Targeted Language Games as a Methodology in Experimental Pragmatics

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I'll define Targeted Language Games (TLGs) and develop an argument for their importance as a methodological tool in Experimental Pragmatics by:

(1) illustrating how goals, context and alternatives, including properties of the signal, influence real-time processing; and

(2) showing how underestimating the effects of alternatives can bias results.

I'll then present several TLG case studies focusing on what counts as underspecification, perspective-taking in comprehension and production, and, if time allows, prosody and intentions.