VISUAL SEMIOTICS





1. Angle – low / eye-level / high angles give perspective, (eye-)contact with audience. Perspective of object or person.

2. Distance – extreme close-up (details), mid-range (head and shoulders), longshot (wide shot, more contextual information).

3. Salience – focus of visual information. Colour intensity, choice of colour. Foregrounding, backgrounding of objects.

4. Vectors – horizontal axis and vertical axis. Lines that leads your eye from one element to another. Cohesion in visuals. Vectors can be visible or invisible. Created by gaze, pointing fingers, objects, extended arms, trajectories of objects etc. Creates reading path. Left is given information. Right is new information. Linear information in writing applied to visuals. Upper sections convey ideals, lower sections convey what is real.

5. Modality – the medium on which the visual is produced. High modality, highly realistic. Low modality, usually drawn, like cartoons.

6. Gaze – offer / demand / engagement / disengagement / subjective / objective.

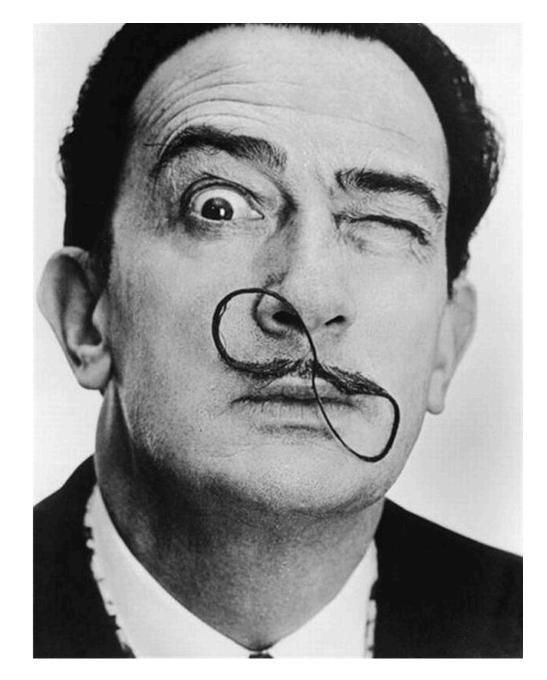
7. Colours and lighting, and their various significances in different contexts / cultures.

8. Symbols / icons used in different contexts, different cultures.

9. Layout – details of arrangement.Cohesive devices used in visuals.Interpersonal elements in layout towards viewer, from producer.

10. Framing – borders, superimposition, juxtaposition, (dis-)continuous colours. How the visuals are cut, boxed, connected, disconnected.

11. Font – different fonts convey different moods, attracts interests of different audiences.



Conversation analysis is used mainly for analysis of interaction and of direct speeches.

One way of analysing conversation is by studying speech acts that contains a *locution* (utterance), *illocution* (the force of the utterance) and the *perlocution* (effect of the utterance). These three units form the basis of continuous conversation.

For example, you can ask for an object, in this case, a pipe, in the following ways:

Can I have the pipe, Sid? (modulated interrogative) Where's the pipe, Sid? (wh-interrogative) Give me the pipe, Sid. (imperative) I want the pipe, Sid. (declarative) What I'd do to have that pipe! (exclamative)



There are 5 classifications of illocutionary forces (J.L. Austin 1975 & John Searle 1969) :

i. Assertives = speech acts that commit a speaker to the truth of the expressed proposition

ii. Directives = speech acts that are to cause the hearer to take a particular action,
e.g. requests, commands and advice

iii. Commissives = speech acts that commit a speaker to some future action, e.g. promises and oaths

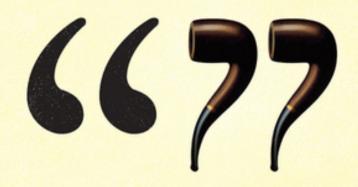
iv. Expressives = speech acts that express
on the speaker's attitudes and emotions
towards the proposition,
e.g. congratulations, excuses and thanks

v. Declarations = speech acts that change the reality in accord with the proposition of the declaration, e.g. baptisms, pronouncing someone guilty or pronouncing someone husband and wife

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Only two observable facts about conversation:

- i. Only one person speaks at a time
- ii. Speaker change recurs



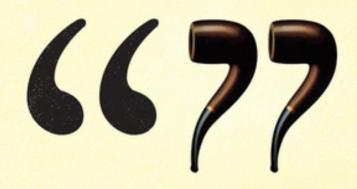
Ceci n'est pas typographie

Speakers recognize points of potential speaker change because speakers talk in units called *Turn Constructional Units (TCU)*. The length of speaker time, how speaker changes occur and whether TCUs are reciprocated or ignored can reveal the underlying social relations and power structures of the context of speaking.

Adjacency pairs such as the classic question / answer, complaint / denial, compliment / rejection, challenge / rejection, request / grant, offer / accept, offer / reject and instruct / receipt (Sacks et al. 1974:717) function as turn-transfer to current turn. This is a system not of determination but of expectation.

At the base of the pragmatic approach to CA is P. Grice's co-operative principle (CP)

"...participants will be expected (ceteris parabus) to observe, namely: Make your conversation contributions such as is required, at the stage at which it occurs, by the accepted purpose or direction of the talk exchange in which you are engaged" (1975:45)



Grice's cooperative principle has four maxims focusing on quantity, quality, relation and manner.

Quantity refers to the amount of information expected by the speaker.

Quality looks at the speaker's efforts to make his contribution as accurate to their knowledge as possible.

Relation refers to relevance, and manner ensures the clarity of one's utterances.

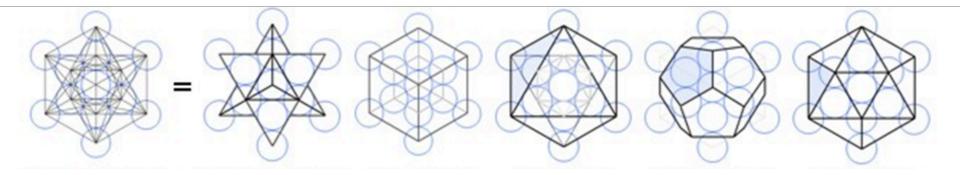
These maxims can be flouted when speaking to produce different linguistic effects. The research question here would be *why*, *when*, *how* and to *what effect*, the flouting of these maxims might have in conversation, in relationship building, in groupwork in organizational trust etc.

Ref: Ephratt, M. (2012). 'we try harder': Silence and grice's cooperative principle, maxims and implicatures. *Language & Communication, 32*(1), 62. doi:10.1016/j.langcom.2011.09.001

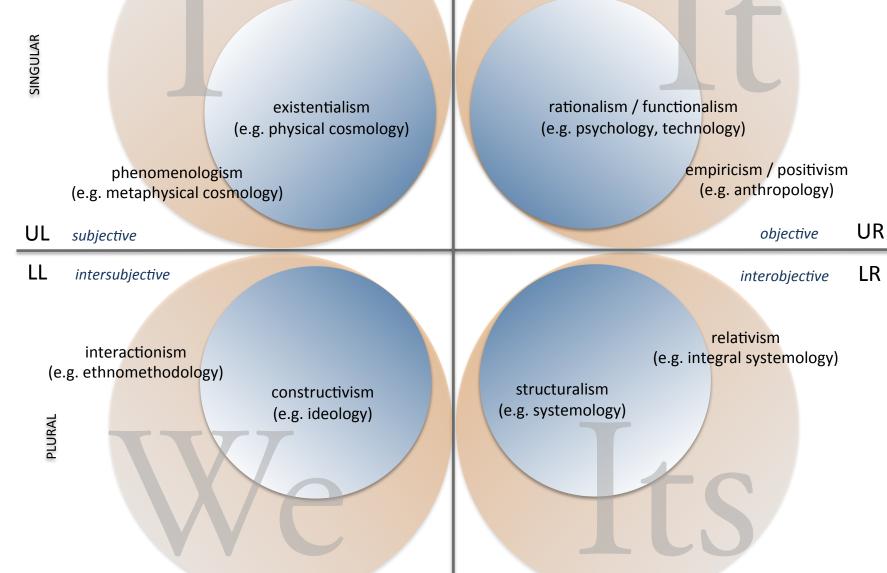


LECTURE RECAP & TAKEAWAY POINTS

L A N G U A G E IN QUALITATIVE RESEARCH



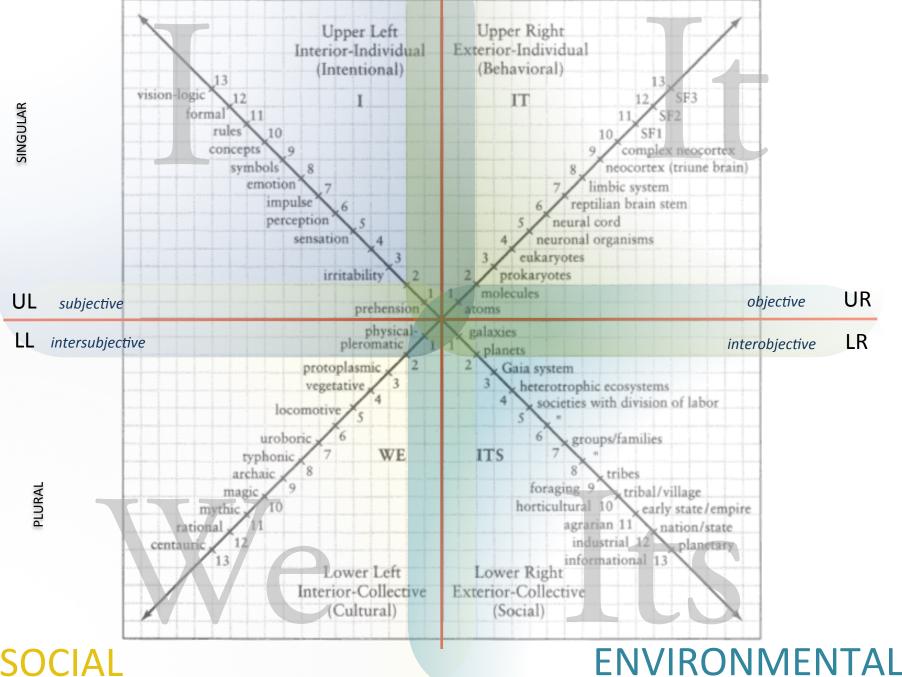
INDIVIDUAL INTERIOR: CONSCIOUSNESS

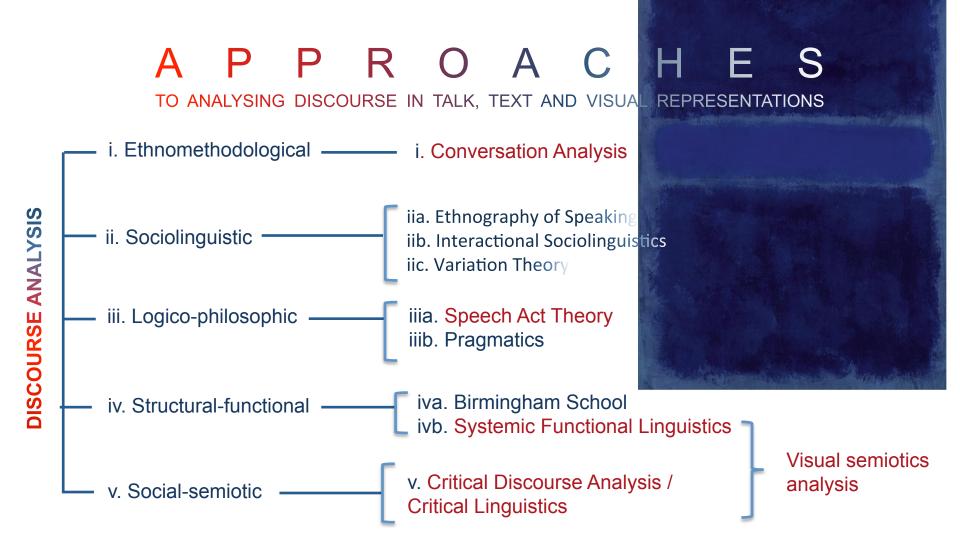


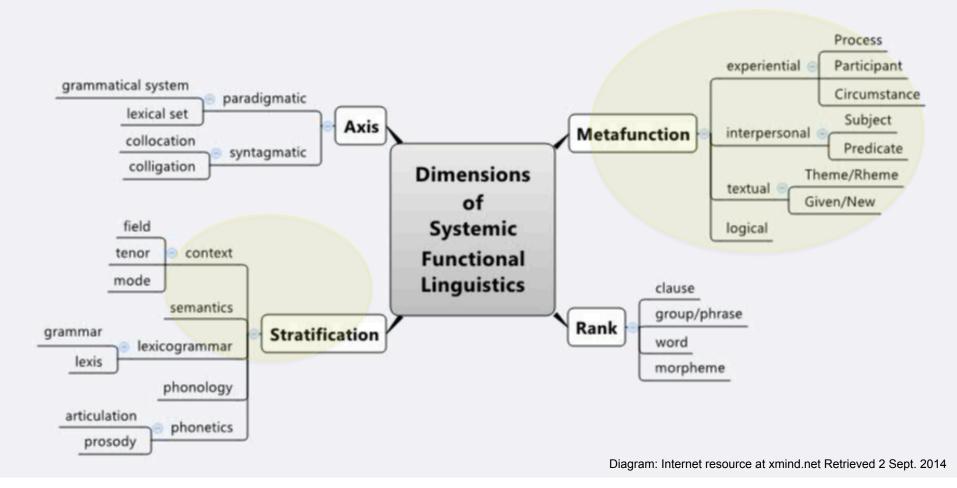
COLLECTIVE EXTERIOR: SYSTEMS

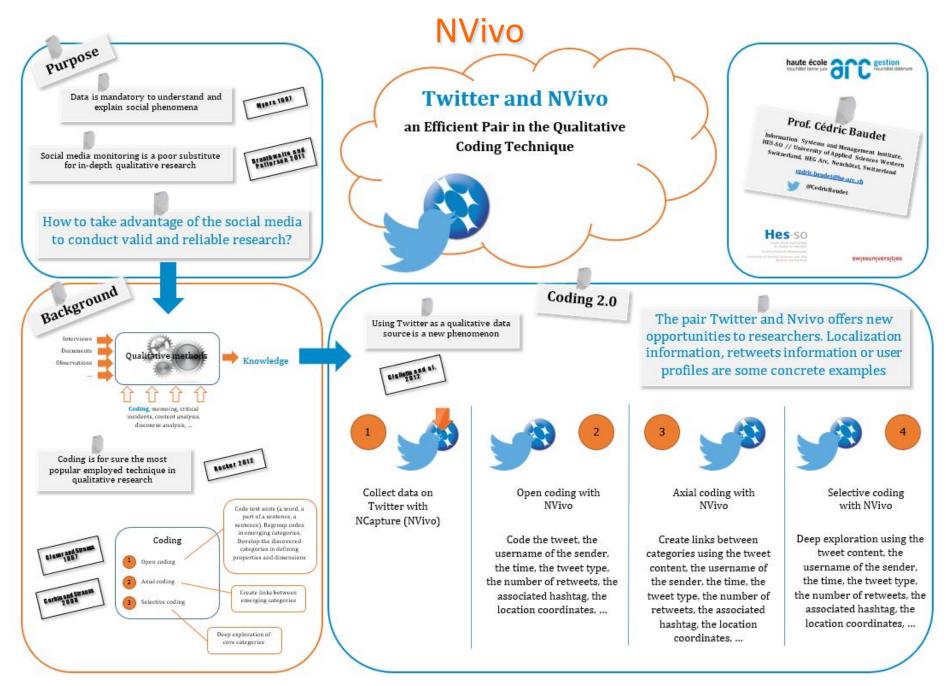
ETHICAL

ECOLOGICAL



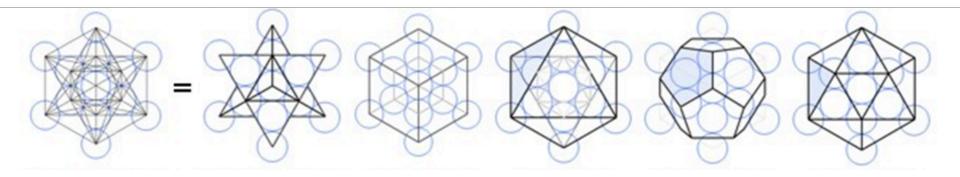






Ref: Cédric Baudet 2015. Twitter and Nvivo: an efficient pair in the qualitative coding technique. Internet resource at http://bit.ly/1Nn6GCG LANGUAGE IN QUALITATIVE RESEARCH: DISCOURSE ANALYSIS

THANK YOU !



CHERYL MARIE CORDEIRO cheryl.cordeiro@handels.gu.se