



Turn Organisation

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(1991)



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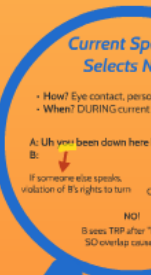
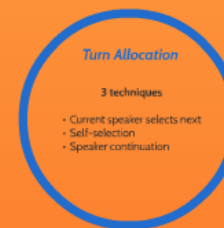
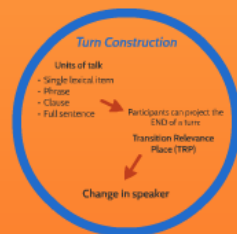
TURN-TAKING SYSTEM

Sacks, Schegloff & Jefferson

Model

How are turns constructed?

How are turns allocated?



Turn Construction

Units of talk

- Single lexical item
- Phrase
- Clause
- Full sentence



Participants can project the
END of a turn:

Transition Relevance
Place (TRP)



Change in speaker

Turn Allocation

3 techniques

- Current speaker selects next
- Self-selection
- Speaker continuation

Current Speaker Selects Next

- How? Eye contact, person's name...
- When? DURING current utterance (before TRP)

A: Uh you been down here before | havenche.

B:

yeah.

If someone else speaks,
violation of B's rights to turn

Overlap: contradiction?

NO!

B sees TRP after "before",
SO overlap caused by A

Self-selection

- Any listener may begin a turn
- 1st listener has RIGHTS > many listeners may self-select, so the **QUICKEST** wins the turn



miscoordination problem
(Tannen)



Quick vs. slow self-starters

- difficult to converse
- attribution of negative intentions

Speaker Continuation

- if current speaker doesn't select next
- if no listener self-selects

➔ current speaker may take an
extended turn

So **TIMING** is critical!



If no TRP, NO speaker continuation,
and **single turn** instead

TURN-TAKING SYSTEM

Sacks, Schegloff & Jefferson

Model

How are turns
constructed?



How are turns
allocated?



Current Speaker Selects Next

- Need to connect previous turn.
 - When TL, PR or a new utterance before TCU
- At 1.0 we have done here before **harmony** **harmony** **harmony**
- Current speaker selects next speaker to talk
- Other can talk too
- No
- Yes, TCU after current
- No, no need to talk

Self-selection

- Any listener may begin a turn
 - If listener has TCUPTS in many
 - Between may self select as the
 - GAZECHISEL who the turn
- Transition: Relevance, Plan, Done
- Check to see self selection
- Affected by context
- Attribution of negative intention

Speaker Continuation

- Current speaker does not select next
 - If no listener self-selects
- current speaker may have an
- extended turn
- SUTTING is a cut-off
- If no TCU after speaker continuation
- and single turn instead

Turn-taking Model

```
graph TD; A[Turn-taking Model] --> B[LOCALLY managed]; A --> C[INTERACTIONALLY managed];
```

LOCALLY managed

- Deals with current turn and impending next turn
- Turn allocation is not determined beforehand

INTERACTIONALLY managed

What one participant does affects what others may do

(For example, the use of "current speaker selects next" rules out "other listeners self-selecting")

- Size and length vary from one turn to the next (vs debates)
- What participants say or do is not restricted or specified in advanced (vs broadcast news interviews, ceremonies)
- Speaker changes (vs public speaking)

WHY?

The utterance in the very next turn is relevant to the adjacently prior one

if participant doesn't successfully self-select, next speaker may select someone else

the conversation may become unrelated to what the participant was going to say

CONSEQUENCES OF THE TURN-TAKING SYSTEM

- Grossly apparent facts
- Motivation for listening
- Competition for turns
- Turn reservation
- Treatment of silences
- Bias in turn allocation

Turn Reservation

Problem: at every TRP, speaker may lose turn

Solution: use of a PRESEQUENCE to

Bias in Turn Allocation

Unequal patterns

WHY?

The turn system is CONTEXT FREE, yet CONTEXT S

it doesn't depend on specific participants, settings...

participants' their talk fo people present purpose of conversati

Grossly Apparent Facts

- **Only one participant speaks at a time** (vs religious services, political meetings)
- **Order and distribution are not determined in advance** (vs debates)
- **Size and length vary from one turn to the next** (vs debates)
- **What participants say or do is not restricted or specified in advanced** (vs broadcast news interviews, ceremonies)
- **Speaker changes** (vs public speaking)

Motivation for Listening

Why do people listen to each other?



Sacks > Organisation of turns provides an "intrinsic motivation for listening"

WHY?



Anyone can be selected as next speaker



Whoever wants to self-select has to make sure nobody else has been selected

Competition for Turns

WHY?

The utterance in
the very next turn
is relevant to the
adjacently prior
one

If participant doesn't
successfully self-
select, next speaker
may select someone
else

the conversation may become
unrelated to what the
participant was going to say

Turn Reservation

Problem: at every TRP,
speaker may lose turn

Solution: use of a **PRESEQUENCE** to
secure others' agreement to allow the
speaker to take an extended turn
(especially for stories and jokes)



Extended turns are still an
interaction produced by the
speaker AND other participants

Treatment of Silences

- **LAPSE**: no next speaker selected (during and after TRP).
- **GAP**: silence between one turn and a listener self-selecting ("reaction time"). NOT attributable to anybody (at TRP).
- **PAUSE**: within participant's turn, attributable to that person.

Pause

Arises in 3 ways:

- Silence during speaker's turn, not at TRP (i.e. distracted)
- Nobody self-selects, speaker continues at TRP
- Current speaker selects next, but person delays, at TRP (NOT a gap because it's attributable to the selected person)

👁 In general > place of silence determines how it gets treated

Pause

Arises in 3 ways:

- Silence during speaker's turn, not at TRP (ex: distracted)
- Nobody self-selects, speaker continues, at TRP
- Current speaker selects next, but person delays, at TRP (NOT a gap because it's attributable to the selected person)



In general > **place** of silence
determines how it gets
treated

Bias in Turn Allocation

Unequal patterns

WHY?

The turn system is
CONTEXT FREE, yet **CONTEXT SENSITIVE**



it doesn't depend on
specific participants,
settings...



participants design
their talk for the
people present, for the
purpose of the
conversation...

- participant drops out
- Participants may sanction someone else's violative behaviour



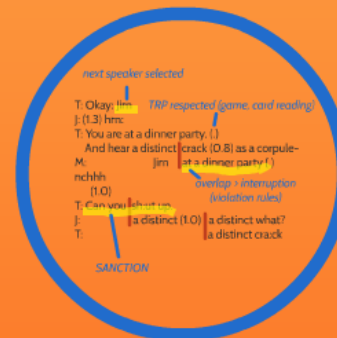
TURN-TAKING AS A NORMATIVE SYSTEM

Conversation is orderly because the participants work to make it so > they follow some set of **rules** in their turn taking.

If the order is called into question, participants take steps to restore **orderliness**.

Orientation to Rules

- Listeners who are not selected as next speaker remain silent
- If there is an overlap, one participant drops out
- Participants may sanction someone else's violative behaviour



next speaker selected

T: Okay: **Jim** *TRP respected (game, card reading)*

J: (1.3) hm:

T: You are at a dinner party. (.)

And hear a distinct crack (0.8) as a corpule-

M: Jim **at a dinner party (.)**

nchhh

(1.0)

T: **Can you sh:ut up.**

J: a distinct (1.0) a distinct what?

T: a distinct crack

*overlap > interruption
(violation rules)*

SANCTION

Overlaps and Interruptions

Distinguishing different types of overlap (including interruptions) is important because participants decide how to behave on the basis of how it occurs and how to interpret them (ex: to dominate, to support...)

Overlap

Simultaneous talk in general

3 ways:

- listener self-selects prematurely
- more than one listener select at the same time
- listener self-selects while current speaker elects to continue



ALWAYS AT OR NEAR THE TRP

Interruption

Simultaneous talk, it involves the violation of turn-taking norms

✗ NEVER NEAR OR AT THE TRP

Interruption (before TRP)
= violation

R: let's talk about the record.
You say that we've misrepresented your record.
B: let's talk about the record. (misrepresented)
R: let's talk about the record. (misrepresented)
B: your record in any way (Q.4)
Overlap (possible TRP or "second")
= interruption

Overlap

Simultaneous talk in general

3 ways:

- listener self-selects prematurely
- more than one listener select at the same time
- listener self-selects while current speaker elects to continue



**ALWAYS AT OR NEAR
THE TRP**

Interruption

Simultaneous talk, it involves the violation of turn-taking norms



NEVER NEAR OR AT THE TRP

*Interruption (before TRP)
= violation*

R: let's talk about the record.

You say that we've misrepresented your record

B: Let's talk about the full record

R: Let's talk about the record if we've misrepresented

B: Yeh

R: your record in any way (0.4) ...

*Overlap (possible TRP at "record")
= miscoordination*

A DIFFERENT TURN-TAKING SYSTEM

ORDINARY CONVERSATION

- **No restrictions:** any type of communicative action
- Less extended turns

VS

BROADCAST NEWS INTERVIEW

- **Turn-type preallocation:** constraints (questions and answers)
- extended turns



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