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## Attention processes in phonetic convergence

The recently recorded GECO2 (GERman CONversations 2) database was designed to focus on cognitive aspects of phonetic convergence, especially the involvement of attention and working memory processes in phonetic adaptation. The 60 dialogs (in mixed gender, female-female and male-male dyads) of GECO2, which are now at the transcription/annotation stage, are accompanied with social questionnaire data, a self-monitoring test (just as GECO1), and newly, a Big Five 10-item test and additional cognitive tasks: a Stroop and a Simon Test (measuring inhibition), an automated operation span task (AOSPAN) capturing the upper limit of one's working memory capacity, and a newly designed 3D computer game for testing attention to phonetic detail (Duran et al. 2017). The game under the current working title PsiX732 will be officially released soon and is flexibly adaptable to various applications in speech perception and speech learning tasks since the acoustic stimuli can be exchanged by any new items fitting novel research questions.

Phonetisches Kolloquium am Mittwoch, 12.07.17, 14 Uhr c.t., Geb. C7.2, R. 5.09