# Reference game results and analysis

Chris Potts, Ling 130a/230a: Introduction to semantics and pragmatics, Winter 2025

Feb 20

This handout reports on the reference games experiment we did in class on February 11.

1 Results ($N = 73$)
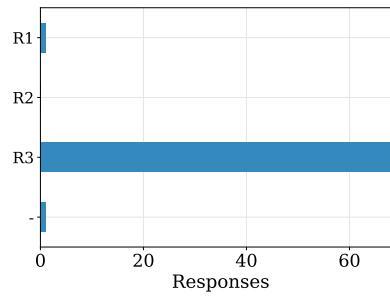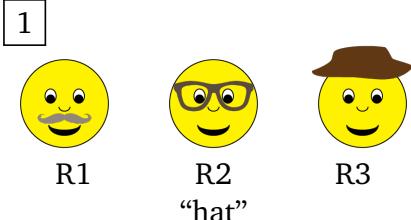

Purely truth conditional; expecting 'R3'.
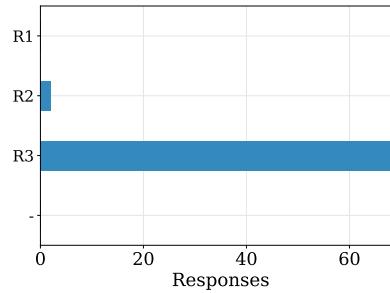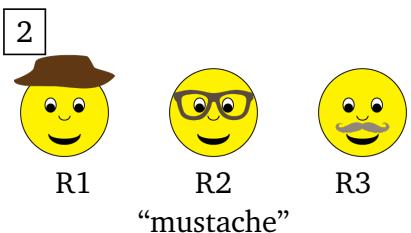
Purely truth-conditional; expecting 'R3'.
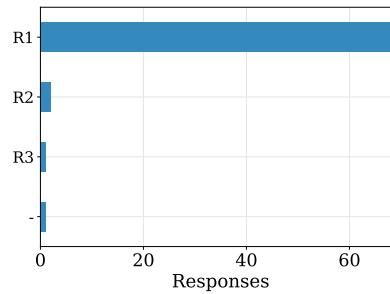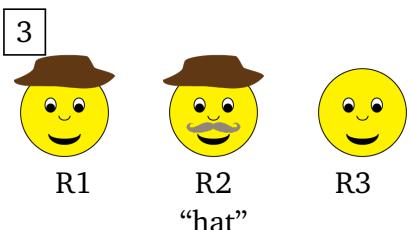

Expecting 'R1' because 'R2' could be 'mustache'.
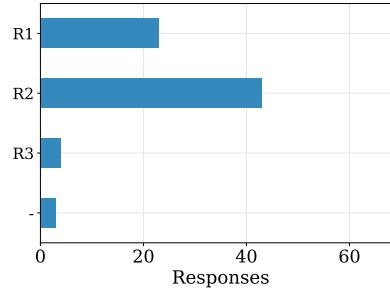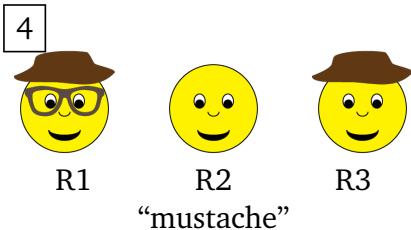
Impossible; maybe expecting 'R2' since others have named properties.

5

R1 R2 R3
"glasses"
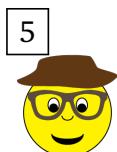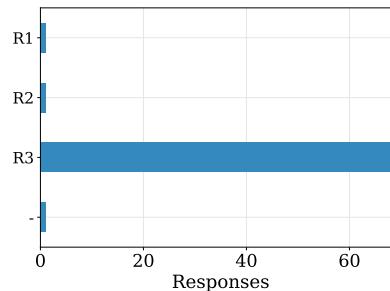
Expecting 'R3' because 'R1' could be 'hat'

6

R1 R2 R3
"glasses"
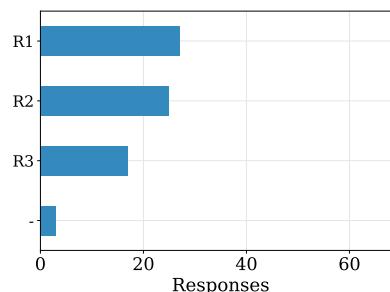
Unavoidable ambiguity; expecting 'R1' or 'R3', but 'R1' is a non-literal choice.

7

R1 R2 R3
"mustache"
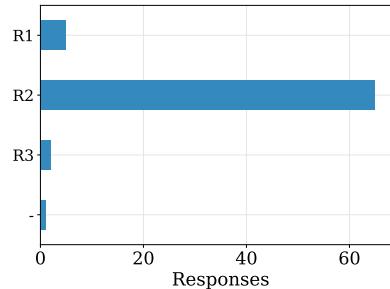
Expecting 'R2' because R3 could be 'glasses'.

8

R1 R2 R3
"mustache"
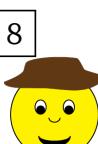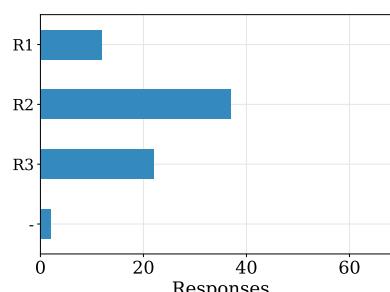
Very complex; in theory, expecting 'R2' because R1 is 'hat' and R3 is 'glasses'.

9

R1 R2 R3
"glasses"
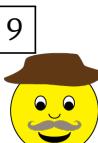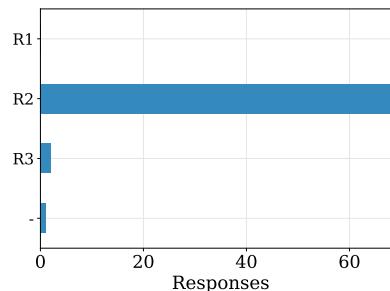
Purely truth conditional; expecting 'R2'.

10

R1   R2   R3
   "mustache"
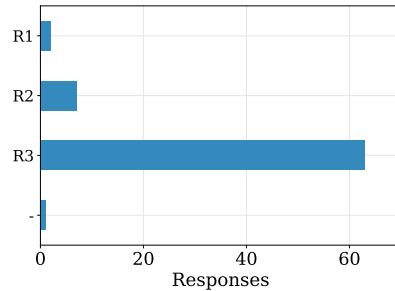
Expecting 'R3'; prep for next item.

11

R1   R2   R3
   "glasses"
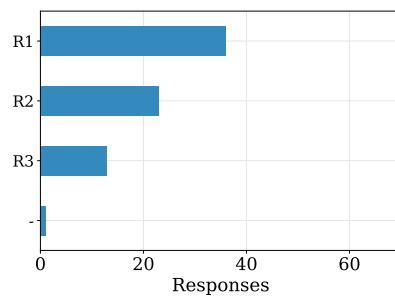
Very complex; in theory, expecting R1 because R3 is 'mustache', which makes R2 'hat'.