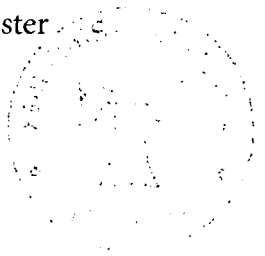
Dialogue – The Mixed Game

Edda Weigand
University of Münster



John Benjamins Publishing Company
Amsterdam / Philadelphia

Table of contents

Preface XI
Introduction: The simple and the complex 1

Part I. Rethinking theory: Patterns & beyond

CHAPTER 1
The state of the art 11
1.1 Starting from the simple: Models of language competence 11
1.1.1 The dogma of language as a sign system 11
1.1.2 The dogma of language as generative competence 13
1.2 The pragmatic turning point: From language competence to communicative competence 16
1.2.1 The multi-level approach 17
1.2.2 The pattern approach 20
1.2.3 The logical normative approach 22
1.3 Trying to overcome the limits of the simple: Models of performance 24
1.3.1 Pragmatics as a perspective 25
1.3.2 Empirical pragmatics 27
1.3.3 Cognitive pragmatics 29
1.3.4 Discourse pragmatics 32
1.4 The universe of dialogism: Intertextuality, interpretation and polyphony 34
1.5 Summary: A plea for dialogue as interaction 37

CHAPTER 2
The turning point in theorizing: Starting from the integrated whole 39
2.1 Towards a theory of competence-in-performance 39
2.2 Object and methodology: Uncovering the language myth 44
2.3 Justifying evidence: Evolution and culture 47

Part II. The Theory of Dialogic Action Games or the Mixed Game Model

CHAPTER 1
Premises about the object: From human affairs to language 55
1.1 *Human nature* 56
1.1.1 Human beings as central reference point 56
1.1.2 Integration and interaction of human abilities 58
1.1.3 Human beings as dialogic individuals 59
1.1.4 Human beings as goal-directed beings 62
1.1.5 Human beings as persuasive beings 62
1.2 Environment 63
1.2.1 Human beings as 'complex adaptive systems' 64
1.2.2 From standard cases to particular ones 65
1.2.3 Deriving subsystems by specialization 65
1.3 Culture 67
1.3.1 Human beings as cultural beings 67
1.3.2 Culture as an external system of values 68

CHAPTER 2
The methodology: Principles of Probability 71
2.1 The general conceptual structure 71
2.1.1 Regularities, norms and principles 71
2.1.2 The role of rhetoric 72
2.1.3 Some introductory examples of how to proceed 74
2.2 Constitutive Principles 76
2.2.1 The Action Principle 76
2.2.2 The Dialogic Principle proper 79
2.2.3 The Coherence Principle 85
2.3 Regulative Principles 93
2.3.1 Regulating self-interest and respect 93
2.3.2 Regulating reason and emotion 105
2.4 Executive Principles 113
2.4.1 Basic sequencing principles 113
2.4.2 Principles of addressing the complex 115
2.4.3 Executive strategies 117

CHAPTER 3
To sum up: The mixed game of human competence-in-performance 125

Part III. Minimal action games or the issue of a speech act taxonomy

CHAPTER 1
Minimal versus complex action games 129

CHAPTER 2
Controversial issues in setting up a taxonomy of speech acts: The state of the art 131
2.1 Expressions versus functions 132
2.2 Infinite versus finite acts 135
2.3 Criteria and types 136
2.4 The debate on the autonomy of the speech act 138

CHAPTER 3
The issue of a dialogic taxonomy of speech acts 141
3.1 Formal conditions or the inner logic of a holistic hierarchy 141
3.2 Basic minimal games 144
3.2.1 Declaratives 145
3.2.2 Exploratives 147
3.2.3 Directives 149
3.2.4 Representatives 153
3.2.5 To sum up 154
3.3 Derived types of action function 155
3.3.1 Declaratives 156
3.3.2 Exploratives 156
3.3.3 Directives 160
3.3.4 Representatives 162
3.4 Propositional patterns 173
3.4.1 Declaratives 174
3.4.2 Exploratives 180
3.4.3 Directives 186
3.4.4 Representatives 192
3.4.4.1 Propositional patterns of the simple claim to truth 192
3.4.4.2 Propositional patterns of the modal claim to truth 199

CHAPTER 4
To sum up 207

Part IV. The architecture of complex action games 209

CHAPTER 1
Extending the minimal game 211
1.1 Problems of understanding 211
1.2 Clarifying sequences 214
1.3 Providing arguments 215
1.4 The use of power 222
1.5 Extending the proposition 226

CHAPTER 2
Complex human affairs: Dialogue in the stream of life 229
2.1 The complex whole 229
2.2 Decomposing the whole by specialization:
The emergence of institutions 233
2.3 Decomposing the subcomplexes: Towards a linear order 234
2.4 From purposes to communicative means: Rhetoric as an inherent part 236
2.5 Rethinking the empiricist position 237
2.6 Sample analysis of an institutional game 240
2.7 To sum up: The mixed game 248

CHAPTER 3
Literary action games or touching on the mystery of life 251
3.1 Some remarks on the state of the art in Literary Studies 251
3.2 The functional core of the game: Expressing the inexpressible 254
3.3 Literary means of expression 258
3.3.1 Symbols 259
3.3.2 Metaphors 260
3.3.3 Multidimensional worlds 261
3.3.4 The author's perspective 262
3.4 Conclusion: Polyphony of voices 264

CHAPTER 4
To sum up: Dialogue in human affairs 267

Summary and outlook: Towards an understanding of the dialogic species 269

References 273
Appendix 289
Index 297