

## Speech Acts Coding System (adapted from TRAINS and DAMSL coding systems)

- **OPENING:** A phrase conventionally used to summon the hearer and start the conversation: “hi”, “hello” etc.
- **INFORM/CONTENT:** The speaker provides new information with a content utterance: “my name is []”, “one is hiding behind the tree”, “the whistle would be for the soccer man”.
- **INFORM/YES-NO:** The speaker provides new information with a yes/no utterance:  
  
<SYSTEM> Did you have a party?  
<USER> Yes
- **REQINFORMATION:** The speaker introduces an obligation for the hearer to provide information.  
  
<SYSTEM> When was your birthday?  
<USER> November 10.
- **REQACTION:** The speaker introduces an obligation for the hearer to perform an action (in this case the action is counting).  
  
<SYSTEM> Can you tell how many kittens there are in this picture?  
<USER> ten
- **SUGGEST:** The speaker propose an new item (action, proposition, plan, constraint). “let’s do the numbers!”
- **ACKNOWLEDGMENT:** The speaker shows understanding of a previous utterance (by repetition, paraphrase, back channel response etc.)  
  
<USER> I love computes  
<SYSTE> okay
- **EVALUATION:** The speaker evaluates a previous utterance.  
  
<USER> We are going to Hawaii.  
<SYSTEM> That’s great!
- **COMMENT:** The speaker comments on a previous utterance.  
  
<USER>We had a castle party  
<SYSTEM>I have never heard of that

- **REPAIR:** The speaker changes, corrects, adds to the content of his/her previous utterance.

<USER> There are three cats.

<USER> it was a castle party

<USER> I mean four.

<SYSTEM> What!

<USER>we did a castle.

- **REQREPAIR:** The speaker asks for a repair by the other party, implicitly or explicitly.

- **ACCEPT:** The speaker agrees to a previous proposal by the other party.

<SYSTEM> Do you want to play some games?

<USER> Sure.

- **REJECT:** The speaker rejects a previous proposal by the system.

<SYSTEM> Let's do the numbers.

<USER> No / I am tired.

- **FALSE START:**
- **CLOSING:**
- **DISCOURSE MARKER:**
- **REQACKNOWLEDGMENT:**