

# In-class experiment: Reference games

Chris Potts, Ling 130a/230a: Introduction to semantics and pragmatics, Winter 2016

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## 1 Speaker role

The display will show three potential referents. One will have a box around it. Choose the word you think would best convey to a listener which referent was boxed. Assume the listener can see the same set of referents as you (without the box, of course). If the listener chooses your referent, you both win a prize!

(1)    mustache       hat       glasses

(2)    mustache       hat       glasses

(3)    mustache       hat       glasses

(4)    mustache       hat       glasses

(5)    mustache       hat       glasses

(6)    mustache       hat       glasses

(7)    mustache       hat       glasses

(8)    mustache       hat       glasses

(9)    mustache       hat       glasses

(10)   mustache       hat       glasses

(11)   mustache       hat       glasses

## 2 Listener role

The display will again show three potential referents. However, now there will be a single word below them. Imagine someone in the speaker role you just played said this word, hoping you would be able to identify the intended referent. Your task is to choose the referent that you think best accords with the speaker's intentions. If you choose the speaker's referent, you both win a prize!

(12) R1 R2 R3

(13) R1 R2 R3

(14) R1 R2 R3

(15) R1 R2 R3

(16) R1 R2 R3

(17) R1 R2 R3

(18) R1 R2 R3

(19) R1 R2 R3

(20) R1 R2 R3

(21) R1 R2 R3

(22) R1 R2 R3