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Differences:

- Drama:**
- > Performed
 - > Planned - Script written
 - > one purpose
 - > conveys msg through non-human characters.
 - eg. Puppets/cartoons/animat.

- Convo:**
- > not performed
 - > Spontaneous / unplanned
 - > many human social interactions eg. phone, written, spoken

Similarities:

- > interaction between 2 people
- > non-verbal cues -> actions, gestures, body language, behaviour.

- > convo can be found within a play/drama.
- > drama is a reconstruction of a convo that would occur in reality.
- > convo exchanges ideas/thought
- > convo can be analysed, so can the spoken parts of a drama.

non-verbal cues:

- > adds meaning to spoken words
- > adds effect to the dramatic dialogue
- > signs of opening, closing and turn-taking
- > actions in a convo is important.
- eg. stage direction gives a message to the audience.



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Why Study Convo:

Law:

- > assist with course of justice
- > recorded interviews, help to prove/disprove guilt
- > Police can record intimidation
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How different society/cultures etc.:

- > helps communicate better
- > helps understand each other
- > accommodate one another
- > respect all cultures

To write own drama script:

- > need to know how people talk naturally in order to mimic a real life convo.

Academic reasons:

- > Create theories about human actions/events
- > learn by reading the text books
eg. history shows us how people in the past spoke.

Non-human interactions are created:

- > make people independent
eg. ATM, google, phones



Maxims:

- > co-operative principles (speakers co-operate)
- > unspoken rules in a convo.
- > it is a speech act theory

Maxim of quality:

- > trying to tell the truth
- > Give truthful info to make the convo meaningful.

Maxim of quantity:

- > giving the right amount of info.
- > Do not repeat things unnecessarily
- > Don't give too much info at once.
- > give another person a turn to speak.

eg. instructor speaking in commands

Maxim of relevance:

- > stay on point ie. don't blather about something else
- > specific purpose
- > answer the question asked.



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Inter-Subjectivity:

- Whether people understand each other.
- actions involved in convo. and affects the meaning
- interplay of verbal + non-verbal communication
- NB as a communicative strategy.
- Perception of looking what's going around.
- Present their intension, knowledge and perception.
- People see and interpret things differently
-



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Power relation:

-> Dynamics in a relationship depends on

-> power

-> emotion

-> contact with each other

-> takes various forms

-> physical strength

-> authority given by an institution eg. teacher

-> status eg. wealth

eg. place of res.

eg. position of knowledge/skills.

Discourse marker:

-> Spoken words/phrases which help organise speech in turn-taking.

eg. "Okey" -> sign of understanding the statement

-> gives a sign to speak.



3 dimension of social talk:

Action:

→ Use body movement / gestures

→ how actions function during a convo.

eg. pausing

→ actions of a convo are arranged.

→ how convo is opened + closed.

eg. "Hello"

eg. "Okey thanks"

→ it is informal language used in daily lives.

→ it is a speech act.

→ can deduce from utterance what people are trying to say.

eg. "Would you like to have a seat?" (offer)

"No thanks" (decline)



Maxim of manner:

- > organising into in an orderly fashion.
- > speakers take turn to speak and listen
- > organise the convo to reach a specific outcome.

Politeness Strategies:

- > how often the speakers contact one another
 - eg. contact each other DAILY -> less polite.
 - eg. " " " once in a while -> more polite
- > direct and indirect
 - eg. see each other one in a while -> direct (formal)
 - eg. see each other DAILY -> indirect (informal)

Tag:

- > normally end of a utterance
- > often a question
 - eg. "you haven't been to the gym today.
Have you?"

Hedge/negative politeness:

- > words/phrases to soften the force with which something is said.
 - eg. "sort of", "as it were", "kind of".
- eg. Negative politeness -> in-group jargons, disagreement as an opinion, using jokes.



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structure:

→ Certain paired action (expecting a reaction) but doesn't always happen.

→ adjacency pairs →

eg. "hello" → "how are you?"

eg. question → answer

eg. invitation → acceptance/decline

→ there are strict and normative rules, if adhere, conversation is broken.

→ open, close, turn-taking

eg. greeting

eg. okay, thanks

eg. questioning, lower voice, body movement.



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WERKOPDRAGSKRYFBLOK - ASSIGNMENT WRITING PAD
Skryf - Write

Dosent se Kommentaar
Tutorial Comments

Convo. oct/Nov 2016

Flouting Maxim:

- > Broken maxim
- > convo doesn't flow
- > answer can be deduced from what is implied
- > not direct
- > Maxim of relevance is broken.
- > adds extra meaning -> implicature.

Example:

Speaker 1: How ~~or~~ was your day?

Speaker 2: Mrs Smith is such a jerk!

Implicature:

- > what is really meant rather than what is said.

Example:

Speaker 2: I'm hungry

Speaker 2: There is a pub near by.

- > it is implied that there is a pub near by
lets go for dinner.



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