Experiment – Memory

Description: Speakers play a version of the well-known game of Memory (also known as Concentration or Pairs), in which they need to identify and remember the locations of cards with particular images on them.

Objectives: elicit the pronunciation of the names of objects that were chosen in accordance with the metrical control (see "Metrical control" and "Picture-naming") in different prosodic contexts.

Participants

Speakers: 2

Researchers: 2 ("technician" + "moderator")

Materials and preparation

Cards: the same cards with pictures of objects that are also used in "Picture-naming" (see there).

How to do it:

The cards are all placed face up on a table or another large and level surface, arranged so that they form a rectangle with rows and columns. During a preparation period, the moderator asks the speakers to memorize the location of each object in the rectangle for a time of 30-60 seconds. Subsequently, each card is turned face down in its position, so that the pictures can't be seen anymore. One of the speakers begins by saying on what card, in which position, they think that one of the pictures can be found. The moderators asks for confirmation whether they understood correctly and then flips around the card that was indicated, showing the picture that is on the other side. If the speaker has identified the card correctly, they win a point and are allowed to continue. The card that was identified is left face up in its place so that it might serve as a reference point. If it hasn't been identified correctly, the card is flipped over in its place so that it is once again face down, and it is the other speaker's turn. In this way the game proceeds until all cards have been identified correctly and turned face up, and the speaker with more points "wins". It is crucial that the speakers only use speech to indicate their guesses and to give instructions to the moderator. They are not allowed to use pointing gestures or to touch the cards for that. The whole game is recorded, from beginning to end.

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