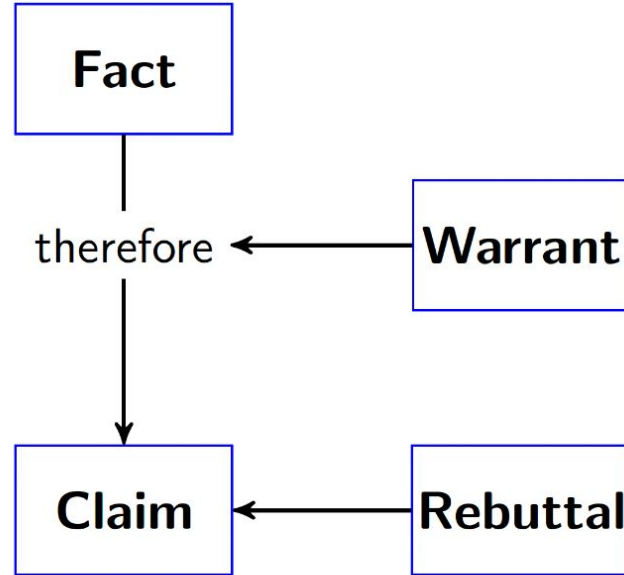


# Argumentation

Healthy arguments are good!

# An Argument Abstractly in Rhetoric

Due to Stephen Toulmin, 1958



# An Argument as Rationale

Call this the Argument for Unrestricted Access

VPN enables external connection

**Fact**

therefore

**Claim**

Allow VPN access  
from a laptop

Allow if requested

**Warrant**

**Rebuttal**

Block if malicious



# An Argument as Rationale

- Claim:** You should buy our tooth-whitening product.
- Data or Grounds:** Studies show that teeth are 50% whiter after using the product for a specified time.
- Warrant:** People want whiter teeth.



This is how companies sell in their advertisements. Many FB ads run on similar scheme

# Example Scheme: Argument from Cause to Effect

- ▶ Scheme
  - ▶ Generally, if cause A occurs, then effect B will or might occur
  - ▶ In this case, A occurs or might occur
  - ▶ Therefore, in this case, B will or might occur
- ▶ Critical questions
  - ▶ How strong and reliable is the causal generalization?
  - ▶ Is any evidence cited to warrant the causal generalization?
  - ▶ If so, is that evidence strong enough?
  - ▶ Are there other factors that would interfere with or counteract the production of the effect?

# Relationships Between Arguments

The terminology is not stable

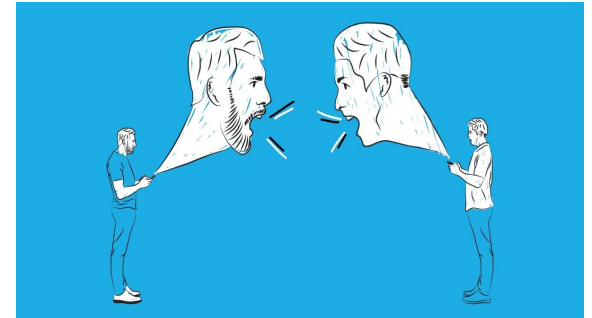
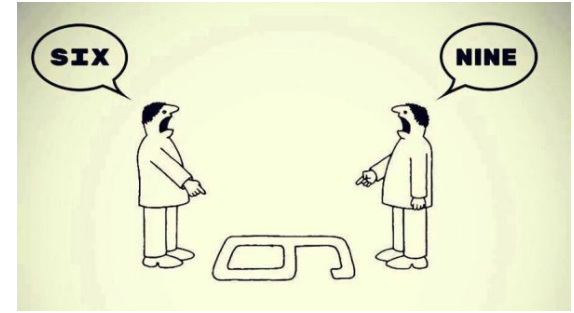
Mostly doesn't follow Toulmin

- ▶ Support
  - ▶ Reinforce the claim (i.e., conclusion): parallel argument
  - ▶ Reinforce a premise
  - ▶ Reinforce the warrant
- ▶ Attack
  - ▶ Attack the conclusion: rebut
  - ▶ Attack a premise: undercut (sometimes undermine)

(1) Museums and art galleries provide a better understanding about arts than Internet. (2) An art's background is important to know more about the art. (3) Going to the museum is costlier than seeing pictures online. (4) In all museums and art galleries, detailed descriptions in terms of the background, history and author are provided.

Let's discuss!

- ▶ Argument mining
  - ▶ How can we extract the structure of an argument?
  - ▶ How can we identify the argument schemes used in an argument?
- ▶ Authoring arguments
  - ▶ How can we help select an argumentation scheme from a partial argument?
  - ▶ How can we raise critical questions to guide the authoring?





# Walton's Argumentation Schemes

## Informal logic

Argument from Sign	Argument from an Exceptional Case
Argument from Analogy	Argument from Bias
Argument from Cause to Effect	Argument from Correlation to Causes
Argument from Established Rule	Argument from Evidence to a Hypothesis
Argument from Falsification of a Hypothesis	
Argument from Example	Argument from Commitment
Circumstantial Argument Against the Person	
Argument from Popular Practice	Argument from Popularity
Argument from Position to Know	Argument from Expert Opinion
Argument from Precedent	Argument from Consequences
Argument from Waste	Argument from Verbal Classification
Argument from Vagueness of a Verbal Classification	
Argument from Arbitrariness of a Verbal Classification	
Argument from Gradualism	Full Slippery Slope Argument
Causal Slippery Slope Argument	Precedent Slippery Slope Argument
Plausible Argument from Ignorance	Deductive Argument from Ignorance
Ethotic Argument (based on ethos)	



r/changemyview · 1 day ago

## CMV: Board gaming is a better hobby for people who work on a computer all day than video gaming

Delta(s) from OP - Fresh Topic Friday

This was me for a couple of decades. Google Slides by day, Playstation by night. When you spend your whole day overstimulated by screens you feel tired. But my mind loves stimulation, and puzzles, and the feeling of making a smart decision and seeing it pay off.

So there I went, playing video games into the night. Then back to screens next morning. Occasionally taking a break to watch some films. Over time I felt myself struggling more and more to focus, constantly adding more screens and more stimuli because I could never get enough dopamine.

However over the last year I've discovered board games. And, although they're not a panacea and I haven't suddenly become cured of my scrolling addiction, I certainly feel they scratch the itch of giving me something entertaining to do without making me less focused and ever more dopamine hungry.

I can't play board games for as long as I can play video games. But I count that as a plus. The amazing feeling of always wanting to play one more turn or do one more run/mission/etc in the long run is actually unfulfilling. Board games tend to be the opposite. Good ones make you feel like an arc has been completed and then you're done.

Board games are often a social experience, an antidote to the isolation or 'empty calories of interaction' that screens can be. But they can also be played solo (check out [r/soloboardgaming](#)), so you can take your time, maybe even cheat a little bit, who cares.

You should be playing more board games. Prove me wrong.

...

r/changemyview

Join

### Change My View (CMV)

A place to post an opinion you accept may be flawed, in an effort to understand other perspectives on the issue. Enter with a...

Show more

Public

3.7M  
Members

615  
Online

Top 1%  
Rank by size ↗



r/boardgames

### Rio Grande re-releasing Wabash Cannonball aka "Chicago...

298 upvotes · 86 comments



r/changemyview

### CMV: Sports gambling has gotten out of hand and needs much more regulation,...

187 upvotes · 160 comments



## Delta(s) from OP - Fresh Topic Friday

So there I went, playing video games into the night. Then back to screens next morning. Occasionally taking a break to watch some films. Over time I felt myself struggling more and more to focus, constantly adding more screens and more stimuli because I could never get enough dopamine.

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You should be playing more board games. Prove me wrong.



**r/changemyview**

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[Show more](#)

Public

3.7M

## Members

615

● Online

Top 1%

Rank by size 

## Persuasion

### Who will get the delta?



• 1d ago •

I agree with you generally, but I think there's definitely some cases for nuance.

In situations where you live far away from your friends, video games are more social experiences because it is easier to connect with friends over a voice call playing a video game.

In my experience playing board games, having enough of them to not be too repetitive takes up a lot of space. Depending on your living situation, you might not want to commit that kind of space.

Also if you travel a lot and/or know you're moving regularly, board games are a hassle to transport. Video games are much easier to move with.



7 4



Reply



### Award



Share



⊕ 2 more replies



• 1d ago •

If you state that "a balanced mix of board games and video games is better than just video games," I agree.

If you state that "board games should replace video games", I don't agree.

There are negative parts of board games:

\* solo playing is boring

\* group playing requires the "group" of other people to play with

\* group playing requires a place to play

\* group playing requires time away from home which means you should have small enough responsibilities (like no kids, or your partner should be interested in board games as well, etc)

\* group playing mostly means that you can lose the game (given a very small amount of cooperative board games)

## Did not get delta

3 · 1d ago ·

Board game usually require for you to be in the same room physically with the other players. Many people don't have other people around them to play board games with. I will use chess as an example. It can be classified as both a "Board Game" and an "Online Video Game".

If I could only play chess as a "Board Game" then I would not have sufficient competition in my area to play with. I'm 2000+ strength which is better than more than 99% of chess players. Nobody I live with plays chess. So if I wanted to play in person I'd need to probably take a chess board and go to the park with it and hope someone comes along to play. That requires travel, and dealing with the elements, and possibly meeting unsavory people in real life.

So locally I'd have a difficult time playing that board game with others at or above my level.

If instead I go online I have instant access to thousands of other players. So I can play against people from around the world. There is plenty of competition to be had, and I don't have to leave my house to play a game.

One problem however is online there is cheating. And I have run across some of those players before, but there are anti-cheating measures and I have seen a number of my opponents face a ban over it.

Board games have their place. The world chess championships are played as a board game in person for example. However, online games have their own special place.

For a person working on a computer all day they got video games right there.

11 · Reply · Award · Share · ...

## Got delta

· 1d ago ·

The first post in this chain mentioned that "solo playing is boring" and I agree. I have games like the Ultimate Edition of Mage Knight that is often touted as one of the best single player games, but compared to playing even a two player game, it's boring to me. The best board games seem to take around five players. It's much easier for me to find three friends willing to log in for a Helldivers game online than to get four friends willing to come over for a game of Cosmic Encounters.

11 · Reply · Award · Share · ...

t OP · 1d ago ·

!delta fine. It's not for everyone. You're the first person who seems to actually have tried and been won over.

-1 · Reply · Award · Share · ...

DeltaBot MOD · 1d ago ·

Confirmed: 1 delta awarded to [u/HybridVigor \(3A\)](#).

[Delta System Explained](#) | [Deltaboard](#)

1 · Reply · Award · Share · ...

· 21h ago ·

Thanks. I'm still able to get a boardgame night together maybe one night a month (used to be weekly), even if it's just Heroscape with one friend. But I'm able to get friends on a few times a week for co-op videogames.

Vote · Reply · Award · Share · ...

## Discriminatory features?

# Which is more persuasive?

Online games are exciting VS Online games may excite people

Online games are entertaining VS Online games seems to be entertaining sometimes

Initially, approach the problem like linguists not NLP engineers

Hedges

Categories	Features
Linguistic	Definite/indefinite articles
Linguistic	1st/2nd person pronouns
Linguistic	Hedges
Linguistic	Sentiment
Linguistic	Biased language
Linguistic	Examples
Linguistic	Questions
Linguistic	Links
Contextual	Length of a discussion
Contextual	Entry order of a comment
Contextual	Authentication
Contextual	User's flair
Interactive	Direct response to
Interactive	Quotation
Interactive	Connection with the OP
Interactive	Connection with OH's most recent replies

Guo, Zhen, Zhe Zhang, and Munindar Singh. "In Opinion Holders' Shoes: Modeling Cumulative Influence for View Change in Online Argumentation." In *Proceedings of The Web Conference 2020*, pp. 2388-2399. 2020.

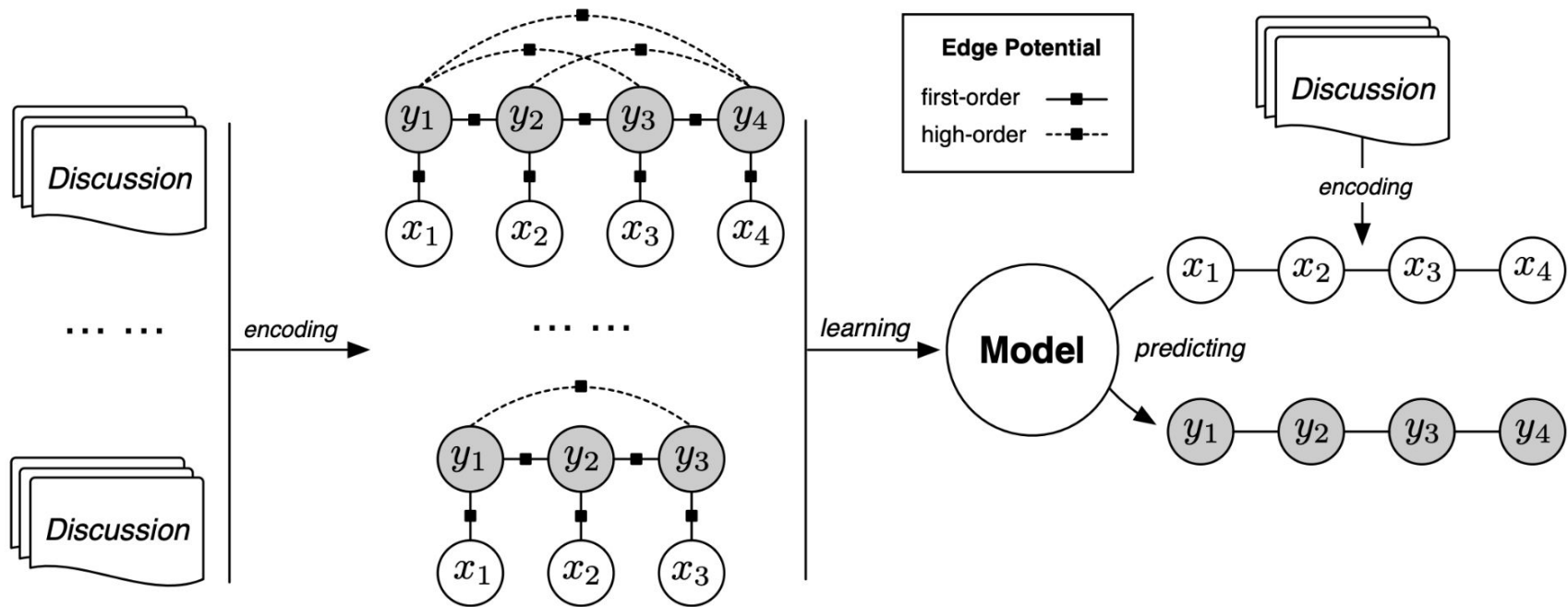


Figure 1: Overview of the proposed CRF model.

# Acknowledgements

Dr. Munindar Singh at NC State