Toward a scary comparative corpus: The Werewolf Spoken Corpus

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The Werewolf Spoken Corpus

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Context

- dilogue and multilogue differ significantly in terms of dialogue structure [3]
- Not much multilogue corpora available
- No comparable multilogue corpus available, see however [4] for English
- Existing multilogues [1, 5, 2] have been created within cooperative communicative situation
- Not much quantitative / systematic study of cross-linguistic / intercultural variation of this kind of natural data
- More theoretically: how different sources of variation blends within actual perfomances

⇝ Record and analyse a comparable corpus of Werewolf social game in France and in Hong Kong.

Objectives

- Explore linguistic and cultural variation is non-cooperative multilogue situation (deceptive speech, persuasive speech, competitive speech)
- First step: gather data and check first variables (overlap, turn-taking, amount of speech) variations across speaker situation

Data curation

The WEREWOLF pilot corpus and its annotations were stored and described so as to allow a wide dissemination

- `http://hdl.handle.net/11041/ortolang-000900`
- `http://hdl.handle.net/11041/ortolang-000908`).

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Elicitation Protocol

- Role: 2 Werewolf, 6 villagers, 1 game master
- Alternation of night / day phases
  - night: werewolves decide to make disappear a villager (silent)
  - day: everyone vote to kill someone (discussion phase)
- Game ends when either all villagers or werewolves have been killed

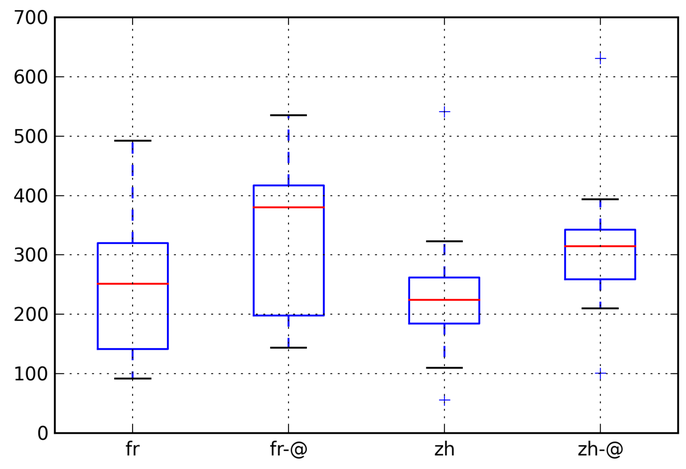
Recording Setting

French side

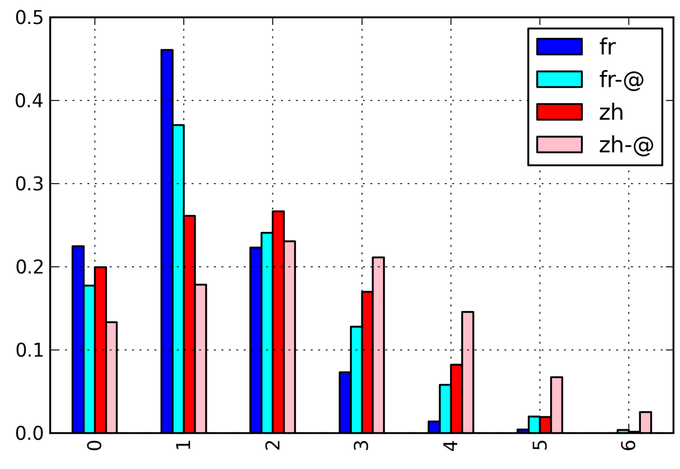
- Usually difficult to record clean speech data in 'one-location' multilogues
- Here a circle of people (French), 2 rows of 4 people facing each other (Mandarin)

Basic info about a game

- So far 4 games for each language, 7-27 minute per game

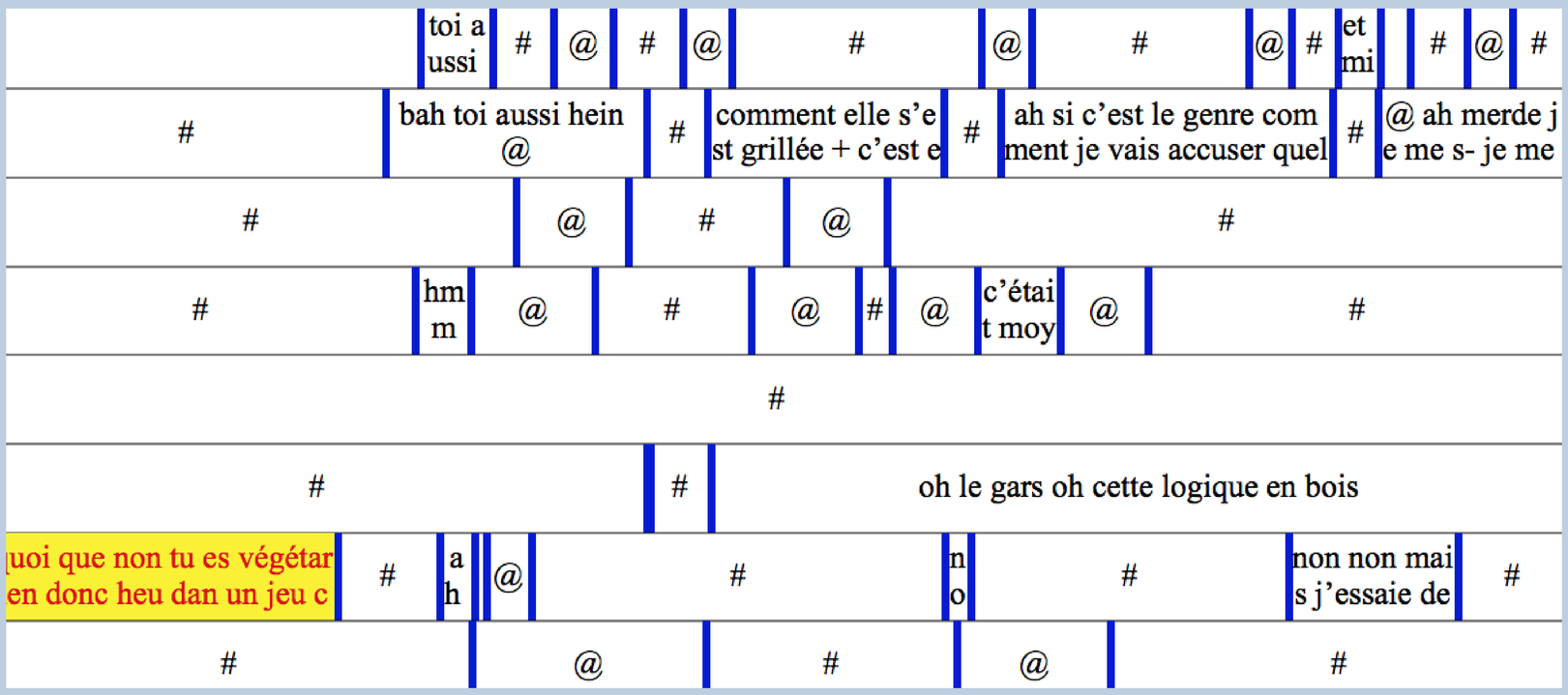


Actual Speaking Duration (s)



# of simultaneous speakers (%),1Hz)

Illustration



Acknowledgements

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