

# **DESIGNING THE RIGHT STIMULI FOR YOUR POPULATION AND GOALS**

**EDINBURGH VIRTUAL WORKSHOP ON  
ARTIFICIAL LANGUAGE LEARNING 2021**

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# SLIDES

**Will be available on my webpage:**

**<http://www.ucl.ac.uk/~ucjtcwh/>**

**(or google 'james white ucl' )**

**BRAINSTORMING:**  
**WHAT ARE SOME FACTORS TO  
CONSIDER WHEN DESIGNING STIMULI?**

# **DESIGNING STIMULI: FACTORS TO CONSIDER**

## **+ TIPS AND ADVICE**

# IMPLICIT VS EXPLICIT TASKS

Highly  
Implicit



Highly  
Explicit

## TASK SPECS

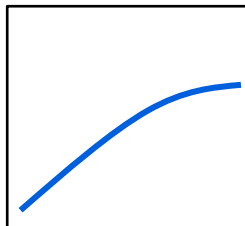
- No feedback
- Vague instructions
- Pattern difficult to describe
- Alternations not obvious/  
phonotactics only

- Feedback
- Explicit instructions
- Pattern easy to describe
- Obvious alternations



## OUTCOMES

- Promotes intuitive learning
- Gradual learning curve →
- More like natural learning?
- More difficult to design
- Much longer experiment



- Promotes rule seeking
- Sharp learning curve ←
- Less like natural learning
- Less difficult to design
- Quicker experiment

See Moreton & Pertsova (2017), *BUCLD*

# PHONEME/PHONETIC INVENTORY

**Task:** Designing a vowel harmony experiment with American English speakers.

**Vowel inventory:**

		Front		Back	
		-round	+ round	-round	+ round
High	Tense	i			u
	Lax	ɪ			ʊ
Mid	Tense	$\overline{eɪ}$			$\overline{oʊ}$
	Lax	ɛ		ʌ	ɔ
Low		æ		ɑ	

# PHONEME/PHONETIC INVENTORY

Use sounds that are phonemic/contrastive or easily distinguished in participants' L1.

## Example: English speakers

- Palatalisation: [ tusut ] → [ tusutʃi ] ✓
- Palatal laterality: [ ʌaka ] → [ lajaka ] ✗

Non-contrastive sounds that are easily distinguished might be okay.

- English: [ pataki ] → [ pataχ ] (probably ok)
- But, there might be uncertainty about how these will be categorised featurally.

Unsure? Do a pilot study including a discrimination experiment.

# WORD SHAPE AND LENGTH

## Some possible stem types

<u>CV</u>	<u>CVC</u>	<u>CVCV</u>	<u>CVCVC</u>	<u>CVCCVC</u>	<u>CVCVCVCV</u>
[ ka ]	[ kas ]	[ kasi ]	[ kasit ]	[ kaspit ]	[ kasitapi ]
[ ti ]	[ tik ]	[ tiku ]	[ tikun ]	[ tikmun ]	[ tikunali ]
[ bu ]	[ bus ]	[ busa ]	[ busak ]	[ bustak ]	[ busakapu ]
[ si ]	[ sin ]	[ sini ]	[ sinip ]	[ sinkip ]	[ sinipika ]
[ la ]	[ laf ]	[ lafa ]	[ lafan ]	[ laftan ]	[ lafanubi ]
[ gu ]	[ gut ]	[ guti ]	[ gutil ]	[ gutsil ]	[ gutiluna ]



# WORD SHAPE AND LENGTH

**CV syllables are good as a default, general-use template.**

## **Word length:**

- **CV(C)** – probably too short
  - Difficult to avoid sounding like real words.
  - Difficult to have many distinct stems or sufficient variety.
- **CVCVCVCV** – probably too long (unless needed by design)
  - May start to feel overwhelming to participants; may obscure pattern of interest.
  - More difficult to control everything.
- **CVCV(C)** – happy medium
  - Good word size for most uses.

# CONTROLLING EXTRANEOUS VARIABLES

[ kasat ] → [ kasatʃi ]

[ kupit ] → [ kupitʃi ]

[ lasut ] → [ lasutʃi ]

[ kinat ] → [ kinatʃi ]

[ kulad ] → [ kuladʒi ]

[ kanid ] → [ kanedʒi ]

[ kisud ] → [ kisudʒi ]

[ kubid ] → [ kubidʒi ]

[ lanap ] → [ kasapi ]

[ pukip ] → [ pukipi ]

[ batup ] → [ batupi ]

[ nilap ] → [ nilapi ]

[ punak ] → [ punaki ]

[ tapik ] → [ tapiki ]

[ nituk ] → [ nituki ]

[ nusik ] → [ nusiki ]

# CONTROLLING EXTRANEOUS VARIABLES

## Avoid accidental generalisations in the items.

- Use consonants and vowels about equally, in total and in each position (other than as required by the design).
- Especially important if there are few items. With more items, roughly balanced is usually fine.
- Depending on the design and number of items, it may even be desirable to balance CV syllables and C...C / V...V sequences.

## Avoid items that sound like real words/phrases

- English: [ toni ], [ gazibo ], [ da'ki ], [ gosi ]
- French: [ leba ] (anything starting with [ le ], [ la ], [ me ], [ ma ], ... )

# CONTROLLING EXTRANEANOUS VARIABLES

## Inventory size

- Small phoneme inventory:
  - Easier to control things, but also much more important to control things.
  - Words start sounding really similar to each other (which could be good or bad).
- Larger phoneme inventory:
  - Harder to control perfectly, but 'roughly balanced' is often enough.
  - Words sounds more distinct; more realistic sounding?

# CONTROLLING EXTRANEANOUS VARIABLES

## Stress

- Which syllable? [ 'pikuta ] -- [ pi'kuta ] -- [ piku'ta ]
- Be mindful that stress may impact interpretation and/or salience of various parts of the word with speakers of a stress language.

- Does the stress shift with morphemes added?

[ 'pikut ] → [ 'pikutʃi ]    [ pi'kut ] → [ pi'kutʃi ]

[ 'pikut ] → [ pi'kutʃi ]    [ pi'kut ] → [ piku'tʃi ]

- I tend to favour a stem-bounded stress pattern (no stress shift).
  - Probably less common typologically (though attested), but reduces extraneous changes in the stimuli if stress is not a variable of interest.

# HOW MANY ITEMS/TRIALS?

## You need enough items/trials to:

- Allow participants to learn pattern(s).
- Discourage people from focusing too much on memorising specific items.
- Ensure that there are not accidental patterns for people to find / focus on.

## Too many items/trials can:

- Cause a ceiling effect, if not using the Extrapolation/Poverty of the Stimulus paradigm.
- Cause the experiment to be long and sap motivation late in the study.

# MANY DISTINCT ITEMS VS. REPEATED ITEMS

## Many distinct items:

- Encourages finding broad generalisations. (Participants cannot remember individual items well).
- OK for properties of words (sounds/syllable types) to be 'roughly balanced'.
- Harder to set up (e.g., recording time, balancing).

## Fewer items / more repetition:

- More likely that participants remember/focus on specific items.
- Properties of words should be very carefully controlled.
- Easier to set up.

# TRAINED VS. NOVEL ITEMS

## Trained/Old/Familiar items:

- Items from training repeated in the test phase.

## Novel items:

- Items only seen in the test phase.

**Depending on the design, it is often a good idea to include both types in the test phase.**

- **Trained items:** can let you ensure participants actually learned something and paid attention.
- **Novel items:** show you whether participants extracted a general pattern (because Trained items could be memorised/recognised).



# CRITICAL & FILLER ITEMS

**Critical items:** items needed to train and/or test the pattern of interest.

**Filler items:** items not important for analysis, but added to round out the experiment. They are included to:

- Distract from the patterns/sounds of interest.
- Establish phonotactic facts (or other properties) about the language.
- Make the language seem more realistic, with a variety of words.

# RECORDED VS SYNTHESISED

**Recorded**



**Synthesised**



# RECORDED VS SYNTHESISED

## Recorded

### Pros:

- Sounds more natural.
- Can ask speaker to speak in a certain way.

### Cons:

- More variability (may be less of a concern with many words).
- Time-consuming (especially with many words).

## Synthesised

### Pros:

- May sound unnatural.
- Cannot ask speaker to add specific features, etc.

### Cons:

- Less variability.
- Quicker/easier (especially with many words).

# MORE RECORDING ISSUES

## Who will record it?

- Native speaker of participants' L1 or a different language?

## How sounds are produced?

- Stops with aspiration?
- Monophthongs or diphthongs?
- Stress pattern?

## Control/measure/manipulate any properties?

- Equalising for intensity is standard.
- Others (syllable duration,  $f_0$ , etc.) may be desirable depending on design.

# PICTURES OR NO?



## Using pictures

- Makes task more interesting.
- May distract (somewhat) from pattern of interest.
- Some participants will look for semantic patterns (e.g., use [-fi] when the picture is animate, round, a fruit, red, ...)
- Must be very careful to ensure that there are no accidental properties of the pictures confounded with the pattern of interest!

## Not using pictures

- Prevents participants from (accidentally) looking for semantic patterns.
- Feels a bit boring – motivation may sag fairly quickly!

# EMPHASISE OR OBSCURE THE PATTERN OF INTEREST?

## Ways to emphasise the pattern:

- Explicit task (explicit alternations, feedback, etc.)
- Shorter words
- Fewer filler items
- Put the target sounds in prominent/salient positions
- No pictures

## Ways to obscure the pattern:

- Implicit task (no explicit alternations, no feedback, etc.)
- Longer words
- More filler items
- Add a 'red herring' pattern and/or a 'red herring' task in instructions
- Include pictures

**QUESTIONS?**

# REFERENCES

- Moreton, Elliott, and Katya Pertsova (2017). Implicit and explicit processes in phonotactic learning. In: Jennifer Scott and Deb Waugtal (eds.), *Proceedings of the 40th Boston University Conference on Language Acquisition (BUCLD 40)*, pp. 277--290.