

Prosodic Dimensions of Entrainment in Dialogue

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When people speak together, they often adapt aspects of their speaking style based upon the style of their conversational partner. This phenomena goes by many names, including adaptation, alignment, and entrainment, inter alia. In this talk, I will describe experiments in prosodic entrainment in the Columbia Games Corpus, a larger corpus of speech recorded from subjects playing a series of computer games. I will discuss how prosodic entrainment is related to turn-taking behaviors and to several measures of task and dialogue success. This is joint work with Stefan Benus, Agustín Gravano, Ani Nenkova, Rivka Levitan, and Laura Willson.