

INDIVIDUAL VARIATION IN ATTITUDES TOWARDS PRODUCTIVITY/GRAMMATICAL CREATIVITY

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1. PRODUCTIVITY~CREATIVITY

Construction Grammar

Construction (cx) = form-meaning pairing

→ e.g. the *way-cx*

CONSTRUCTION:

Messi **vocht** zich een weg naar
het doel

FORM:

SUBJ V REFL *een weg*
PREP.PHRASE

MEANING:

SUBJ creates a path and travels it
while V^{ing}, despite obstacles

1. PRODUCTIVITY~CREATIVITY

Construction Grammar

Construction (cx) = form-meaning pairing

→ e.g. the *way*-cx

→ Constructions can be **extended**

CONVENTIONAL

High token frequency



UNCONVENTIONAL

Hapax

Messi **baande/vocht/zocht** zich
een weg naar het doel

Messi **vond/schoot/knokte/
drong/wurmde/dribbelde** zich
een weg naar het doel

Messi **forceerde/bombardeerde/
elleboogde/stuntelde/vloekte**
zich een weg naar het doel

1. PRODUCTIVITY~CREATIVITY

Productivity

= “a construction’s ability to attract new or existing lexical items, i.e. a construction’s extensibility” (Barðdal 2008: 1)

= a constrained form of creativity (Goldberg 2019)



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2. MOTIVATION

Creativity = property of the speaker
NOT of the language (Zawada 2006)

→ individual variation

- Degree of creativity: personal variables (Hoffmann 2018)
- Usage-based linguistics: personal experience



2. MOTIVATION

However...



Current research into productivity: (Verhagen 2019)

- Corpus-based: language user? Individual variation?
- Experimental: individual variation?

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2. RESEARCH DESIGN

GOAL

A) Effects of **linguistic** variables on the acceptability of creative instances of a cx

- I. Construction: type frequency + semantic coherence
- II. Item: token frequency + lemma frequency + semantic compatibility
- III. External: English counterpart

RQ1:

Can we find evidence for the role of the following variables as linguistic determinants for productivity in acceptability data?

2. RESEARCH DESIGN

GOAL

B) Effects of **user-related** variables on the acceptability of creative instances of a cx

- I. 'Prototypical' sociolinguistic variables
- II. Personality traits
- III. Cognitive abilities

RQ2 + RQ3:

Individual variation?

- inter-individual (between-participants)
- intra-individual (within-participants)

2. RESEARCH DESIGN

METHOD (general)

He has him a new car. [test]

- 1 - totally unacceptable, even in informal settings
- 2
- 3
- 4
- 5 - totally acceptable

Productivity:

- Acceptability rating 7-point Likert scale
- Conventional vs. creative vs. unattested instances of different cx

Native speakers of Dutch:

- Sociobiographic questionnaire
- Personality test
- Measure cognitive skill



2. RESEARCH DESIGN

METHOD (first experiment)

- Large-scale internet survey
- 2 constructions:
 - Corpus data

WP1. Exploration:
inter-individual variation &
user-related variables

CONSTRUCTION	EXAMPLE	PRODUCTIVITY	EXPRESSIVITY	ENGLISH
<i>Way-cx</i>	Messi dribbelde/vocht/wurmde/beukte zich een weg naar het doel.	+	+	+
<i>Krijgen-passive</i>	Messi kreeg de bal aangeboden/toegespeeld/toevertrouwd/voorgeschooteld.	-	-	-

2. RESEARCH DESIGN

n = 1730 – 134 verbs

Werkwoord	Frequentie
Banen	1178
Zoeken	135
Vechten	69
Vreten	33
Boren	14
Schieten	14
Hakken	13
Knokken	12
Graven	10
Vinden	8
Worstelen	8
Wurmen	8
Dribbelen	7
Kappen	7
Klikken	6
Kronkelen	6
Ploegen	6
Slaan	6
Bluffen	5
Branden	5
Dansen	5

Dringen	4
Eten	4
Schoppen	4
Slingeren	4
Wringen	4
Beuken	3
Bijten	3
Brullen	3
Knagen	3
Ploeteren	3
Schreeuwen	3
Slalommen	3
Springen	3
Verschaffen	3
Werken	3
Wroeten	3
Zingen	3
Bikkelen	2
Blunderen	2
Boksen	2
Duwen	2
Flirten	2
Knippen	2

Achtbanen	1
Antwoorden	1
Beledigen	1
Blauwbekken	1
Bombarderen	1
Bouwen	1
Breken	1
Brommen	1
Cijferen	1
Claxonneren	1
Combineren	1
Drinken	1
Drukken	1
Drummen	1
Ellebogen	1
Fietsen	1
Forceren	1
Fouilleren	1
Gokken	1
Grommen	1
Hacken	1
Hameren	1
Hoesten	1

2. RESEARCH DESIGN

68,09%

Werkwoord	Frequentie				
Banen	1178	Dringen	4	Achtbanen	1
Zoeken	135	Eten	4	Antwoorden	1
Vechten	69	Schoppen	4	Beledigen	1
Vreten	33	Slingeren	4	Blauwbekken	1
Boren	14	Wringen	4	Bombarderen	1
Schieten	14	Beuken	3	Bouwen	1
Hakken	13	Bijten	3	Breken	1
Knokken	12	Brullen	3	Brommen	1
Graven	10	Knagen	3	Cijferen	1
Vinden	8	Ploeteren	3	Claxonneren	1
Worstelen	8	Schreeuwen	3	Combineren	1
Wurmen	8	Slalommen	3	Drinken	1
Dribbelen	7	Springen	3	Drukken	1
Kappen	7	Verschaffen	3	Drummen	1
Klikken	6	Werken	3	Ellebogen	1
Kronkelen	6	Wroeten	3	Fietsen	1
Ploegen	6	Zingen	3	Forceren	1
Slaan	6	Bikkelen	2	Fouilleren	1
Bluffen	5	Blunderen	2	Gokken	1
Branden	5	Boksen	2	Grommen	1
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2. RESEARCH DESIGN

73 hapaxes

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4. USER-RELATED VARIABLES

A. Socio-biographic

→ questionnaire

- Age
- Gender
- Education
- Mobility/Language contact
- Multilingualism: knowledge of English/other languages

4. USER-RELATED VARIABLES

B. Personality

→ Big Five personality test ([BFI-2; Soto & John 2017](#))

1. Extraversion
2. Openness
3. Agreeableness
4. Conscientiousness
5. Neuroticism

I am someone who . . .

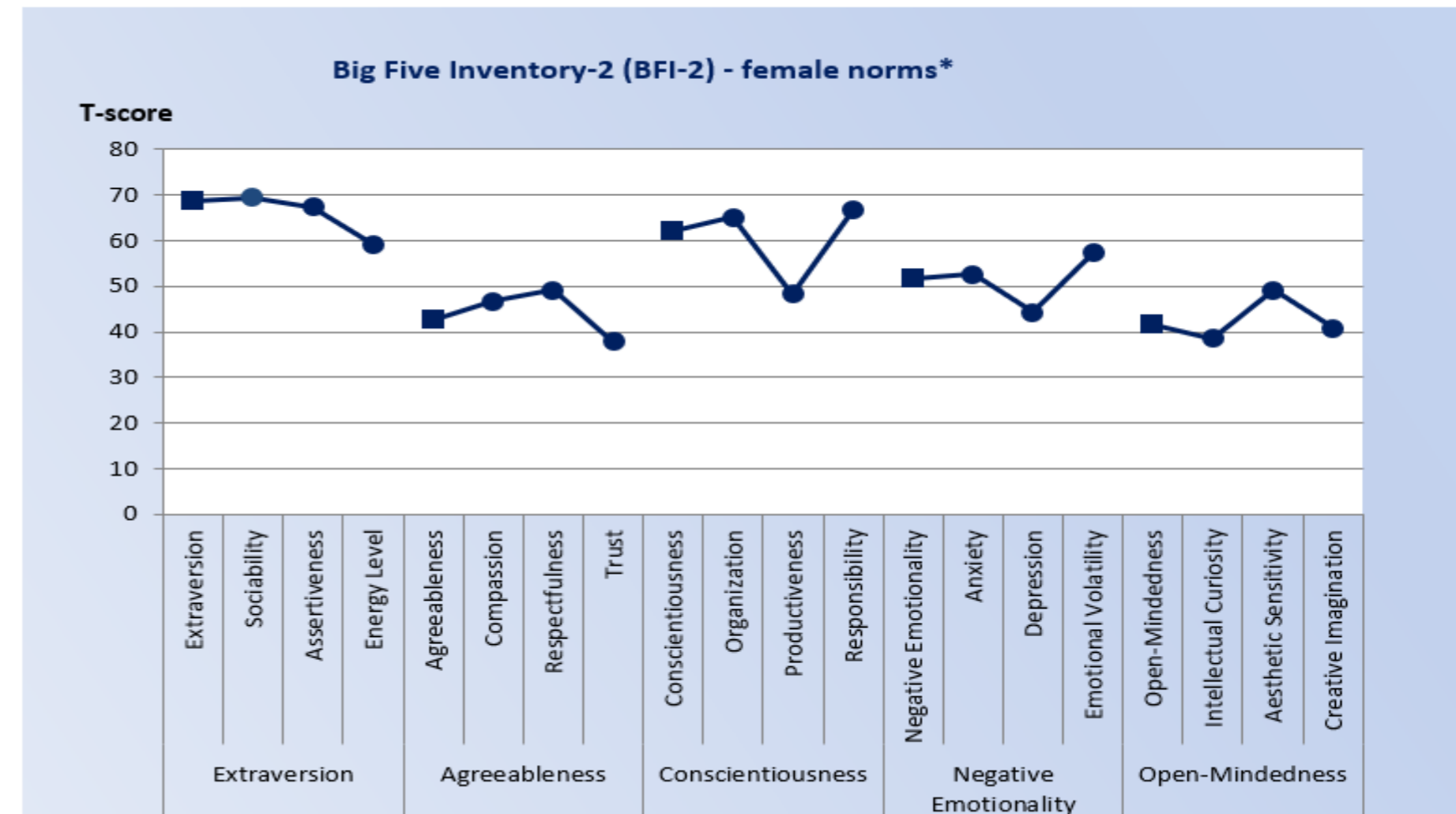
Disagree strongly	Disagree a little	Neutral; no opinion	Agree a little	Agree strongly	Statement
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	1. Is outgoing, sociable.
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	2. Is compassionate, has a soft heart.
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	3. Tends to be disorganized.
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	4. Is relaxed, handles stress well.
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	5. Has few artistic interests.

4. USER-RELATED VARIABLES

B. Personality

→ Big Five personality test ([BFI-2; Soto & John 2017](#))

1. Extraversion
2. Openness
3. Agreeableness
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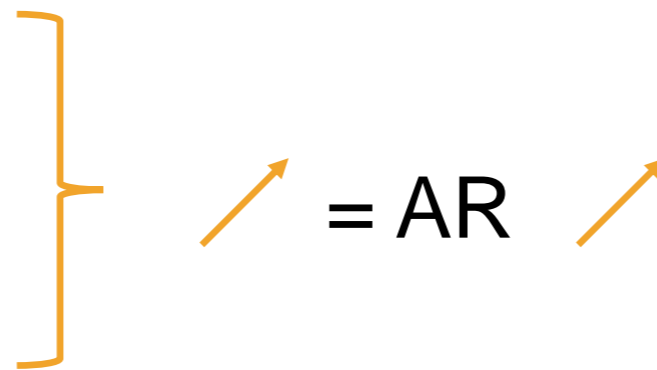


4. USER-RELATED VARIABLES

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4. USER-RELATED VARIABLES

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1. Extraversion

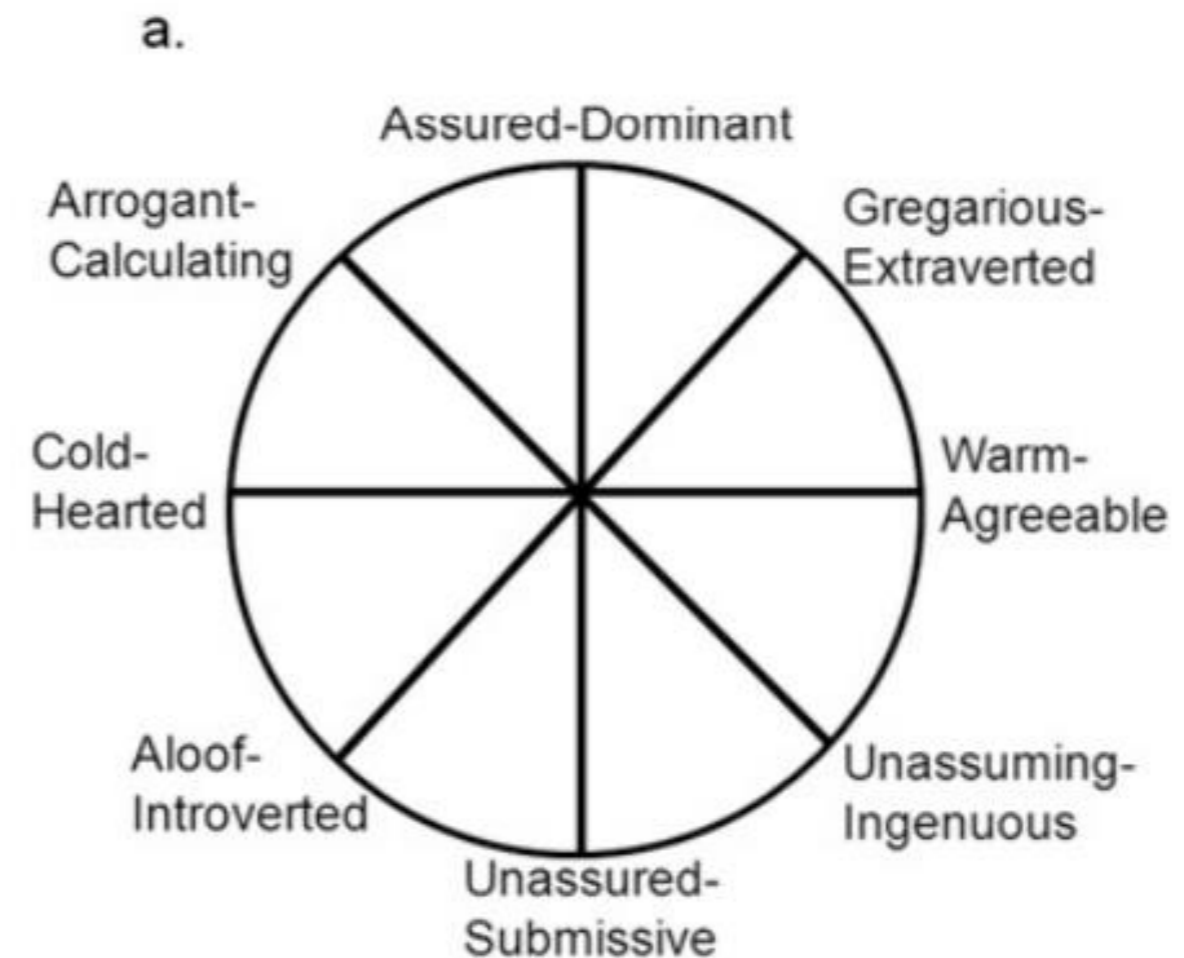
2. Openness

3. Agreeableness

4. ? Conscientiousness

5. ?? Neuroticism

Circumplex: interpersonal relationships/contacts



4. USER-RELATED VARIABLES

C. Cognitive abilities

- General intelligence (IQ)
- Language-related:
 - Proficiency
 - Vocabulary size
 - Knowledge of collocations
 - Print exposure/reading experience

Table 6
Correlations between the six tasks and education.

(Dabrowska 2018)

	Education	IQ	PrintExp	LgAnalysis	Grammar	Vocabulary	Collocations
Education	1.00	0.36**	0.47***	0.59***	0.36**	0.43***	0.37**
IQ	0.36**	1.00	0.09	0.50***	0.46***	0.43***	0.22
PrintExp	0.47***	0.09	1.00	0.45***	0.27*	0.60***	0.50***
LgAnalysis	0.59***	0.50***	0.45***	1.00	0.46***	0.47***	0.35**
Grammar	0.36**	0.46***	0.27*	0.46***	1.00	0.40***	0.38**
Vocabulary	0.43***	0.43***	0.60***	0.47***	0.40***	1.00	0.57***
Collocations	0.37**	0.22	0.50***	0.35**	0.38**	0.57***	1.00

4. USER-RELATED VARIABLES

C. Cognitive abilities

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LgAnalysis	0.59***	0.50***	0.45***	1.00	0.46***	0.47***	0.35**
Grammar	0.36**	0.46***	0.27*	0.46***	1.00	0.40***	0.38**
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4. USER-RELATED VARIABLES

C. Cognitive abilities

- General intelligence (IQ)
 - Language-related:
 - **Proficiency**
 - **Vocabulary size**
 - Knowledge of collocations
 - Print exposure/reading experience
- Semantic vocabulary test
(Vander Beken et al. 2017)

- + education:
 - # years
 - Degree

- **Successief:** A. Geslaagd, B. Zegevierend, C. Erfelijk, D. Achtereenvolgend
- **Martelaar:** A. Valsaard, B. Muggenzifter, C. Lijder, D. Prutser
- **Wauwelen:** A. Dromen, B. Schommelen, C. Spelen, D. Babbelen

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5. RESULTS

Linghentian Doctorials 2022!

Schedule:

- Beginning of 2022 Launch first survey
- Mid 2022 Data analysis & results

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6. FUTURE STEPS

WP2. Zooming in:
Inter-individual variation &
user-related variables

- Optimize research design
- Zoom in on interesting patterns
- Complement ratings with other experiments

WP3. Zooming in:
Intra-individual variation &
personality

- Intra-individual variation: fixed participant pool, repeated/complementary tasks, interview
- Cx: expressivity/extravagance
- User-related variables: personality

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Part of the GOA project (BOF UGent)

Language Productivity @ Work

<https://www.languageproductivity.ugent.be/>

Thank you for
your attention!
Any questions/
suggestions?

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