

Slurring Speech and Invited Inference

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OPPRESSIVE SPEECH

Oppressive utterances establish or reinforce a structural disadvantage experienced by a group that is defined by a certain characteristic. The harm that is caused may be intentional or unintentional on the part of the speaker.

DISCOURSE ROLES

Conversational roles are often inherited from social roles.

A **discourse role** might be defined as a set of rules delineating permissible moves in the conversational game for a player. A discourse role affects what is said about you, what you can (or are expected to) say, and how it will be interpreted.

INVITED INFERENCES

Hearers have a tendency to "perfect conditionals" - i.e. to interpret them as biconditionals rather than as conditionals.

A sentence of the form $X \rightarrow Y$ invites the inference $\neg X \rightarrow \neg Y$

1. Inheritance Rule 1: *If has (Agent, Social Role), then has (Agent, Conversational Role)*

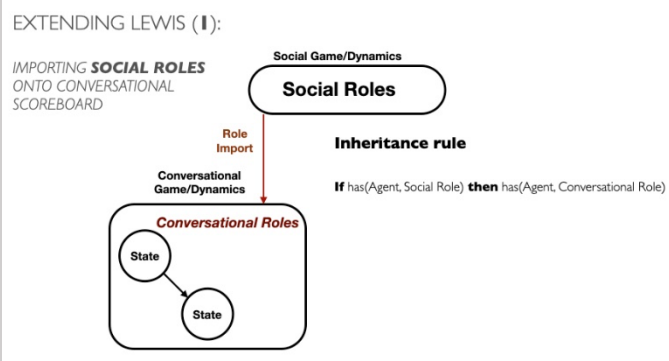
2. Premise: *has (Agent, Conversational Role)*

3. Conclusion: *has (Agent, Social Role)*

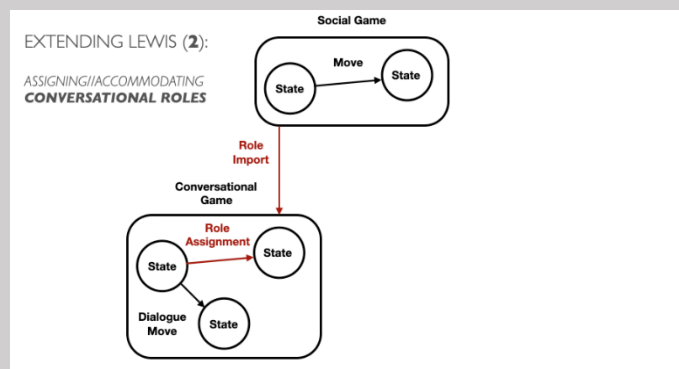
NESTED GAMES

Both a conversation and the broader social situation in which a conversation is embedded can be thought of as games. A conversational game is embedded in a larger social game.

Importing social roles to the conversational game



Discourse role assignment is allocating a discourse role for the current conversation



Exporting conversational roles to the social game

