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Toward a scary comparative corpus: The Werewolf Spoken Corpus

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Toward a scary comparative corpus

The Werewolf Spoken Corpus

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Context

- dialogue 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 performances

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

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)

Objectives

- Explore linguistic and cultural variation in 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

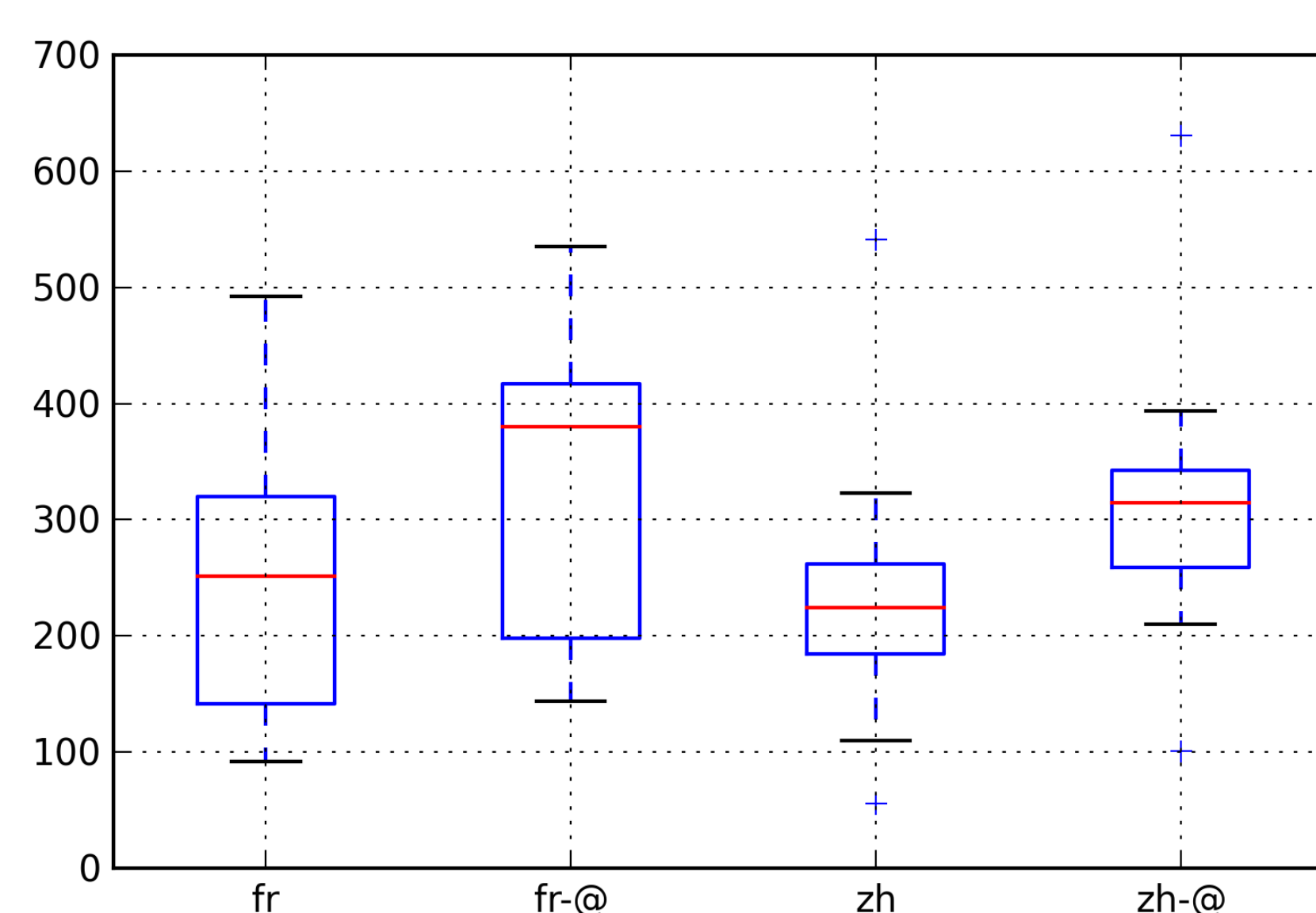
- <http://hdl.handle.net/11041/ortolang-000900>
- <http://hdl.handle.net/11041/ortolang-000908>

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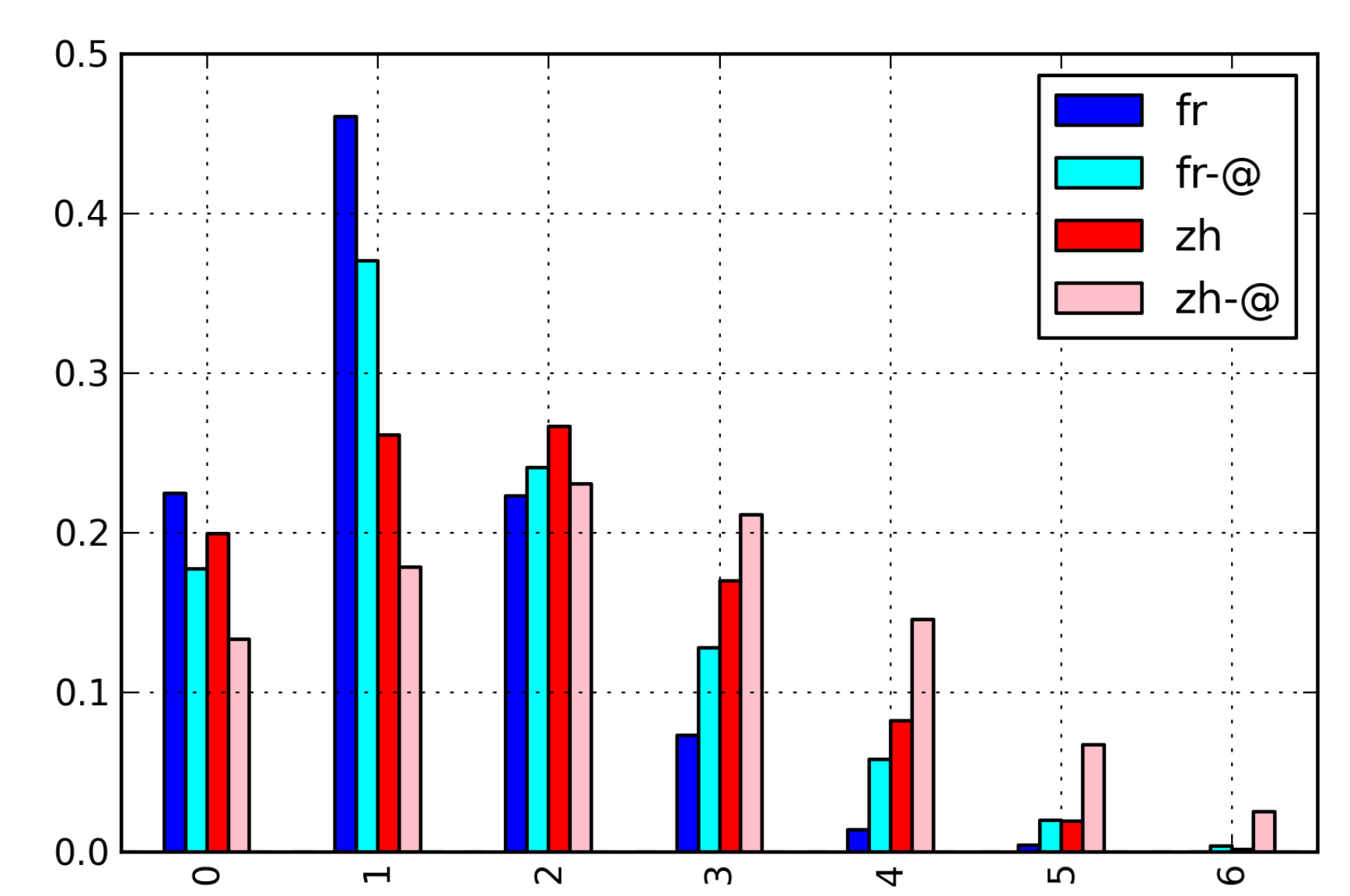
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Basic info about a game

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



Actual Speaking Duration (s)



of simultaneous speakers (%), 1Hz

Illustration

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Acknowledgements

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