

1 Introduction

Partial replication of Fraundorf & Watson (F&W) [1]

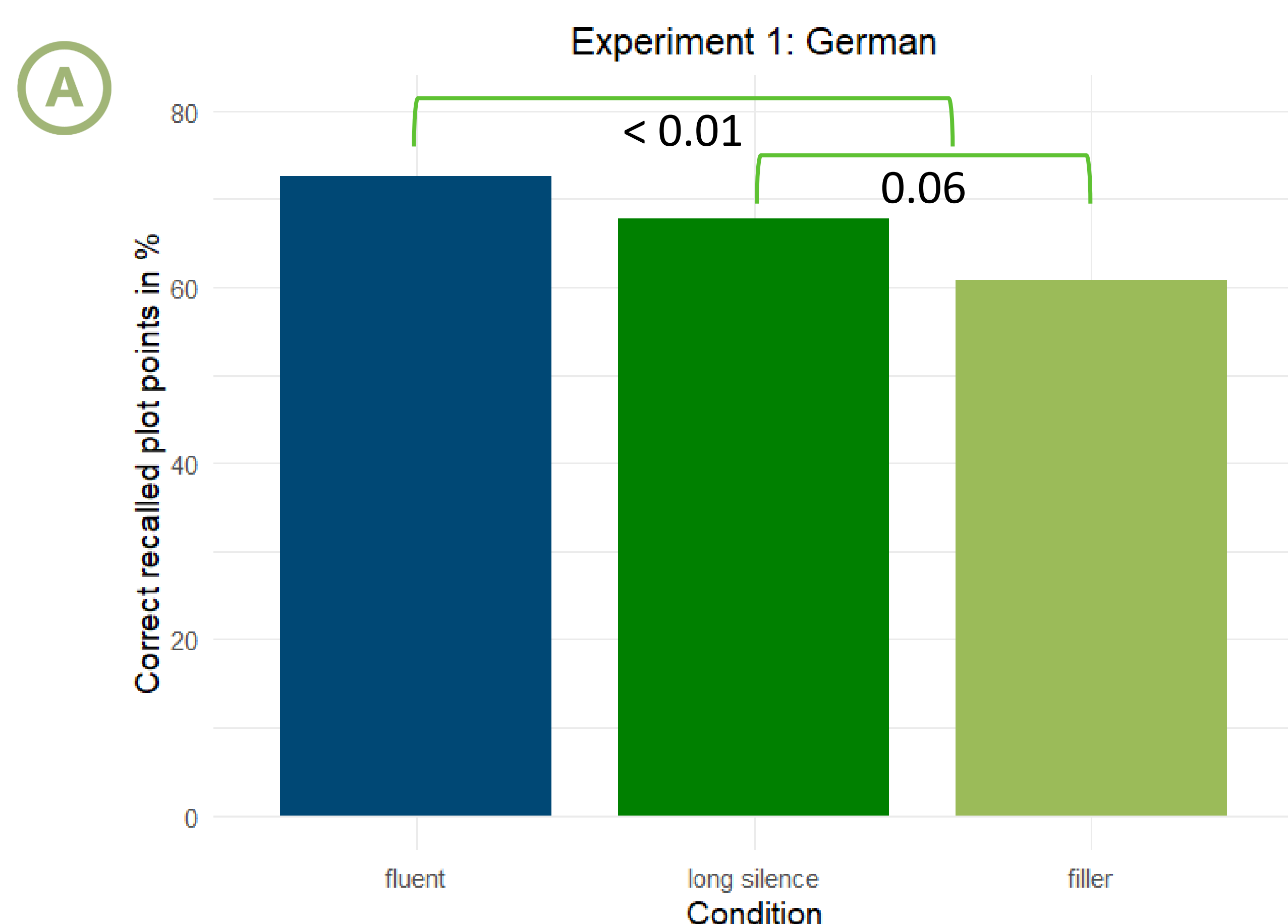
- retelling short passages of *Alice in Wonderland* [2]
- web-based experiments using Labvanced [3]

Filler particles (FPs)...

- orientate listener's attention to upcoming speech material [4].
- improve recollection of the following word [5].

3 Experiment 1 - German

- 45 native German participants
- 3 conditions: fluent, FP, long silence
- statistical modelling using contrast coding
- C1: fluent vs FP/long silence; C2: FP vs long silence
 $glmer(\text{Answer} \sim C1 + C2 + (1 + C1 + C2 | \text{Subject}) + (1 | \text{Story}) + (1 | \text{Plotpoint}), \text{family} = \text{binomial})$
- significant effect for C1 (fluent condition better recalled); tendency for C2 (long silence condition is better recalled than FP condition)



5 Discussion

- improved recall for fluent condition for German
- no effect of condition for English
- both results do not confirm F&W's findings
- different study design (reduced concentration of subjects for web-based experiment)

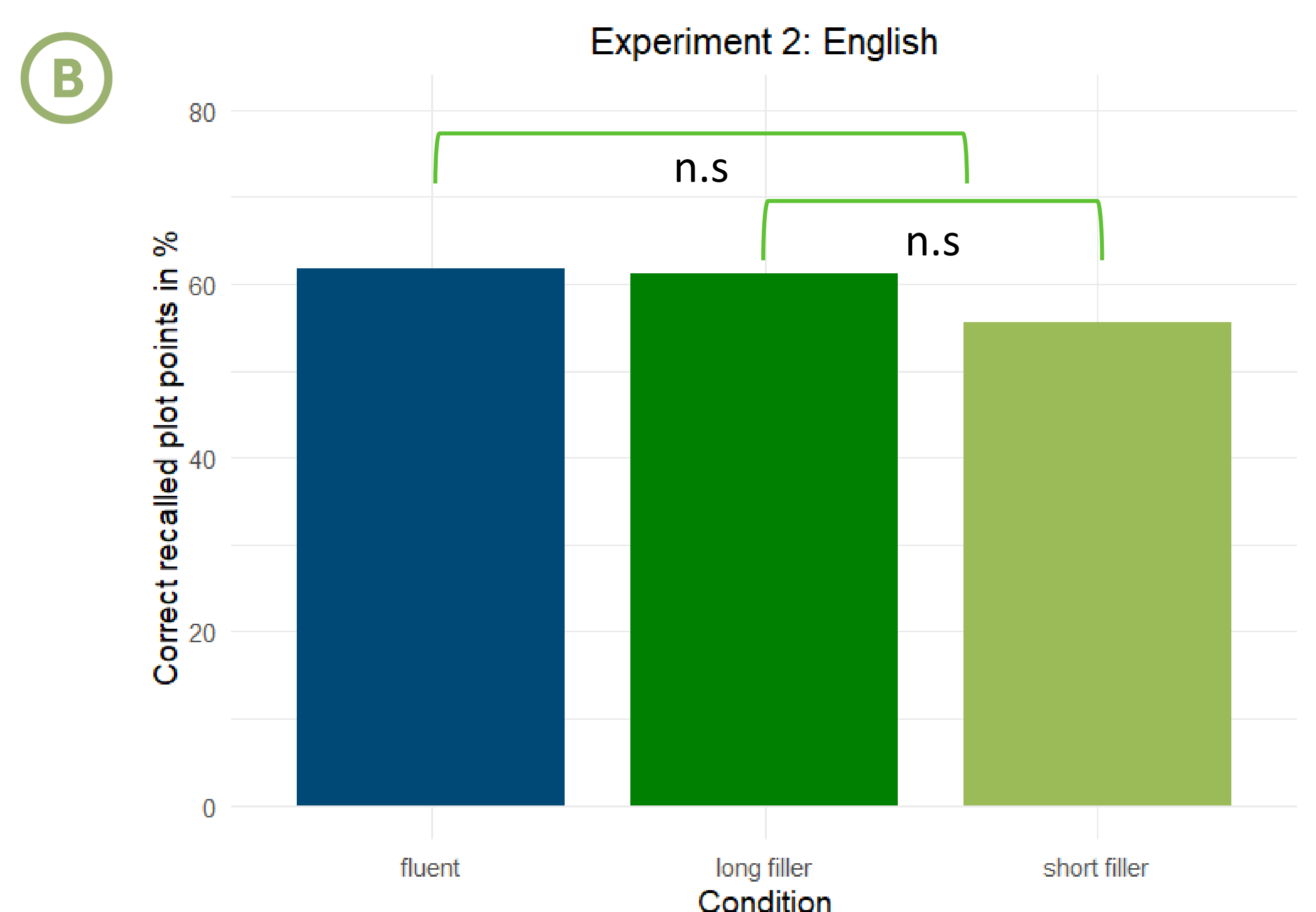
2 Fraundorf & Watson (2011)

Do FPs affect the recall on discourse level?

- 3 stories in 3 conditions (fluent, FP, cough)
- manipulation: before 6 sentences occurs a filler/cough (fluent condition unmanipulated)
- participants retell the story after listening
- result: FPs improve recall while coughs impair recall (on discourse level)

4 Experiment 2 - English

- 58 native English participants
- original stimuli from F&W in fluent and FP condition, manipulation for short FP
- 3 conditions: fluent, long FP, short FP
- statistical modelling using contrast coding
- C1: fluent vs long FP/short FP; C2: long FP vs short FP
 $glmer(\text{Answer} \sim C1 + C2 + (1 + C1 + C2 | \text{Subject}) + (1 | \text{Story/Plotpoint}), \text{family} = \text{binomial})$
- no significant effects for C1 or C2



6 References

- [1] Fraundorf, S. H. and Watson, D. G. "The disfluent discourse: Effects of filled pauses on recall," *Journal of Memory and Language*, (65.2,) pp. 161–175, 2011.
- [2] Carroll, L. *Alice's Adventures in Wonderland*. New York: Sam'l Gabriel Sons & Company, 1916.
- [3] Finger, H., Goeke, C., Diekamp, D., Standvoß, K., and König, P. „LabVanced: A unified JavaScript framework for online studies," 2017 International Conference on Computational Social Science IC2S2, pp. 2016–2018, 2017.
- [4] Collard, P., Corley, M., MacGregor, L. J., and Donaldson, D. I. "Attention orienting effects of hesitations in speech: Evidence from ERPs." *Journal of Experimental Psychology: Learning, Memory, and Cognition*, (34.3), p. 696, 2008.
- [5] Corley, M., MacGregor, L. J., and Donaldson, D. I. "It's the way that you, er, say it : Hesitations in speech affect language comprehension," *Cognition*, (105), pp. 658–668, 2007.