

seems fair
we could roll a die lol

lol what?

A proof-of-concept pilot study into laughter in online text-based chat.

Using the incremental DiET chat tool, we insert spoof contributions into on-going chats which appear to come from one's dialogue partner.

Spoof contributions:

- laughter clarification requests (CRs), e.g. 'lol?'
- additional laughs

The balloon task:

who would you throw out?

Tom, *the balloon pilot*.

Susie, *Tom's 7 months pregnant wife*.

Nick, *a cancer research scientist on the brink of a cure*.

Heather, *a 9 year old musical child prodigy*.

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Research questions

- How can laughter and laughter clarification requests (CRs) influence dialogue?
- Which features of laughter and laughables are addressed by CRs?
- How do dialogue participants align their laughs?

(Preliminary) results

- As in face-to-face dialogue: (i) laughter occurs both after and before the laughable, (ii) laughter can be due to pleasant, social or pragmatic incongruities.
- Participants did not notice any interventions, even in the 'additional laughs' pair, with 32 interventions.

Participants: 4 pairs of fluent English speakers

- 1 pair saw laughter CRs
- 1 pair saw additional laughs
- 2 pairs saw no spoof turns

(1) A: wel[1 that] alters the questin a bit
V: [out]
A: "if you kick T0m aeveryoned ie dies" lol
* V: lol what?
A: [if tom is kicked of everyone dies that would be aplot]
V: [Yup Probability is quite high isnt it]
A: stiw A PLOT TWIST
A: but ok

(2) N: maybe swe should kill someone else?
A: we could roll a die haha
N: seems fair!
* N: hahaha
A: :D
N: look, the balloon is about to curush/crush!
* N: hahaha
N: so if we kill the poilor(pilot)it does not matter right?
A: well, i dunno if there's a pilot there

Laughter CRs triggered by 'haha', 'LOL', ':D'...

- 'what's funny?'
- reprise with question mark ('lol?')
- reprise with a question ('lol what?')

Additional spoof laughs triggered by an exclamation mark.

