

SSJ 74

2 APRIL 2020

CONVERSATION

INTERVIEWS MEETINGS

DEBATES

CEREMONIES

LECTURES

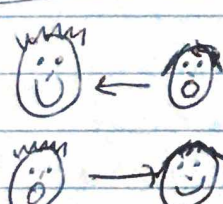
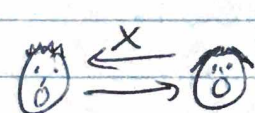
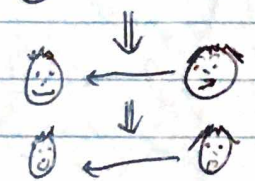

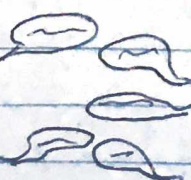

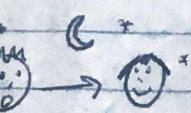

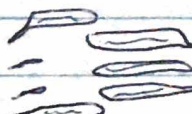
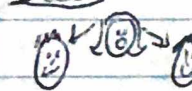
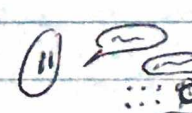

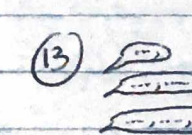
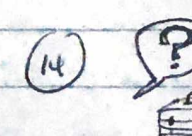
SPEECH EXCHANGE SYSTEMS

↳ one type of social interaction that uses turn taking for organization

Focus of study: The shape of the machine for turn-taking
- NOT - its outcomes

- ATTEMPT TO
- ① account for apparent patterns observed in natural conversation
 - ② do it in a way that is operationally context free, but (abstractness)
 - ③ capable of high context sensitivity (local particularization potential)

14 GROSSLY APPARENT FACTS ABOUT CONVERSATION

- ①  speaker change occurs, or at least occurs
- ②  overwhelmingly, one party talks at a time
- ③  occurrences of more than one speaker at a time are common but brief
- ④  transitions usually have little/no gap or overlap
- ⑤  turn order is not fixed, but varies (not randomly though!)
- ⑥  turn size is not fixed, but varies
- ⑦  length of conversation is not specified in advance
- ⑧  what parties say is not specified in advance
- ⑨  relative distribution of turns is not specified in advance
- ⑩  the number of parties can vary
- ⑪  talk can be continuous or discontinuous
- ⑫  turn allocation techniques are obviously used
- ⑬  various turn constructional units are employed (projected length)
- ⑭  repair mechanisms exist for dealing with turn-taking errors and violations

↓
because of the need for floor to be distributed, this system forms a sort of economy.

what is the "resource" sought after, & why is it limited?

focus on linguistic (verbal) signals

TURN CONSTRUCTIONAL COMPONENT the feature of a turn that allows its end to be projectable (i.e. anticipated, and at a certain time) — examples rely often on the completion of syntactic & prosodic phrases + pragmatic inference.
projectability \neq perfect predictability

A: What is your name on your card?
B: Dennis

↑ possible, projectable point of completion \rightarrow
possible, projectable place to respond

Unit types are all shapes and sizes of turn

key concepts

- ☆ SPEAKERS ARE AUTOMATICALLY ENTITLED TO 1
- TURN-CONSTRUCTIONAL UNIT (TCU) = AND =
- ☆ THE COMPLETION OF THAT UNIT IS THEIR FIRST TRANSITION RELEVANCE PLACE (TRP)

TURN ALLOCATION COMPONENT

TYPE A

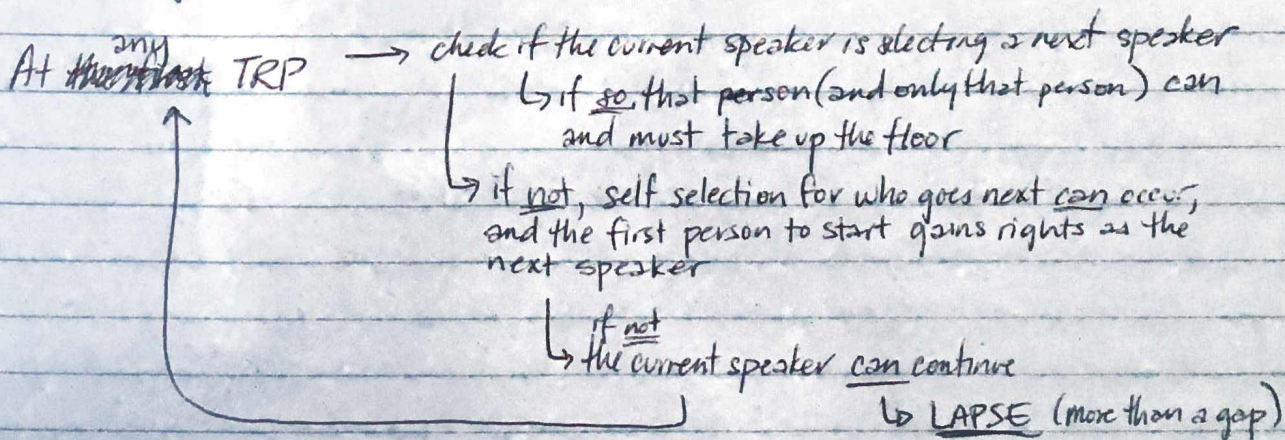
Next turn is allocated by the current speaker by their selection of another speaker ~~as the next speaker~~ as next ~~speaker~~ to speak.

e.g. QUESTIONS typically select the addressee as the next speaker
ADJACENCY PAIRS ARE TECHNIQUES FOR OTHER SELECTION \rightarrow see Sillars chapter!

TYPE B

A speaker self-selects as next to speak, e.g. "jumping in"

THE "RULES" OF THE GAME



NOTE that this pressure can be increased w/ increase in # of speakers (e.g. w/ self-selection) \rightarrow simultaneous and early starts

\rightarrow potential for schism into smaller groups when 4+ speakers present

the downstream also put pressure on ("constrain") the application of upstream rules \rightarrow pressures the rules to be applied AT the TRPs, by which the no-gap-no-overlap pattern emerges

what do lapses indicate? how do we treat them?

SILENCE TYPES

Oriented to differently by participants.

← GAP →

@ speaker transitions w/o speaker selection

(...PAUSE...)

silence after speaker selection

! LAPSE!

name of the floor - uptake options have been employed
↳ discontinuity

Other ideas brought up: (just a few!)

- recompleters ("like", "huh?")
- obligation to listen (for transition)
- pre-starts ("so, ...") & post-completers ("so yeah")
- repair - oriented toward troubles in organizing and distributing talk (e.g. sorry?)
sometimes requires breaking the rules (e.g. dropping out), & is often done w/ turn
- Prot procedure derives from prot. need to display understanding
- local management ~ less equitable distribution ~~in~~ in big groups (pre-allocation ceremony)

TAKE-AWAYS

Conversational turn taking is locally and interactively managed.

★ it is misconceived to treat turns as units characterized by a division of labor in which the speaker determines the unit and its boundaries, with the other parties having as their task the recognition of them. Rather, the turn is a unit whose construction and boundaries involve such a distribution of tasks as we have noted: that a speaker can talk in such a way as to permit projection of possible completion... from its start, allowing others to use its transition places to start talk, to pass up talk, to affect directions of talk etc.; and that their starting to talk, if properly placed, can determine where he ought to stop talk. (727)

Audience design vs recipient design: orientation & sensitivity to co-participants