

Coding categories relevant to interaction

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General requirements for coding of interaction

- Sequential analysis serves as a natural control on data: code for sequential organisation.
- Features of form (increasingly: include visual-gestural features)
- Features of function (action)
- Features of the treatment of the device

Coding for Question + Answer pairs (Stivers & Enfield 2010)

See Stivers & Enfield (2010) for full details, which are based on both linguistic categories and ones shown to be relevant for interaction through CA-oriented analysis.

- Syntactic and morphological categories (e.g. WH, particle, inversion)
- Social action: information question; other-initiation of repair; request for confirmation; assessment; suggestion, offer, request; etc.
- Dyadic interaction?
- Next speaker selected? if so done with gaze? address term? recipient's domain of epistemic authority?
- Form of response; offset of response; visible action; other design features

Coding for clicks

These are based on the analysis of a collection of about 250 examples.

Forms of clicks

[manner {central, lateral}]; [number {single, multiple}]; [airflow {oral, nasal}]; [followed by {in-breath, glottal stop}]; [rhythmicity {rhythmic, arrhythmic}]; [position {pre-turn, mid-turn, post-positioned}]

Functions of clicks

These are social actions with which clicks are commonly identified. It is not exhaustive, but covers many of the commonest ones. There are two main action types: regulation of turn-taking, and as part of a display of affect.

[action [regulation of turn-taking {incipient speakership, word search, new sequence, self-repair...}]]

[action [display of affect {compliment, appreciation, complaint, sympathy...}]]

Display of Affect: vocal, gestural or facial behaviour that serves as an indicator of feeling or emotion

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