Understanding participants'
understanding:
Towards a third-turn proof procedure?

UCLA, Conversation Analysis Working Group

Lucas M. Seuren

PhD candidate; advisors Mike Huiskes & Tom Koole

Center for Language & Cognition Groningen

l.m.seuren@rug.nl

lucasseuren.weebly.com

Problem

› How can social interaction work?

- Requires (i) coordinated action (ii) by two or more participants (iii) who have no access to each other's intentions or understanding

› A problem of intersubjectivity:

- How can two unique individuals have anything in common?

› Intersubjectivity is not "there"

(Schutz, 1967)

Intersubjectivity Assumed

› Participants will assume a shared understanding barring counterevidence

› Doing understanding is special

(e.g., Schegloff, 1992; Golato, 2010; Koivisto, 2015; Seuren, Huiskes, & Koole, in press)

Mechanism for Sense making

> Rules for producing action are the same as the rules for understanding action

> Interaction works if the rules are shared

> But how do the participants "know" that the rules are shared?

(Garfinkel, 1967)

Turn taking

› Participants in conversation take turns at talk

› Talk is largely organized through adjacency pairs

- Current speaker selects next

- Certain adjacency pair first parts accomplish selection

- Constrain what next speaker can, or more accurately, should say

(Sacks, Schegloff, & Jefferson, 1974; Schegloff & Sacks, 1973)

Proof procedure

› A selects B to do a specific next action

› B will do (or will be seen to be doing) that specific next action

› Response shows how B understood A's turn

Proof procedure

"Regularly, then, a turn's talk will display its speaker's understanding of a prior turn's talk, and whatever other talk it marks itself as directed to."

(Sacks, et al., 1974: 728)

What about Speaker B?

› B displays to A how B understood A's turn

› A now has evidence whether B understood him/her

› B does not have evidence whether s/he correctly understood A

Repair

> Repair opportunity at each point of possible completion

> Not initiating repair is orienting to a shared understanding

> If A does not initiate repair, s/he displays to B that B has displayed a correct understanding

> Moving on means adequate understanding

(Schegloff, 1992; Robinson, 2014)

Third position

> Speaker A can respond to B without (i) moving on or (ii) initiating repair.

> Sequence-closing thirds: e.g.,
  - *Oh*
  - *Okay*
  - Assessment

(Schegloff, 2007: 118ff.)

Example

[Rah:12:4:ST]

1   Jen: -> =[Okay then I w]'z askin='er en she says yer

2   -> working tomorrow ez well.

3   Ida: Yes I'm s'pose to be tihmorrow yes,

4   Jen: -> O[h:::.

5   Ida: [Yeh,

(Heritage, 2012: 10)

Additional proof

› Jenny receipts the response with *oh*: claims now-knowing

› Implies that she previously did not know

› Confirms that she had done a request for information (a "real" question)

(cf. Heritage, 1984)

Why confirm?

› Macbeth & Wong (2016: 587-588) take issue with term *confirm*

› What need has Ida?

- Not initiating repair also, tacitly, confirms

› Why not with every action?

- Lots of sequences have no third-position confirmation

› Ignores the parties' local, demonstrable orientations and understanding

Sequential work

"A change-of-state token can mark or propose the possible end of a sequence. By registering a state-changing receipt of information, free-standing *oh* can serve as a possible sequence-closing, third position turn."

(Schegloff, 2007: 119)

Third-turn proof procedure

https://www.youtube.com/watch?v=WhtKkl0L7Ek

Confirming by implication

› *Oh* does not seem to be *doing confirming* for the participants

› Does that mean we cannot or should not use it or other sequence-closing thirds?

› They are still there; they are used by the participants to structure their talk

Research Questions

› What need have participants of sequence-closing thirds?

› How can we as analysts use sequence-closing thirds to ground our analyses?

First action (i)

```
01  Nao            maare::hm: (1.1) ((slikt)) !•h
                   but
                   bute::hm: (1.1) ((swallows)) !•h
02                 (0.8)
03      Que->      e:h >hoe laat< ben    je     thuis?
                       how late  are.SG you.SG home
                   e:h >at what time< are you home?
04                 (2.3)
05  Rom  Ans->     over: <half uur:tje ofzo>.
                   in     half our.DIM or.something
                   in: <half an hour or something>
```

*Silences are computer-timed, ±120ms longer (Kendrick & Torreira, 2015)

First action (i)

```
01  Nao            maare::hm: (1.1) ((slikt)) !•h
                   but
                   bute::hm: (1.1) ((swallows)) !•h
02                 (0.8)
03      Que->      e:h >hoe laat< ben    je     thuis?
                        how late  are.SG you.SG home
                   e:h >at what time< are you home?
04                 (2.3)
05  Rom  Ans->     over: <half uur:tje ofzo>.
                   in     half our.DIM or.something
                   in: <half an hour or something>
06                 (0.5)
07  Nao  SCT->     oh.
```

First action (i)

```
01  Nao          maare::hm: (1.1) ((slikt)) !•h
                 but
                 bute::hm: (1.1) ((swallows)) !•h
02               (0.8)
03      Que->    e:h >hoe laat< ben    je     thuis?
                     how late  are.SG you.SG home
                 e:h >at what time< are you home?
04               (2.3)
05  Rom  Ans->   over: <half uur:tje ofzo>.
                 in      half our.DIM or.something
                 in: <half an hour or something>
06               (0.5)
07  Nao  SCT->   oh. (.) oké.
                 oh      okay
                 oh. (.) okay.
```

First action (i)

```
01  Nao          maare::hm: (1.1) ((slikt)) !•h
                 but
                 bute::hm: (1.1) ((swallows)) !•h
02               (0.8)
03       Que->   e:h >hoe laat< ben    je      thuis?
                     how late  are.SG you.SG home
                 e:h >at what time< are you home?
04               (2.3)
05  Rom  Ans->   over: <half uur:tje ofzo>.
                 in      half our.DIM or.something
                 in: <half an hour or something>
06               (0.5)
07  Nao  SCT->   oh. (.) oké. (.) is goed.=
                 oh      okay      is fine
                 oh. (.) okay. (.) that's fine.=
```

Sequence characterization

› Participants do question-answer sequence
  1. Naomi requests information
  2. Romy provides information
  3. Naomi receipts information
› *Is goed* characterizes sequences differently
  - Treats Romy's response as making relevant (dis)agreement
  - Treats response as a "proposal"

Analyst or participants

› Naomi does not show she is eliciting a proposal

› Does Romy understand the Q as such?

- Significant delay: 2.3s
- Slow production
- Slightly hedged: *of zo*

› Post hoc analysis!

More reasons for asking 🔊

```
01  Nao             maare::hm: (1.1) ((slikt)) !•h
                    but
                    bute::hm: (1.1) ((swallows)) !•h
02                  (0.8)
03      Que->       e:h >hoe laat< ben    je      thuis?
                         how late  are.SG you.SG home
                    e:h >at what time< are you home?
04                  (2.3)
05  Rom  Ans->      over: <half uur:tje ofzo>.
                    in      half our.DIM or.something
                    in: <half an hour or something>
06                  (0.5)
07  Nao  SCT->      oh. (.) oké. (.) is goed.=
                    oh      okay     is fine
                    oh. (.) okay. (.) that's fine.=
08                  =.hh doe je    dan ↑wel effe::hm, (.) ! (0.3) de  deur
                     do  you.SG then ADV just                      the door
                    op slot enzo,
                    on lock and.such
                    =.hh will you then just, ! (0.3) lock the door and such,
```

First action (ii)

```
11  Kyr    =en  dA:n: gaan  we mis↑schien heel even    nog (0.2)
            and then  go.PL we maybe      very briefly still
12          e:hm (0.2) rondlopen door    de  stAd?<en  dan  kom     ik wel
                       walk       through the city  and then come.SG I  ADV
13          een keertje: richting ↑huis.
            a    time       direction home
            =and then we'll maybe very briefly go (0.2) e:hm (.) for a walk
            through the city?<and then I'll come home at some point.
14          (0.5)
15  Mar    >'s ↑goed<? gezel[lig?
            is  fine    nice
            >'s fine<? ni[ce?
```

First action (iii)

```
10  Suz    niet duren want'er      zit nog    een groep naast    ons<.
           not  take  because.there sit still a    group next.to us
           not take because these is a group after us<.
11         °maar misschien dat  't eerder  klaar     is°.
            but  perhaps    that it earlier finished is
           °but perhaps that it's finished earlier°.
12         (0.5)
13  Emm    (°ok[é°)
             okay
           (°ok[ay°)
```

Third turn matters

› What need have participants of sequence-closing thirds?

- No displayed understanding of Q as eliciting proposal until SCT!

- At the very least a convenient resource

Third turn matters

› How can we as analysts use sequence-closing thirds to ground our analyses?

- Third turn characterizes sequence
- Participants local and displayed understanding

Always?

> Next-turn proof procedure result of mechanics:
  - Turn taking
  - Conditional relevance
> Sequence closing thirds
  - Not conditionally relevant
  - More "vague" display
  - Primary task is sequence organizational

Outlook

> Other types of displayed understanding in third position

> How to balance the "local" and the "global" organization
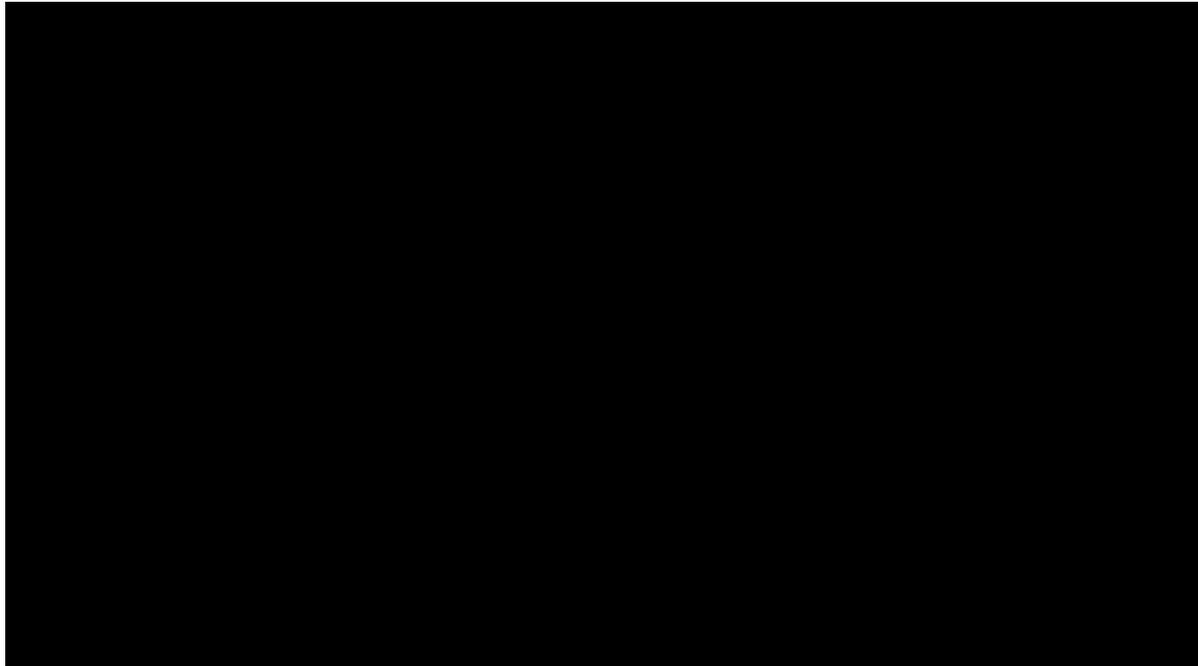
- Here-and-now understanding
- Ex post facto understanding

Conclusion

› Third-turn proof procedure?

- Probably not

› Provides further evidence

› Participants go beyond the adjacency pair, so should we

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Closing third

https://www.youtube.com/watch?v=lHsPMxe7bOk

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Presuppositions

```
03          maar: ↑heb     jij     vandaag geen college;
            but      have.SG you.SG today     not   class
            but don't you have class today;
04          (0.8)
05   Tin    jawel ↑dadelijk     om e:h v:ijf uur.
            yes      in.a.moment at      five  o'clock
            yes I do in a moment at e:h five o'clock;
06          (0.4)
07   Sus    oké ↑ja    ik dacht   al:      zoiets      van:_
            okay yeah I  though already something like
            okay yeah I already thought something like:_
```

Serious/non-serious

```
06  Bia     >↑ja   ja   ja<,
                 yeah yeah yeah
             >yeah yeah yeah<,
07           (0.2)
08           >h[h hu hu .h (ja)] datte:h=der    zijn    een  aa:ntal van:
                                 yeah that      there are.PL a    number  of
09           inderdaad,
             indeed
             >h[h hu hu .h (yeah)] thate:h=there are a number of those
             indeed,
10  Chr       [   pfth     nou    ]
                          PRT
              [  pfth     well   ]
11           £v[:alt  me  weer  mee:.£]
             ((expression))
             £t[hat's  not that  bad.£]
```