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Nota di contenuto	Language as Dialogue -- Editorial page -- Title page -- LCC data -- Dedication page -- Table of contents -- Preface -- Introduction -- Origins of the essays -- Part I -- Part II -- Part III -- Part I. Language as dialogue in a theory of communicative competence -- Introduction to Part I -- The dialogic principle revisited -- 1. The dialogic principle -- 2. Language, communication and dialogue -- 3. Language as action -- 4. Coming to an understanding versus understanding /" Verständigung" versus "Verstehen" -- 5. Speech acts as pragmatic claims -- 6. Action and mental states -- Notes -- Discourse, conversation, dialogue -- 1. Preliminary remarks -- 2. Discourse -- 2.1 Discourse as 'text beyond the sentence' -- 2.2 Looking for structure -- 2.3 Getting out of the problem -- 2.4 Stocktaking in discourse analysis -- 3. Conversation -- 3.1 Conversation as authentic text -- 3.2 Conversation and speech acts -- 3.3 Stocktaking in conversation analysis -- 4. Dialogue -- 4.1 Dialogue as dialogic competence -- 4.2 Dialogue as a functional concept -- 4.3 Dialogue as a process -- 4.4 Stocktaking in dialogue analysis -- 5. Concluding remarks -- Looking for the point of the dialogic turn -- 1. The central question -- 2. Conversational Analysis and Discourse Analysis: A new field without a defined object -- 3. Dialogue Grammar and the direction towards dialogue competence -- 4. From classification to function: Language as

dialogue -- 5. Why the dialogic turn has to go in this direction -- 6. Comparison with other approaches -- 7. Is collective action the same as dialogic action? -- 8. Methodological principles for a theory of dialogue -- 9. Guide-lines for future research -- 10. How could we measure scientific progress? -- Words and their role in language use --

1. Introductory methodological remarks -- 2. How far are cognitive concepts relevant for language use?.
3. About the difference of words: Types of words -- 4. About the difference of meanings: Types of meaning -- 5. Meaning positions as minimal units of meaning -- 6. An example -- 7. Comparison with other models -- 8. Perspectives for future research -- Lexical units and syntactic structures -- 1. The starting point -- 2. The lexical unit: Words and phrases -- 3. The construction of the utterance -- 4. Speech act functions and devices from a comparative viewpoint -- 5. Sample analysis -- 6. Enlarging the analysis -- 7. Conclusions -- Acknowledgement -- Rhetoric and argumentation in a dialogic perspective -- 1. The scope of rhetoric -- 1.1 Is there a distinction between rhetoric and description? -- 1.2 Evaluative criteria -- 1.3 The hearer as audience versus the reacting interlocutor -- 2. The role of argumentation -- 2.1 New Rhetoric -- 2.2 In a dialogic framework -- 3. Authentic examples -- 3.1 Rhetorical success of a directive action game -- 3.2 Rhetorical failure of a directive action game -- 3.3. Rhetoric and argumentation in a debate -- 4. Rhetorical principles in a unified model of effective language use -- Appendix -- Part II. At the crossroads -- Introduction to Part II -- The unit beyond the sentence -- 1. The sentence as a turning point in modern linguistics -- 2. The importance of the unit question -- 3. Text, discourse -- 4. Utterance, speech act -- 5. The sequence of action and reaction -- 6. The minimal dialogic action game -- 7. Consequences -- Coherence in discourse -- 1. The term coherence -- 2. Coherence given in the text -- 3. Coherence in social interaction -- 4. Analysing some authentic examples -- 5. Conclusion: Coherence as a dialogic principle -- Emotions in dialogue -- 1. Emotions and scientific research -- 2. Emotions as part of the action game -- 3. Expressing emotions as communicative purpose.
4. Principles of Emotion in dialogue -- 4.1 Emotion under control -- 4.2 Emotion and rationality in conflict -- 4.3 Emotion dominating -- 5. Concluding remarks -- Dialogue in the grip of the media -- 1. The media as a factor of modern life -- 2. Dialogues as action games -- 3. Dialogues on stage on television -- 4. Dialogue games on the internet -- 4.1 The standard game -- 4.2 The great moments of the game -- 5. Conclusion and future perspectives -- Appendix 1 -- Appendix 2 -- Patterns and beyond in dialogic interaction -- 1. The issue of the complex -- 2. Methodological exigencies or the limits of machines -- 3. Plurality of models and the issue of how to find the right approach -- 4. Principles and patterns -- 4.1 Action patterns -- 4.2 Utterance patterns -- 4.3 Sequencing patterns -- 4.4. Patterns of going beyond or the 'mind' of machines -- 4. Summary -- Patterns and beyond in lexical semantics -- 1. Language technology and the issue of word meaning -- 2. Word meaning and utterance meaning and the issue of encyclopedic knowledge -- 3. The lexical unit or the issue of a phrasal lexicon -- 4. Lexicon and syntax or the issue of utterance syntax -- 5. Deriving lexical meanings from human abilities -- 6. The issue of machine translation -- 7. Nominal patterns -- 8. Verbal patterns -- 9. Conclusions -- The end of certainty in dialogue analysis -- 1. Facing a world of uncertainty -- 2. Searchers after hidden laws -- 3. Searchers in authentic texts -- 4. Searching for a way out of the dilemma -- 5. Accepting the end of certainty and addressing the complex whole: The

theory of the dialogic action game -- 6. Dialogue as persuasion: A sample analysis -- 7. Conclusions -- Appendix -- Part III. Language as dialogue in a theory of communicative competence-in-performance -- Introduction to Part III -- The dialogic action game.

1. Dialogue analysis in the new millennium -- 2. Progress in Dialogue Analysis -- 2.1 Empirical evidence -- 2.2 Structure on an empirical base -- 2.3 Priority to the model -- 2.4 Methodology at the cross-roads -- 2.5 The model of the Action Game -- 3. How to describe the Action Game -- 3.1 Fundamental premises on the nature of the phenomenon -- 3.2 Basic methodological principles of how to behave in dialogic action -- 3.3 Corollary principles of dialogic action -- 4. Conclusion: Towards a human linguistics -- Dialogue Analysis 2000 -- 1. Dialogue Analysis 2000 and the scientific claim of the new millennium -- 2. The state of the art in Dialogue Analysis -- 3. Some examples -- 3.1 Meaning is not defined -- 3.2 Different communicative means are integrated -- 3.3 Concepts of probability are constitutive components in the action game -- 3.4 Not everything is said explicitly -- 4. Fundamentals of dialogue -- 5. Redefining linguistics as a human science -- Possibilities and limitations of corpus linguistics -- 1. Introduction -- 2. The corpus as linguistic object-of-study -- 2.1 Can we trust the text? -- 2.2 Can we trust the words? -- 3. The corpus as a tool -- 5. Conclusions -- Dialogue and teaching in multicultural settings -- 1. The multicultural society -- 2. The issue of teaching -- 3. Dialogue as multicultural action game -- 4. Concluding remarks -- Acknowledgement -- Appendix -- Principles of dialogue -- 1. Change in methodology: From rules to principles -- 2. Cooperation and conflict -- 3. Dialogue: The mixed game -- 4. Institutional games -- 4.1 The general problem -- 4.2 Towards a typology of dialogic business games -- 4.3 Sample analysis -- 5. Concluding remarks on human action in general -- Acknowledgement -- Appendix -- Dialogue: Text and context -- 1. The central question -- 2. The methodology of the simple: Separating text and context. 3. A sample analysis as a test case -- 4. The methodology of the complex: The MGM -- 4.1 Circumscribing the complex whole: Premises about the object -- 4.2 Deriving methodological principles -- 5. Different types of context -- 6. Concluding remarks -- The argumentative power of words -- 1. Rethinking argumentation theory -- 2. Argumentation as a mixed game -- 3. Words and action -- 4. How to move people's minds with words -- 4.1 The voice of rationality -- 4.2 The voice of persuasion -- 5. Words as a key to action -- Internet references -- Appendix -- A look beyond -- References -- General index -- List of Edda Weigand's publications -- The series Dialogue Studies.

Sommario/riassunto

With her theory of 'Language as Dialogue', Edda Weigand has opened up a new and promising perspective in linguistic research and its neighbouring disciplines. Her model of 'competence-in-performance' solved the problem of how to bridge the gap between competence and performance and thus substantially shaped the way in which people look at language today. This book traces Weigand's linguistic career from its beginning to today and comprises a selection of articles which take the reader on a vivid and fascinating journey through the most important stages of her theorizing. The initial stage when a model of communicative competence was developed is followed by a gradual transition period which finally resulted in the theory of the dialogic action game as a mixed game or the Mixed Game Model. The articles cover a wide range of linguistic topics including, among others, speech act theory, lexical semantics, utterance grammar, emotions, the media, rhetoric and institutional communication. Editorial introductions give

further information on the origin and theoretical background of the articles included.
