SLANG
Introduction

Roland Mühlenbernd
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What is SLANG?
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SocioLinguistics And Network Games
Perspectives of SLANG

1. Local Perspective: Formal/Computational Models of Communication/Language Use
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2. Global Perspective: Interaction/Communication in Populations/Social Network Structures
   ▶ (2-player) Games on Network Structures
   ▶ Network Games (threshold game, public goods game...)
   ▶ Network Formation Games (Bala & Goyal 2000)
   ▶ Population Dynamics (Replicator Dynamics...)
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3. Related non-core Topics: Social/Information Dynamics
   ▶ Opinion Dynamics
   ▶ Emergence of Conventions
   ▶ Norms and Rules in MAS
   ▶ ...
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- Phonology
- Syntax/Grammar
- Semantics
- Pragmatics
- Power
- Relationship
- Gender
- Age
- Region
- Education
- Register
- Prestige
- Politeness
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Diagram: Venn diagram showing the overlap between linguistic features (Phonology, Syntax/Grammar, Semantics) and social features (Pragmatics, Power, Relationship, Gender, Age, Region, Education).
Sociolinguistics: linguistic vs. social features

Phonology

Syntax/Grammar

Semantics

Pragmatics

Register

Prestige

Politeness

Power

Relationship

Gender

Age

Region

Education

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Power

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Age

Region

Education
More Information

- www.sfs.uni-tuebingen.de/~roland → Projects → Project 4: SLANG
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- [www.sfs.uni-tuebingen.de/~roland](http://www.sfs.uni-tuebingen.de/~roland) → Projects → Project 4: SLANG

- *Sociolinguistics and Network Games* (Mühlenbernd, Quinley), to appear in *Language in Linguistics Compass*
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1. Michael Franke: “Efficient Propaganda: How to Propagate your Opinion in a Social Network”
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2. Jason Quinley: “Social Norms Drive Sociolinguistic Conventions”
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