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Nota di contenuto	<p>""Dialogue a€? The Mixed Game""; ""Editorial page""; ""Title page""; ""LCC data""; ""Dedication page""; ""Table of contents""; ""Preface""; ""Introduction: The simple and the complex""; ""I. Rethinking theory: Patterns and beyond""; ""1. The state of the art""; ""1.1 Starting from the simple: Models of language competence""; ""1.1.1 The dogma of language as a sign system""; ""1.1.2 The dogma of language as generative competence""; ""1.2 The pragmatic turning point: From language competence to communicative competence""; ""1.2.1 The multi-level approach""; ""1.2.2 The pattern approach""; ""1.2.3 The logical normative approach""""1.3 Trying to overcome the limits of the simple: Models of performance""; ""1.3.1 Pragmatics as a perspective""; ""1.3.2 Empirical pragmatics""; ""1.3.3 Cognitive pragmatics""; ""1.3.4 Discourse pragmatics""; ""1.4 The universe of dialogism: Intertextuality, interpretation and polyphony""; ""1.5 Summary: A plea for dialogue as interaction""; ""2. The turning point in theorizing: Starting from the integrated whole""; ""2.1 Towards a theory of competence-in-performance""; ""2.2 Object and methodology: Uncovering the language myth""; ""2.3 Justifying evidence: Evolution and culture""""II. The Theory of Dialogic Action Games or the Mixed Game Model""; ""1. Premises about the object: From human affairs to language""; ""1.1 Human nature"";</p>

""1.1.1 Human beings as central reference point""; ""1.1.2 Integration and interaction of human abilities""; ""1.1.3 Human beings as dialogic individuals""; ""1.1.4 Human beings as goal-directed beings""; ""1.1.5 Human beings as persuasive beings""; ""1.2 Environment""; ""1.2.1 Human beings as a€?complex adaptive systemsa€?""; ""1.2.2 From standard cases to particular ones""  
""1.2.3 Deriving subsystems by specialization""""1.3 Culture""; ""1.3.1 Human beings as cultural beings""; ""1.3.2 Culture as an external system of values""; ""2. The methodology: Principles of Probability""; ""2.1 The general conceptual structure""; ""2.1.1 Regularities, norms and principles""; ""2.1.2 The role of rhetoric""; ""2.1.3 Some introductory examples of how to proceed""; ""2.2 Constitutive Principles""; ""2.2.1 The Action Principle""; ""2.2.2 The Dialogic Principle proper""; ""2.2.3 The Coherence Principle""; ""2.3 Regulative Principles""  
""2.3.1 Regulating self-interest and respect""""2.3.2 Regulating reason and emotion""; ""2.4 Executive Principles""; ""2.4.1 Basic sequencing principles""; ""2.4.2 Principles of addressing the complex""; ""2.4.3 Executive strategies""; ""3. To sum up: The mixed game of human competence-in-performance""; ""III. Minimal action games or the issue of a speech act taxonomy""; ""1. Minimal versus complex action games""; ""2. Controversial issues in setting up a taxonomy of speech acts: The state of the art""; ""2.1 Expressions versus functions""; ""2.2 Infinite versus finite acts""  
""2.3 Criteria and types""

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## Sommario/riassunto

The 'Mixed Game Model' represents a holistic theory of dialogue which starts from human beings' competence-in-performance and describes how language is integrated in a general theory of human action and behaviour. Human beings are able to adapt to changing conditions and to pursue their interests by the integrated use of various communicative means, mainly verbal, perceptual and cognitive. The core unit is the dialogic action game or 'the mixed game' with human beings at the centre acting and reacting in cultural surroundings. The key to opening up the complex whole is human beings' nature. Th

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