External Domain

Events/situations
Propositions
Questions

Dialogue Gameboard

component type

Spkr: Individual Addressee: Individual

Facts: Set(propositions)

Moves: List(Locutionary propositions)

QUD: partially ordered set(questions)

Pending: List(Locutionary propositions)

keeps track of

Turn ownership

Shared assumptions Grounded utterances

Live issues

Ungrounded utterances

Grammatical Domain

Utterance events
Utterance types