
- ② Pick a number between 1 & 100
- ③ Where to meet @ what time

try to give the same answer as another person

examples
- explicit / meta cognitive
- discrete - single-shot

- solution is defined by inter-dependence

PERSON ... w/ a stranger, your friend, a child
SCENE ... in a classroom, by bike, after watching a show

RELIES ON IDENTIFYING SHARED EXPECTATIONS

SMIANCE (broadly construed)

prediction is not enough, but mutually recognizing unique signals goes a long way
"the key"
"coordination device"

EXPLICIT AGREEMENT

PRECEDENT

CONVENTION

CONSPICUOUSNESS

PROMINENCE

COORDINATION DEVICE \rightarrow BASIS FOR BELIEF (OR SUFFICIENT CONFIDENCE) IN CONVERGENCE ON A JOINT ACTION SOLUTION (mutual expectation)

The best coordination device?

whatever solution is most salient w/ respect to current common ground

↳ "principle of joint salience"

NOT JUST THE PERCEPTUALLY MOST OBVIOUS THING

developmental implications?

Coordination implies audience design

↳ participant joint action implies that interactional contributions will be formulated such that participants can jointly solve them

Solvability premise: When a participant sets forth a coordination problem, co-participants can proceed w/ trying to find a solution knowing that the problem was chosen and posed for them with the belief that there is a solution participants can converge upon.

Sufficiency premise: Problem prompts in the above sense include an assumption that all necessary information (+ common ground) is given to find a solution.

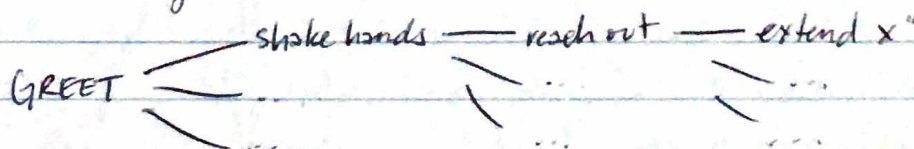
Immediacy premise: If participants are working up a sequence of time-constrained problems they should go for immediate solutions, i.e. which are by-design sought in this context)

CONVENTION

"a community's solution to a recurrent coordination problem"
Lewis (1969) 1970

① A regularity κ in behavior that is ② (partly) arbitrary, ③ common ground in a given community, ④ ^{used} variable as a coordination device, ⑤ specifically for addressing a recurrent coordination problem &. **EXAMPLES**: greetings, (all of) lexical & grammatical forms/knowledge, personal space, etc.

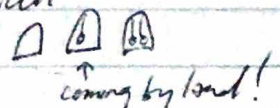
DISCOURSE emerges as solutions to hierarchies of coordination problems



Language is a conventionalized (and complex!) signaling system

Signaling systems can be...

conventional + non-linguistic ad-hoc & linguistic/non-ling between



AMBIGUITY

Still a problem, even with complex signaling systems
"speak generally, think specifically"

"criminal lawyer"

"a Clarkian or a Levinsonian?"

"she did a Houdini"

"our class is doing x"

"uncle Tommy"

"noise" - "toda pop"

"as if"

INTENTIONAL & COMPLEX INDEXICALITY

how do we ride this line?

"codes" for heuristics?

LAYERING

CONTINUOUS COORDINATION — most coordination problems, where the solutions bear out over time, formed by adaptive decisions made by participants moment to moment

PERIODIC

e.g. dancing

APERIODIC

e.g. conversation

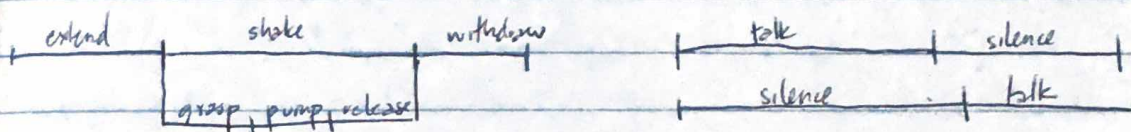
BALANCED

e.g. kumpugling

UNBALANCED

e.g. conversation

Synchrony of action is required to maintain coordination in all these circumstances by recognizing and providing timely, adequate responses to changes of state:



each phase & subphase has entry & exit times that themselves must be coordinated, in addition to coordinating the action content. (NB: sometimes ends = beginnings)

~~Synchrony principle~~ Synchrony principle: participants synchronize mainly by coordinating on entry (and exit) times of sub-phases and by the relevant actions for each phase

↳ influences packaging of information if immediate responding is a desideratum
Nice example w/ delay marking & overlap in conversation (p. 88)

~~Processing time principle~~ Processing time principle: the need for "processing time" is factored into prompt design & response interpretation — we understand extra effort may mean extra delay

ASYNCHRONOUS JOINT ACTIONS



lack of synchrony ≠ lack of joint action

↳ only different implications / considerations of audience design in order to achieve coordination ~ working our way back in the general direction of Schelling games