

# Child-Caregiver Face-to-face Conversation



Institute of  
Language, Communication  
and the Brain

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# Language Acquisition

**Form** (e.g., phonology, morphology, syntax)

**Content** (e.g., word meaning, sentence meaning)

**Use** (e.g., express intent in context, turn-taking, grounding)

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**Data about children's language use are scarce**

- Should be studied in its natural social context (e.g., child-caregiver interaction)
- Language use is **multimodal** (e.g., face-to-face)

# Language Use Acquisition

Available multimodal data of (semi-) spontaneous child-caregiver interaction

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## Third person's view



CHILDES database

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SAYcam project

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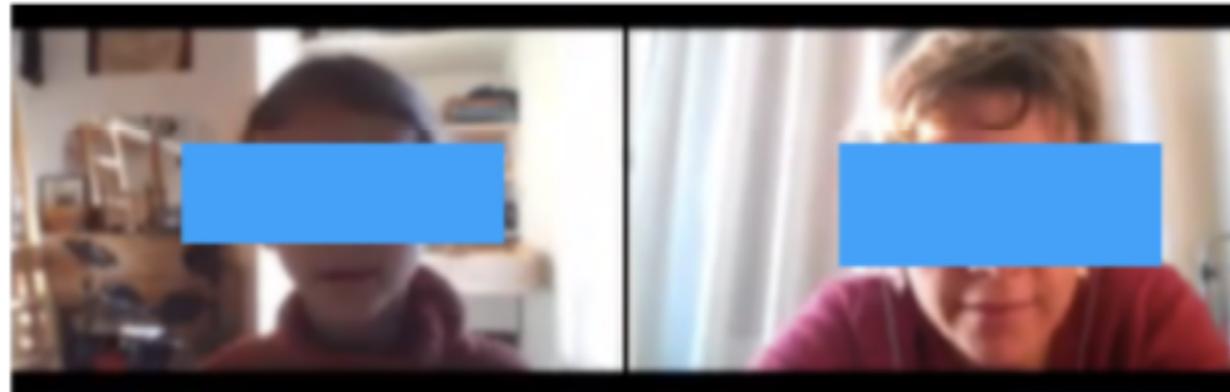
## The child's view



SAYcam project

Neither provides an adequate view for the study of non-verbal use in children

## Face-to-Face



Child

Caregiver

**In person**

**Online**

### Pros

- More and more frequent context of interaction
- Have not been studied much
- Easier to annotate automatically (OpenFace)
- Easier to collect at a large scale
- Easier to collect across cultures

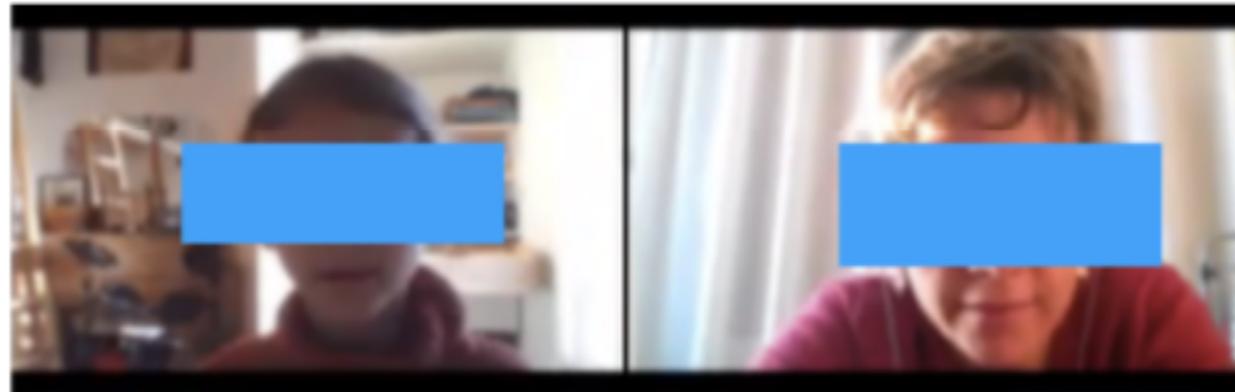


Kubra Bodur

PhD at CoCoDev

Aix-Marseille

# Face-to-Face



Child

Caregiver

**In person**

**Online**

## Cons

- Delays
- Asynchronies
- Jittering
- Variation in the above

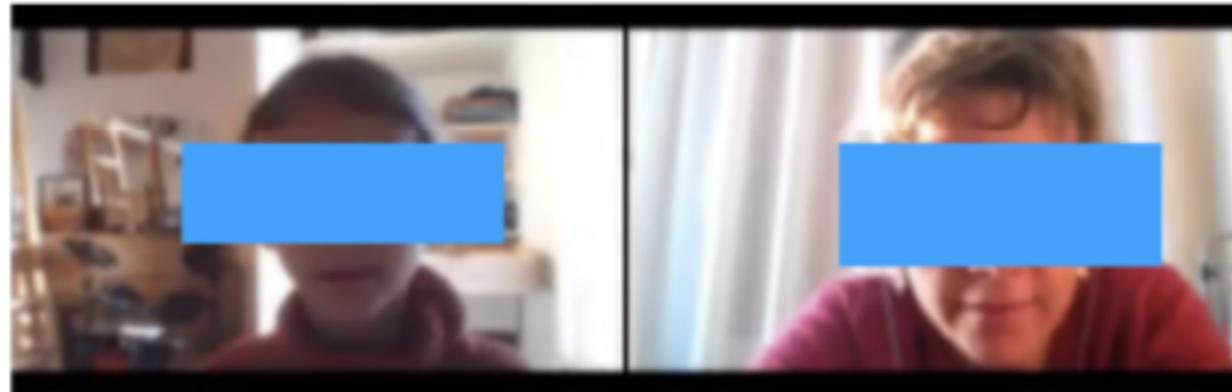


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## Zoom chat !



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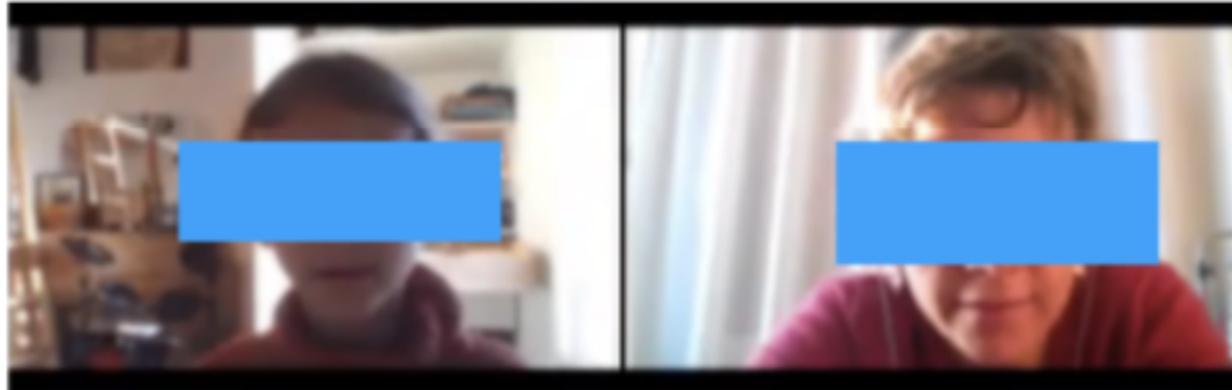
Aix-Marseille

### **Semi-structured task**

Word-guessing game (~ 10 min) + free discussion (~ 5 min)

Child and caregiver alternate their roles in the guessing game

## Zoom chat !



Child

Caregiver



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Child and caregiver alternate their roles in the guessing game

## Participants

Children in middle childhood aged 6 to 12 years old ( $M=8.5$ ,  $SD=1.37$ )

10 dyads of child-caregiver

10 dyads of caregiver-adult (what is the end-state of development?)

~ 6 hours of video recording in total

# Comparing Children vs. Adults' use of verbal and non-verbal communication

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- Gaze direction (looking at the interlocutor / looking away)
- Head movements (nods / head-shakes)
- Eyebrow displays (raised eyebrows / frowns)
- Mouth displays (smile / laugh)
- Posture (forward / backward)
- Who is talking ? (IPU)
- Short vocalization (“yeah”, “uhum”, etc.)

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## **Can be involved in turn-taking management and conversational grounding mechanisms**

Kendon (1967), Morency e al. (2010), Paggio and Navarretta (2013), Brunner (1979), Allwood et al. (2005)

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## **Part 1 : Quantify the use of non-verbal behaviour in children regardless of function**

## **Part 2 : Case study of communicative function: backchannel behavior**

# Annotation of non-verbal behaviour

1) Categorization

2) Segmentation

The screenshot displays a video annotation software interface. At the top, a menu bar includes File, Edit, Annotation, Tier, Type, Search, View, Options, Window, and Help. Below the menu is a video player showing two participants in a video call. To the right of the video player are control panels for Volume (set to 30) and Rate (set to 110). Below these are sliders for three audio tracks: zoom\_ML.mp4 (Mute/Solo), audio\_only\_ML\_Léonie.m4a (Mute/Solo), and audio\_only\_ML\_Marianne\_JOVER.m4a (Mute/Solo). A playback control bar is located below the sliders, showing the current time (00:13:50.270) and a selection range (00:20:09.120 - 00:20:10.275). Below the playback bar is a detailed timeline with various annotations. The timeline is divided into segments for different behavioral categories, including P-Turn, C-Turn, SpeechFuncio, P-Gaze, P-Head, P-Funch, P-Eyebrow, P-Mouth, P-Posture, C-Gaze, C-Head, C-Funch, C-Eyebrow, and C-Mouth. The annotations include labels such as 'Speech', 'C-Resp', 'Laugh', 'S2', 'Raised', 'Forward', 'HShak', and 'Respo'.

Category	Annotation	Start Time	End Time
P-Turn [185]	Speech	00:09:48.000	00:09:49.000
C-Turn [164]	Speech	00:09:51.000	00:09:52.000
SpeechFuncio	C-Resp	00:09:58.000	00:09:59.000
P-Gaze [24]			
P-Head [24]			
P-Funch [14]			
P-Eyebrow [21]	Raised	00:09:56.000	00:09:57.000
P-Mouth [73]	Laugh	00:09:52.000	00:09:53.000
P-Posture [34]	Forward	00:09:58.000	00:09:59.000
C-Gaze [102]			
C-Head [51]			
C-Funch [48]			
C-Eyebrow [18]	Raised	00:09:54.000	00:09:55.000
C-Mouth [70]	Laugh	00:09:51.000	00:09:52.000

## Annotation of non-verbal behaviour

- 1) Categorization
- 2) Segmentation

Inter-rater reliability (using  $\gamma$ -score, Mathet et al., 2015)

Features	Children		Adults	
	Categorization	Segmentation	Categorization	Segmentation
Gaze				
Mouth_Smile				
Mouth_Laugh				
Head_Shake				
Head_Nod				
Posture_Forward				
Posture_Backward				
Eyebrow_Raised				
Eyebrow_Frown				

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Features	Children		Adults	
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Gaze	0.93 [0.85, 0.99]		0.98 [0.94, 1.00]	
Mouth_Smile	0.84 [0.66, 1.00]		0.96 [0.94, 1.00]	
Mouth_Laugh	0.81 [0.58, 1.00]		0.99 [0.94, 1.00]	
Head_Shake	0.99 [0.94, 1.00]		0.94 [0.87, 1.00]	
Head_Nod	0.86 [0.65, 1.00]		1.00 [1.10, 1.00]	
Posture_Forward	0.81 [0.67, 1.00]		0.90 [0.79, 1.00]	
Posture_Backward	0.86 [0.74, 0.94]		0.94 [0.83, 1.00]	
Eyebrow_Raised	0.82 [0.77, 0.94]		0.92 [0.88, 0.97]	
Eyebrow_Frown	0.79 [0.71, 0.86]		0.66 [0.47, 0.77]	

Bodur, Nikolaus, Kassim, Prévot, Fourtassi (2021)

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Head_Nod	0.86 [0.65, 1.00]	0.57 [0.47, 0.78]	1.00 [1.10, 1.00]	0.57 [0.46, 0.68]
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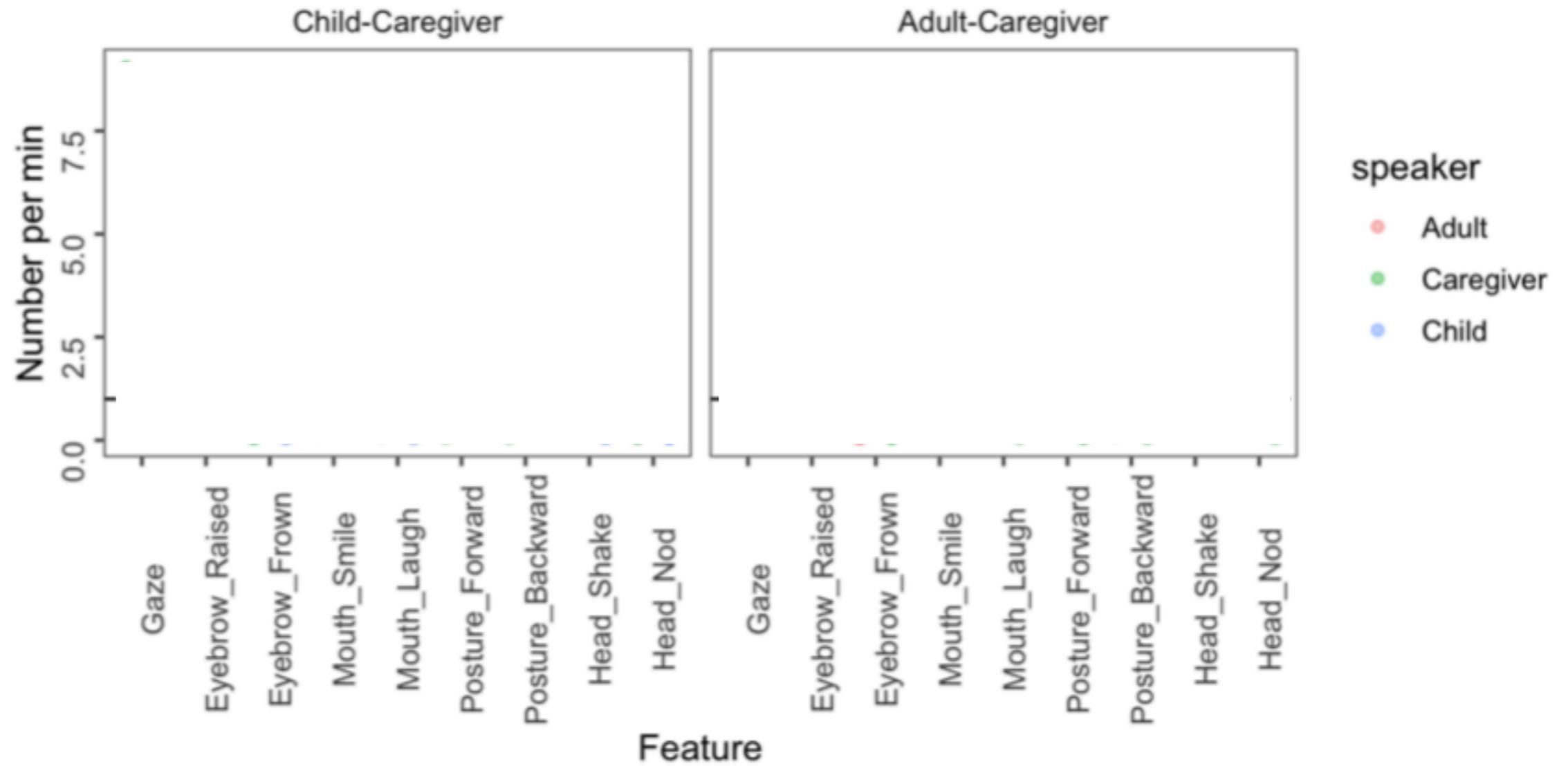
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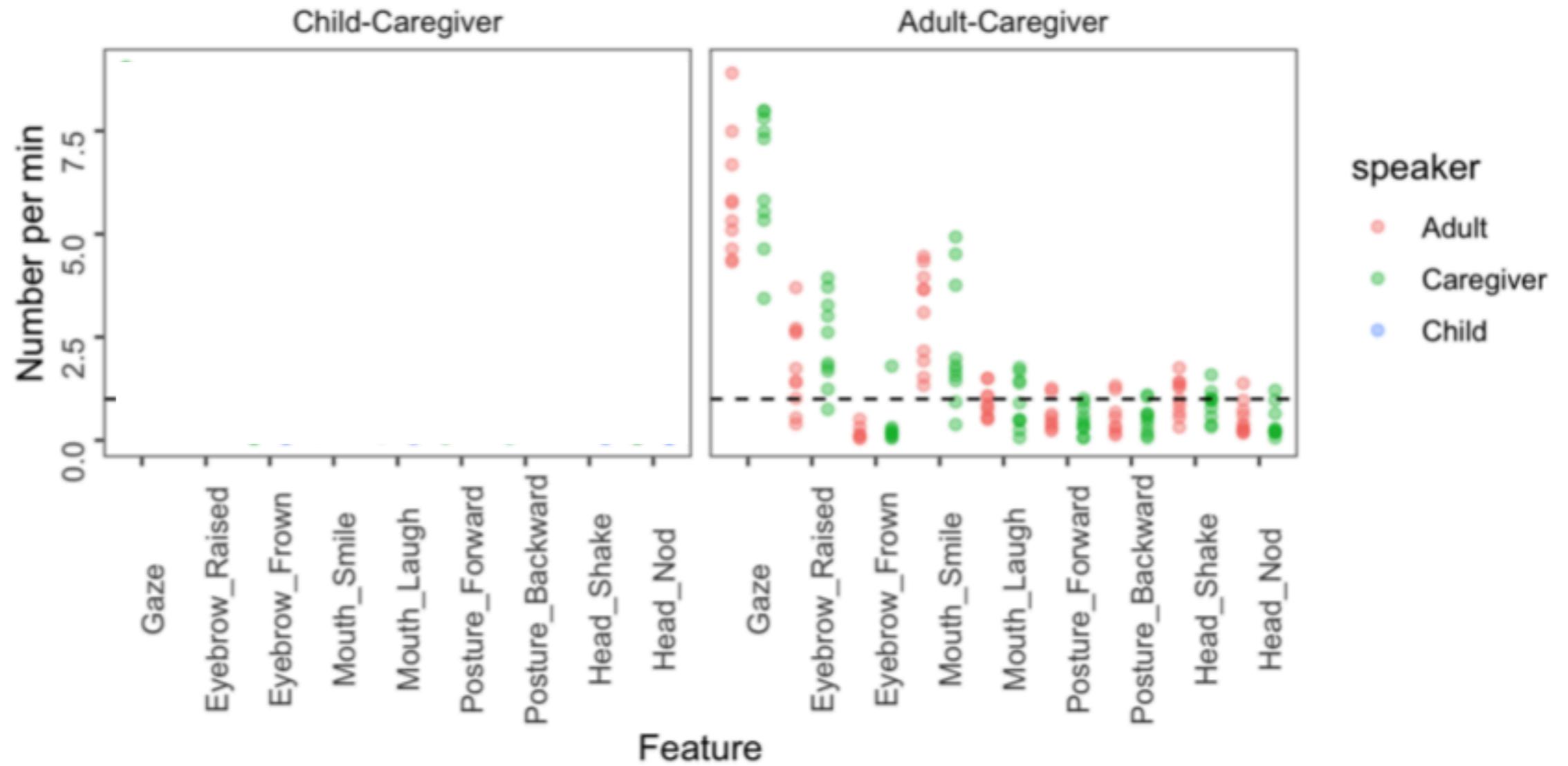
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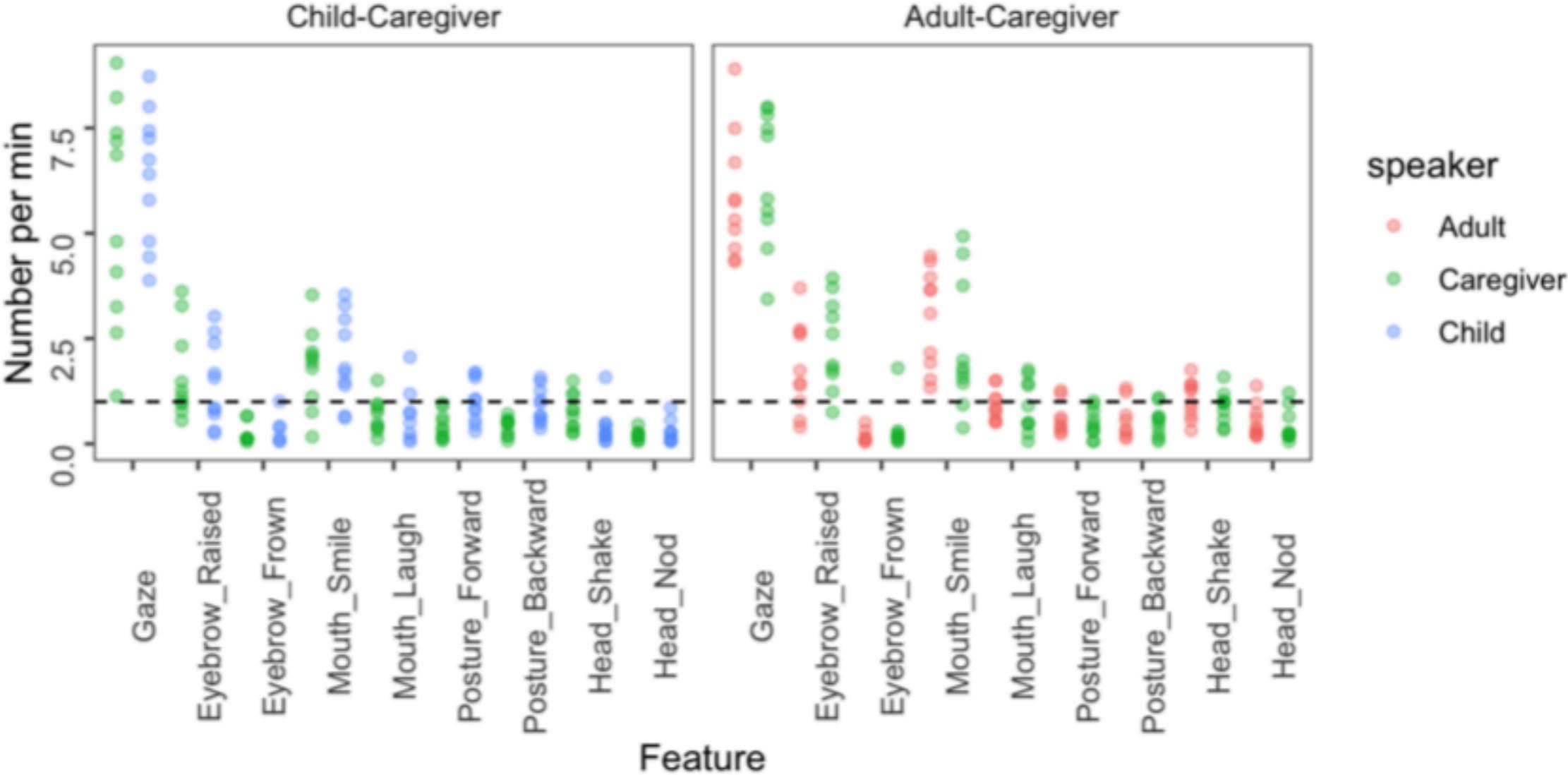
# The frequency distribution of non-verbal use in children vs. adults



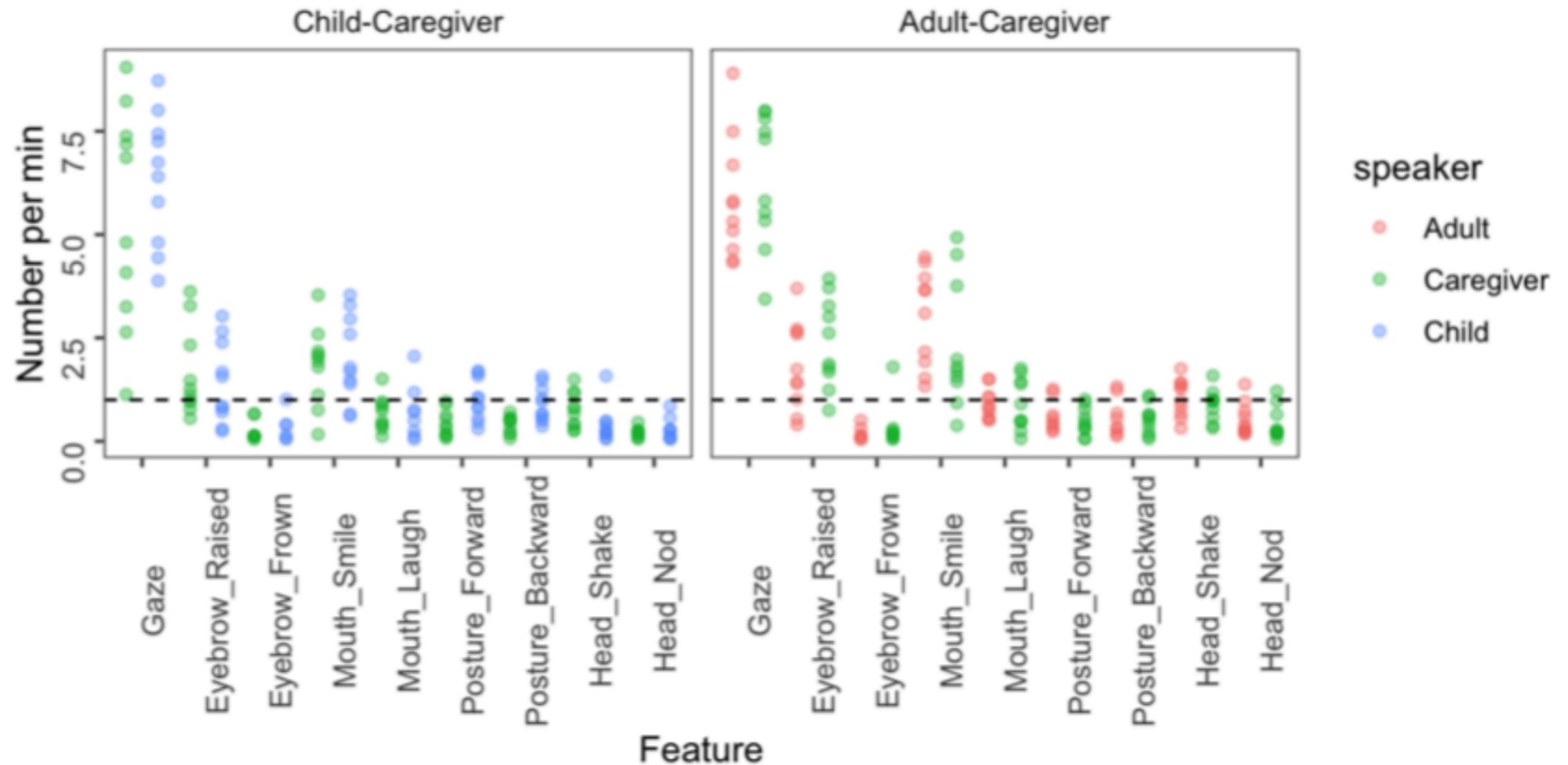
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# The frequency distribution of non-verbal use in children vs. adults



## The frequency distribution of non-verbal use in children vs. adults



**Very similar frequency of use**

**Good** because because we can compare mechanisms of use with equal data sizes

# Case study: Backchannel (BC) behavior in child-caregiver behavior

**Backchanneling** during a conversation occurs when one participant is speaking and another participant interjects responses to the speaker. A backchannel response can be verbal, non-verbal, or both. Backchannel responses are often phatic expressions, primarily serving a social or meta-conversational purpose, such as signifying the listener's attention, understanding, or agreement, rather than conveying significant information

[Wikipedia](#)

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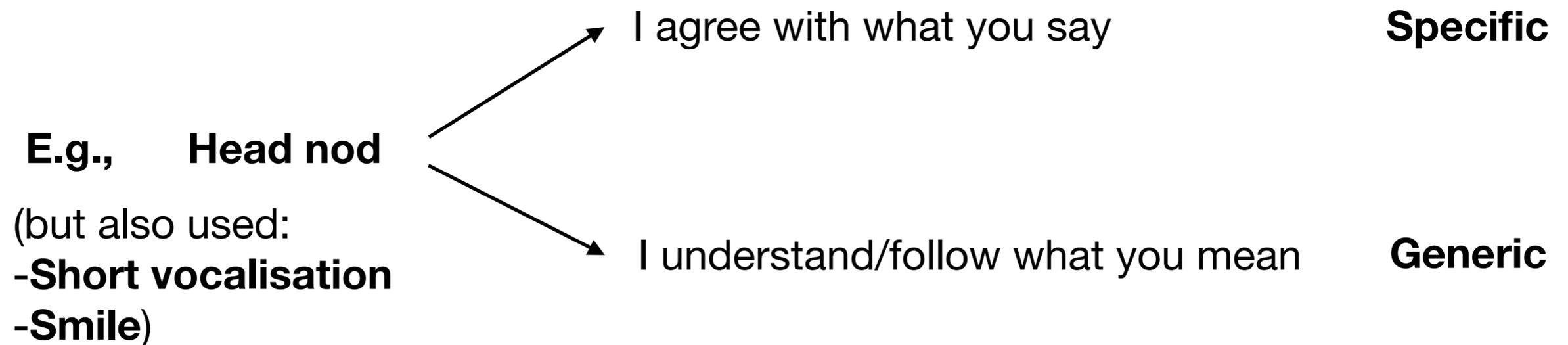
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Wikipedia

## Two types of backchannel

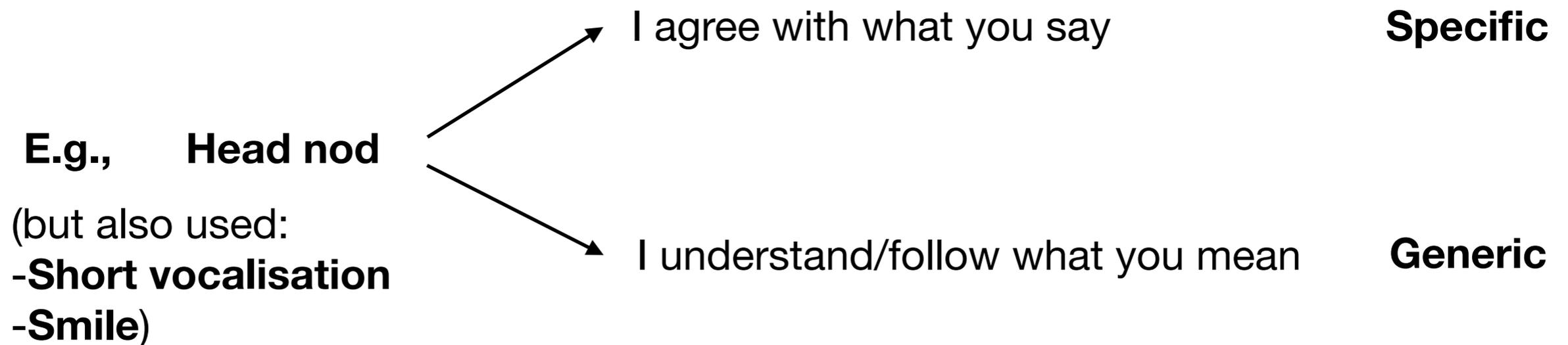


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## Two types of backchannel



## Questions/hypotheses

**Children at middle childhood have an immature BC behavior compared to adult (Dittman, 1972, Hess and Johnson, 1988) – but not in similar conversational context as ours**

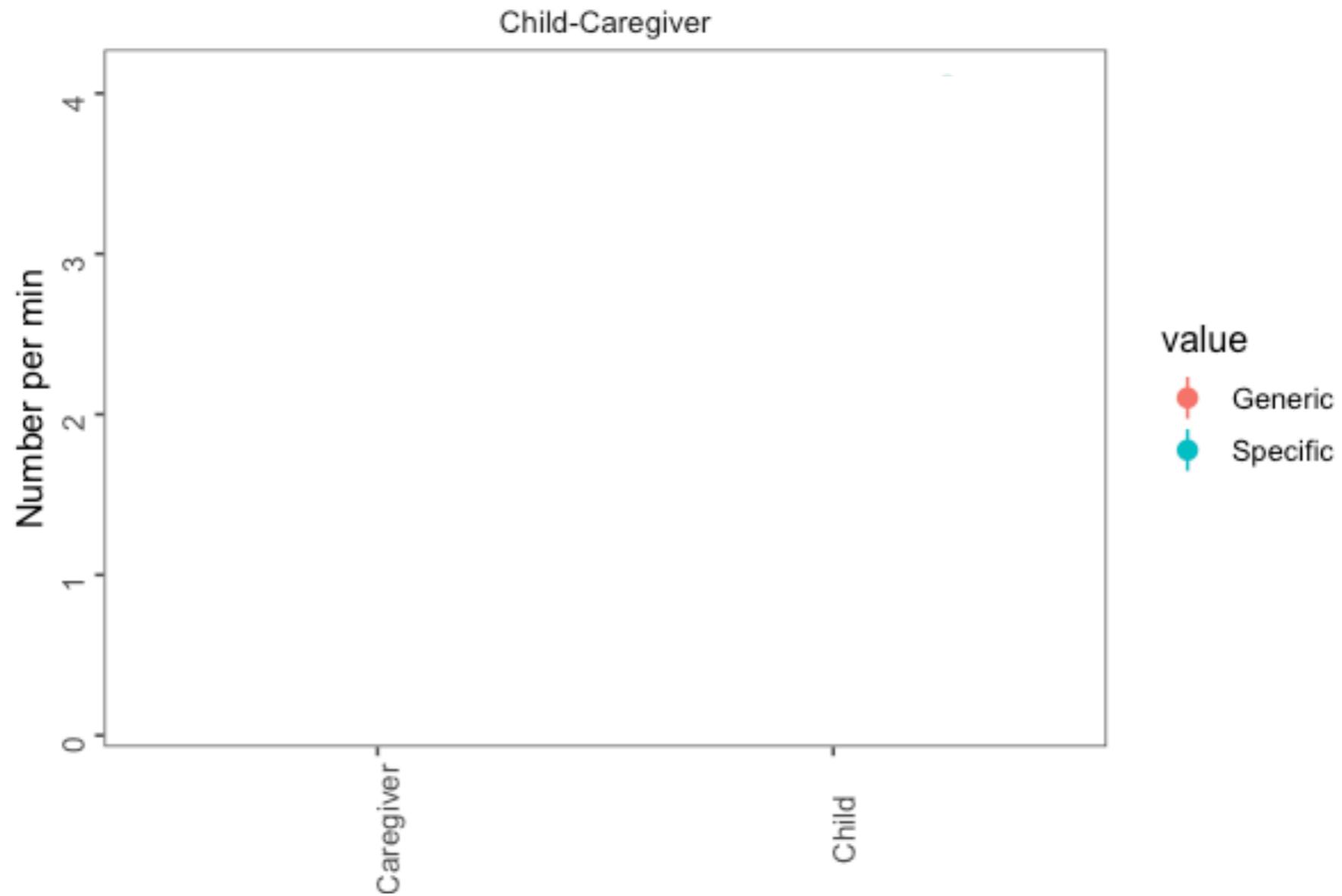
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Does Generic BC develop later than Specific BC?

Does BC behavior depend on the context of child-caregiver interaction (e.g., familiarity)

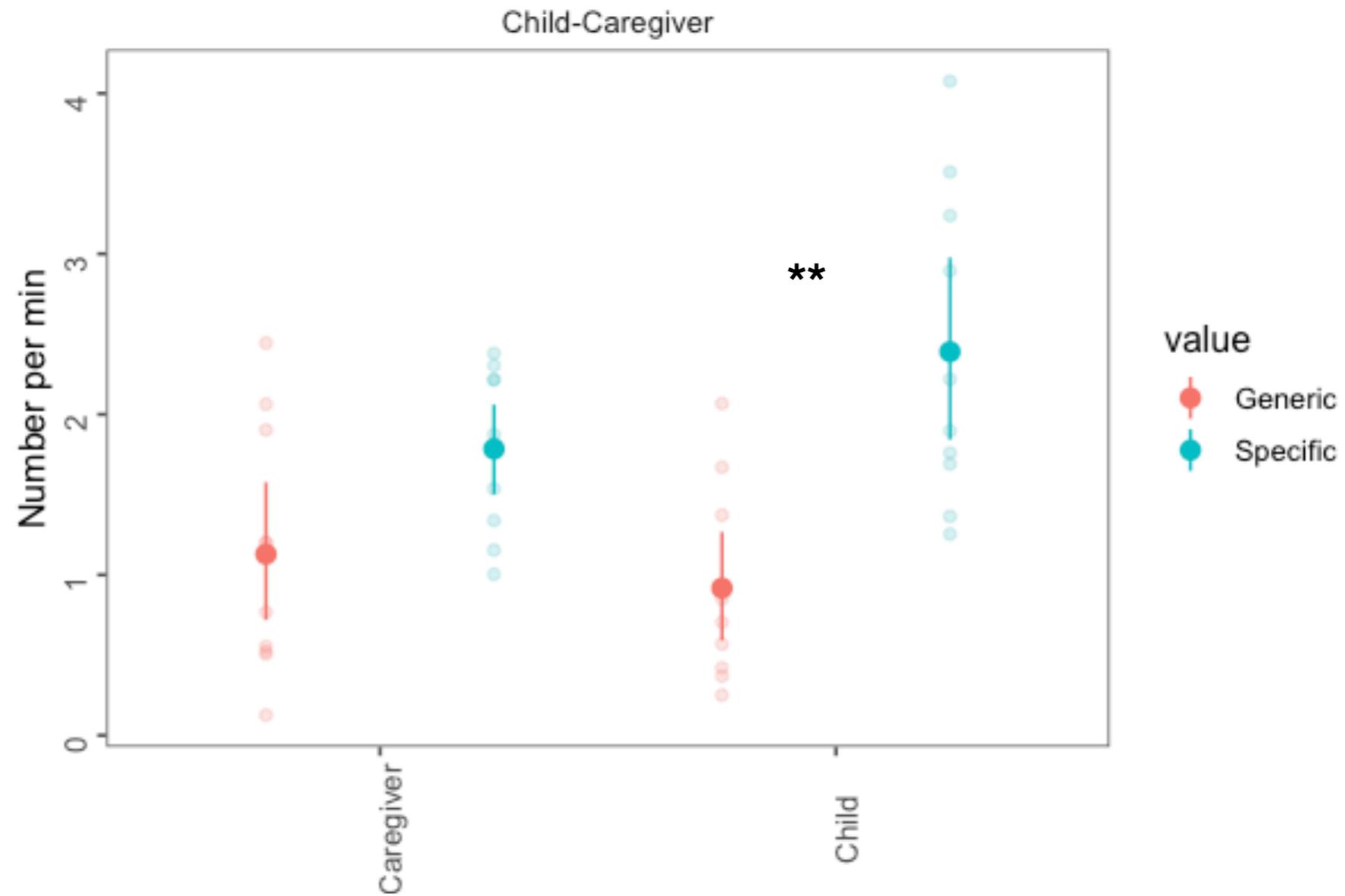
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## Development



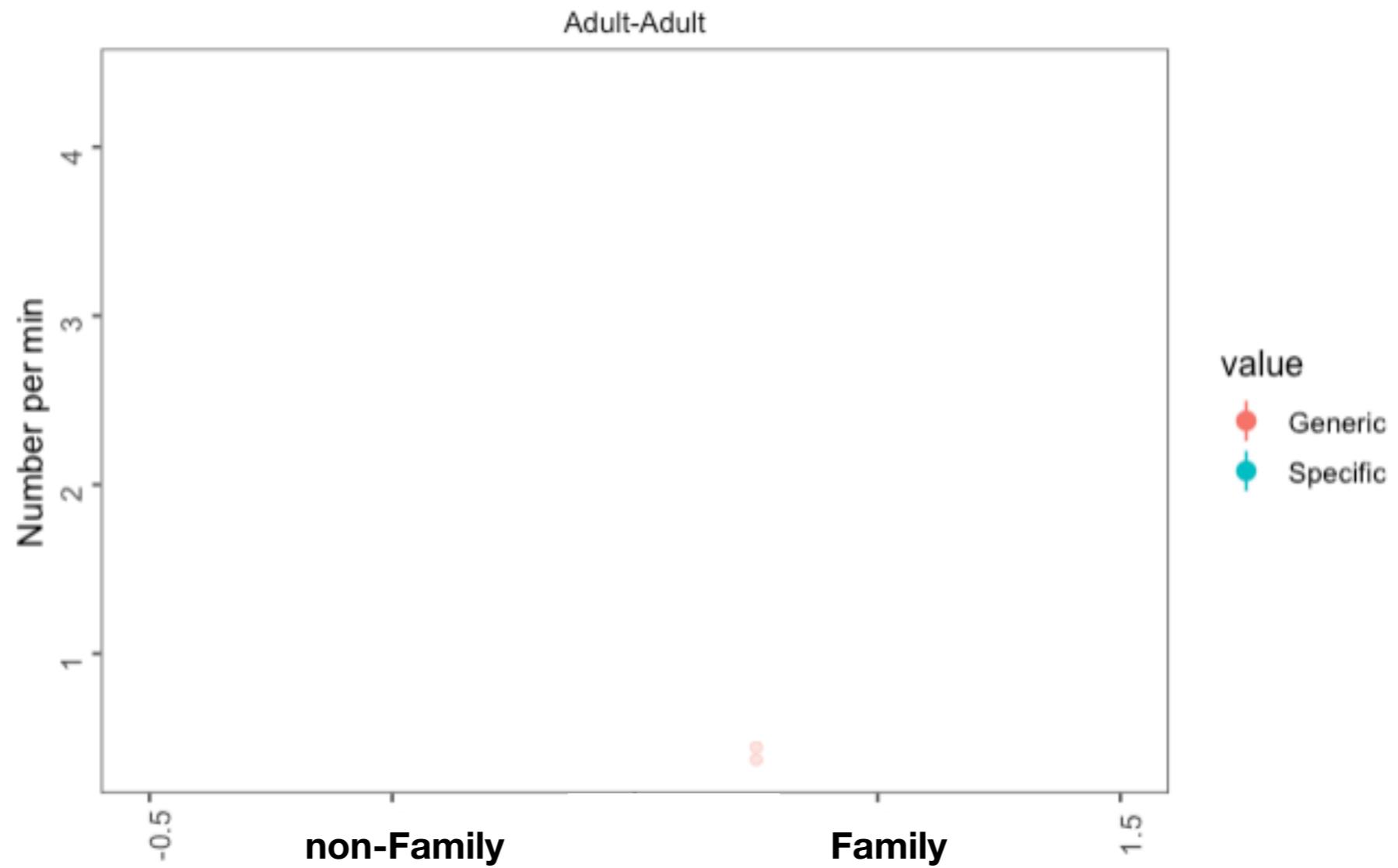
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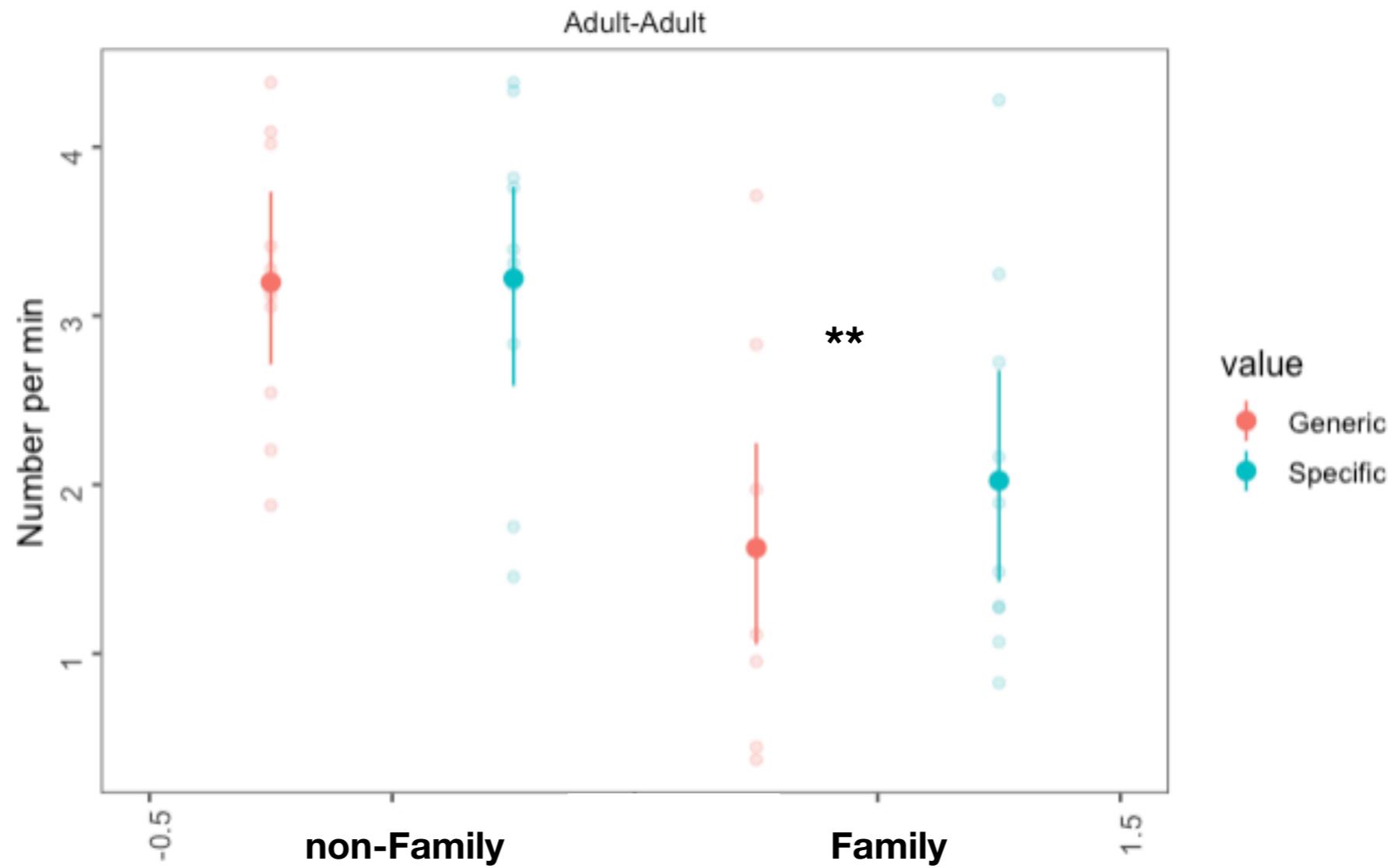
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## Familiarity



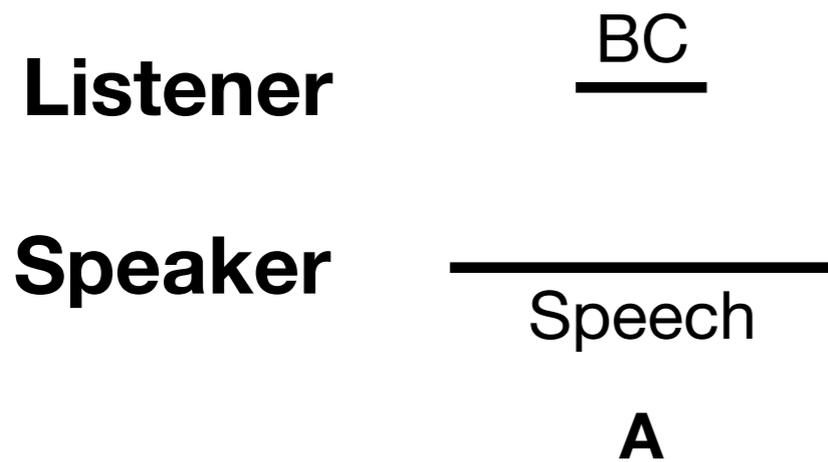
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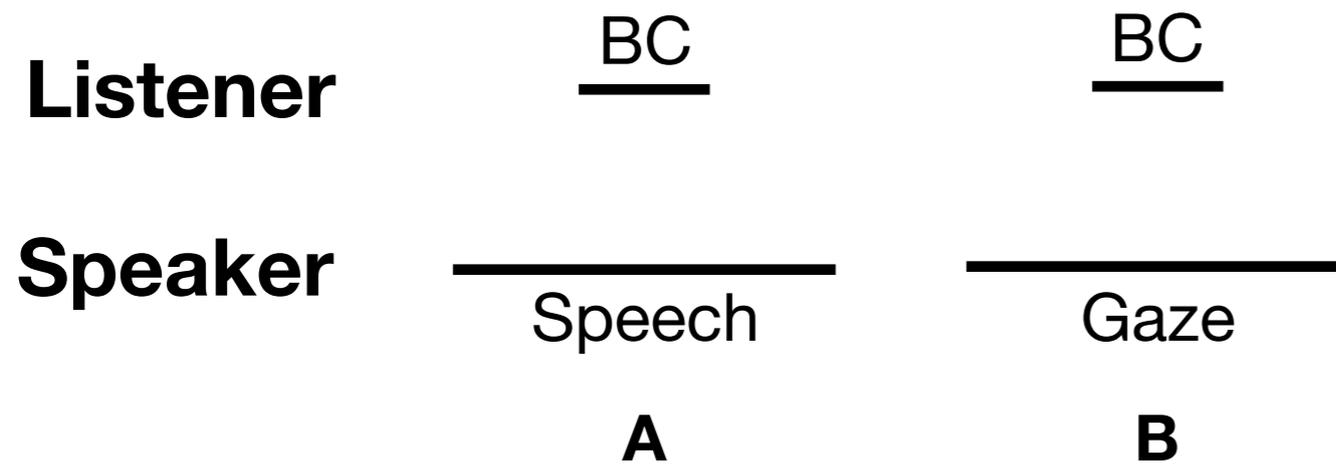
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## 3 typical contexts of BC occurrence



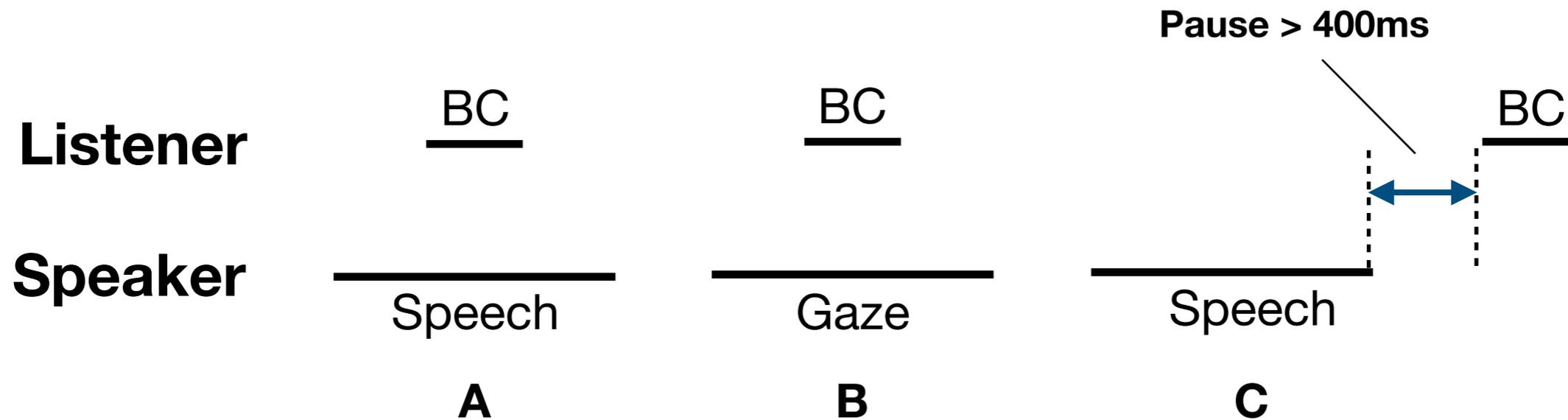
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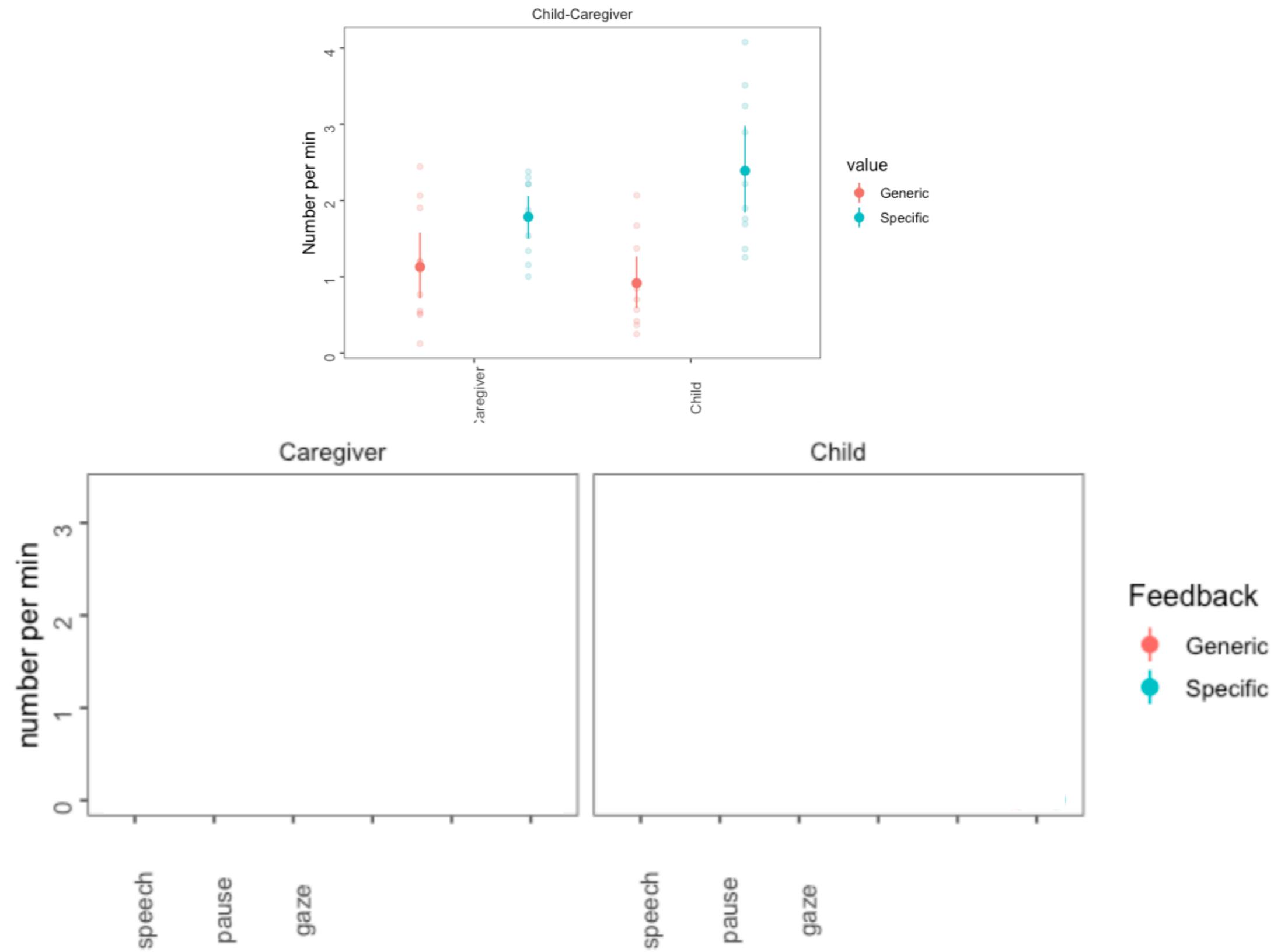


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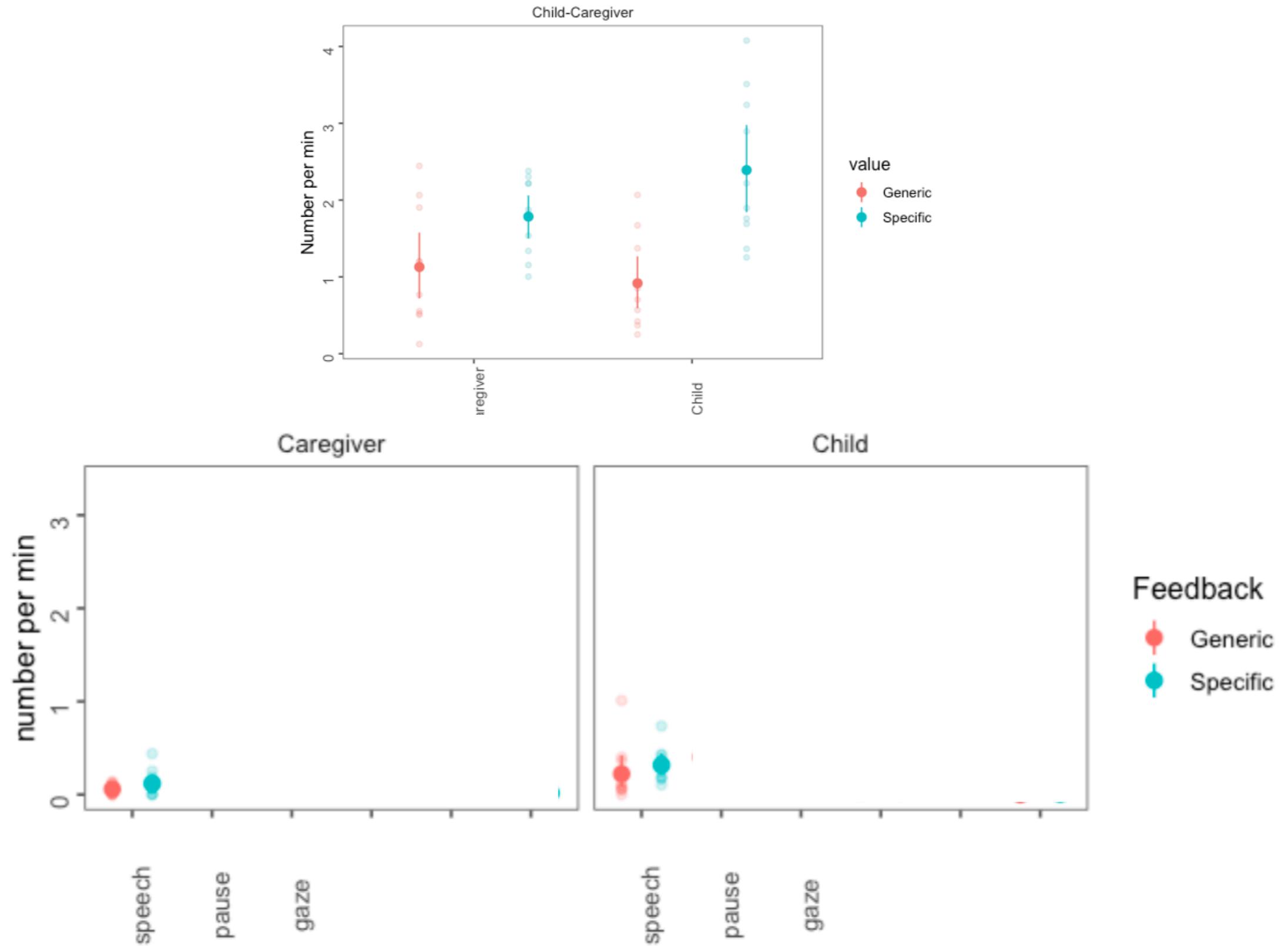
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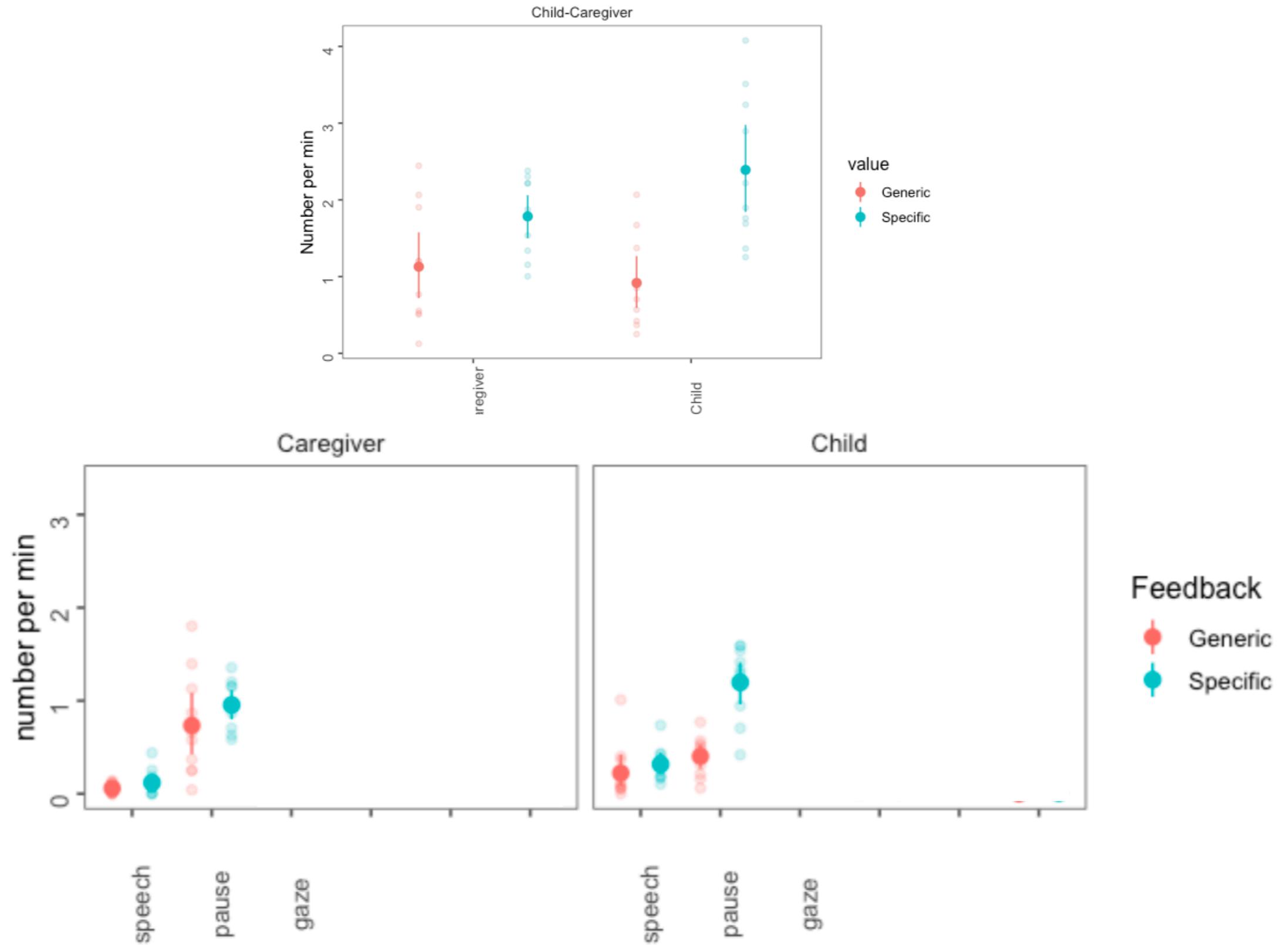
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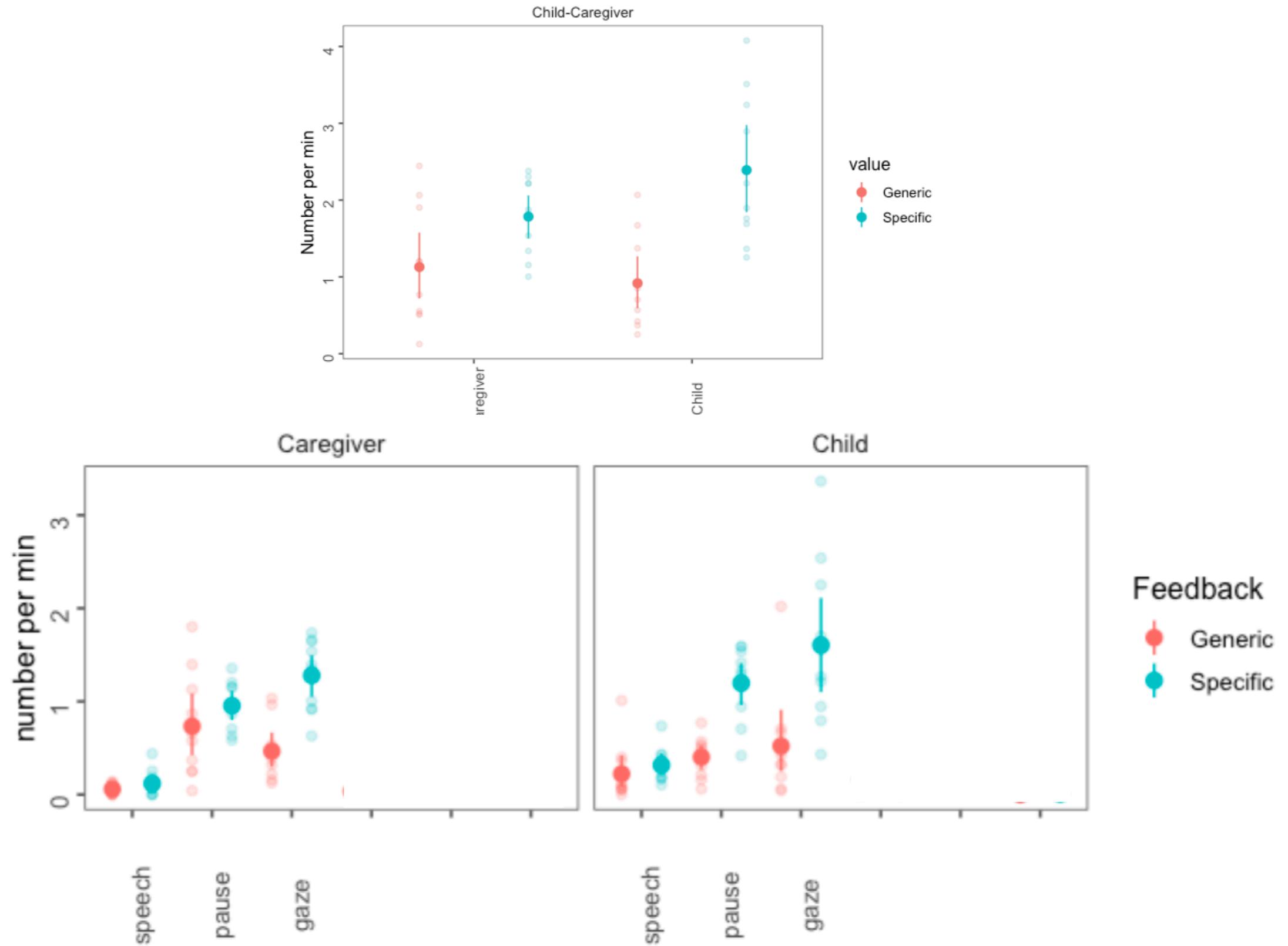
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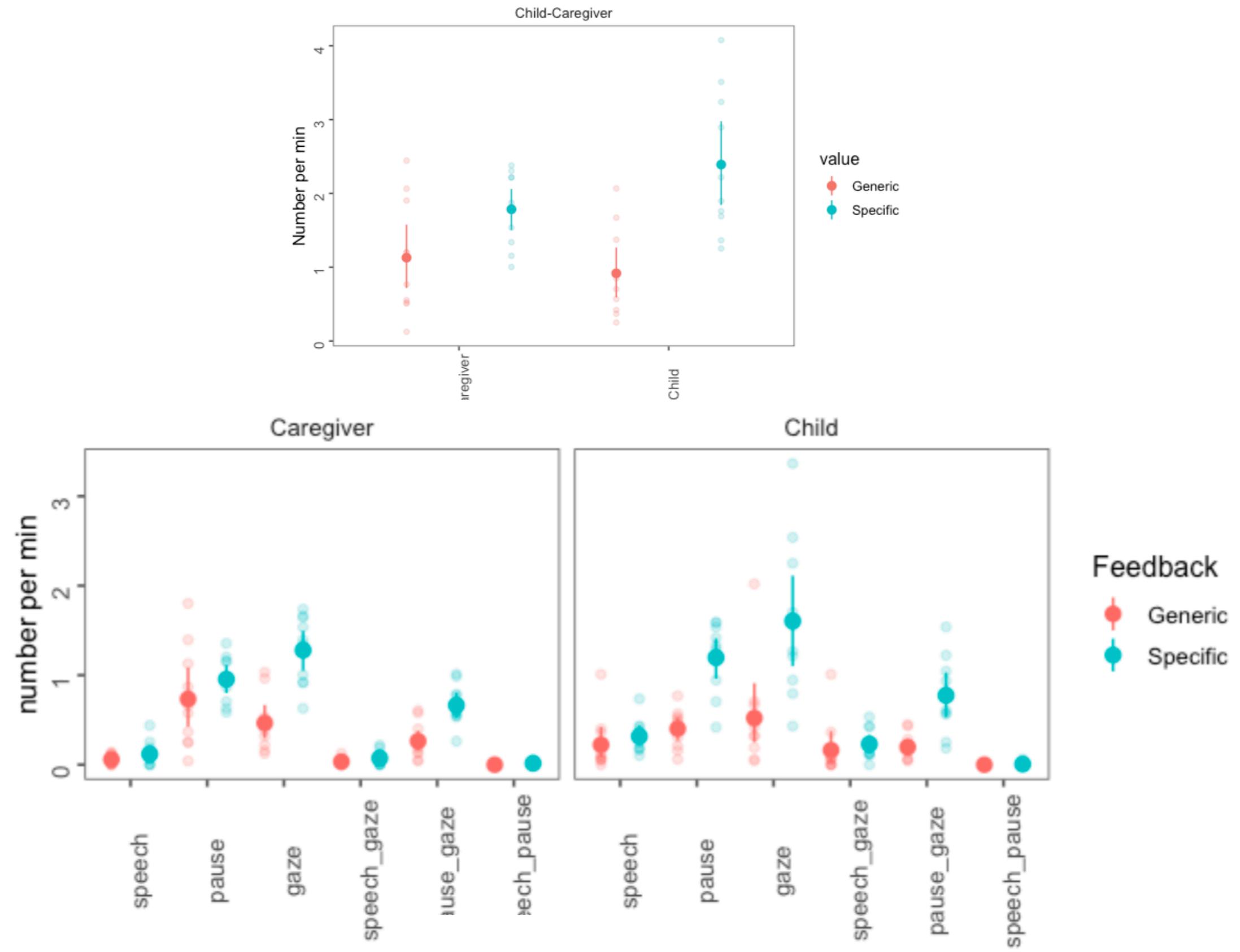
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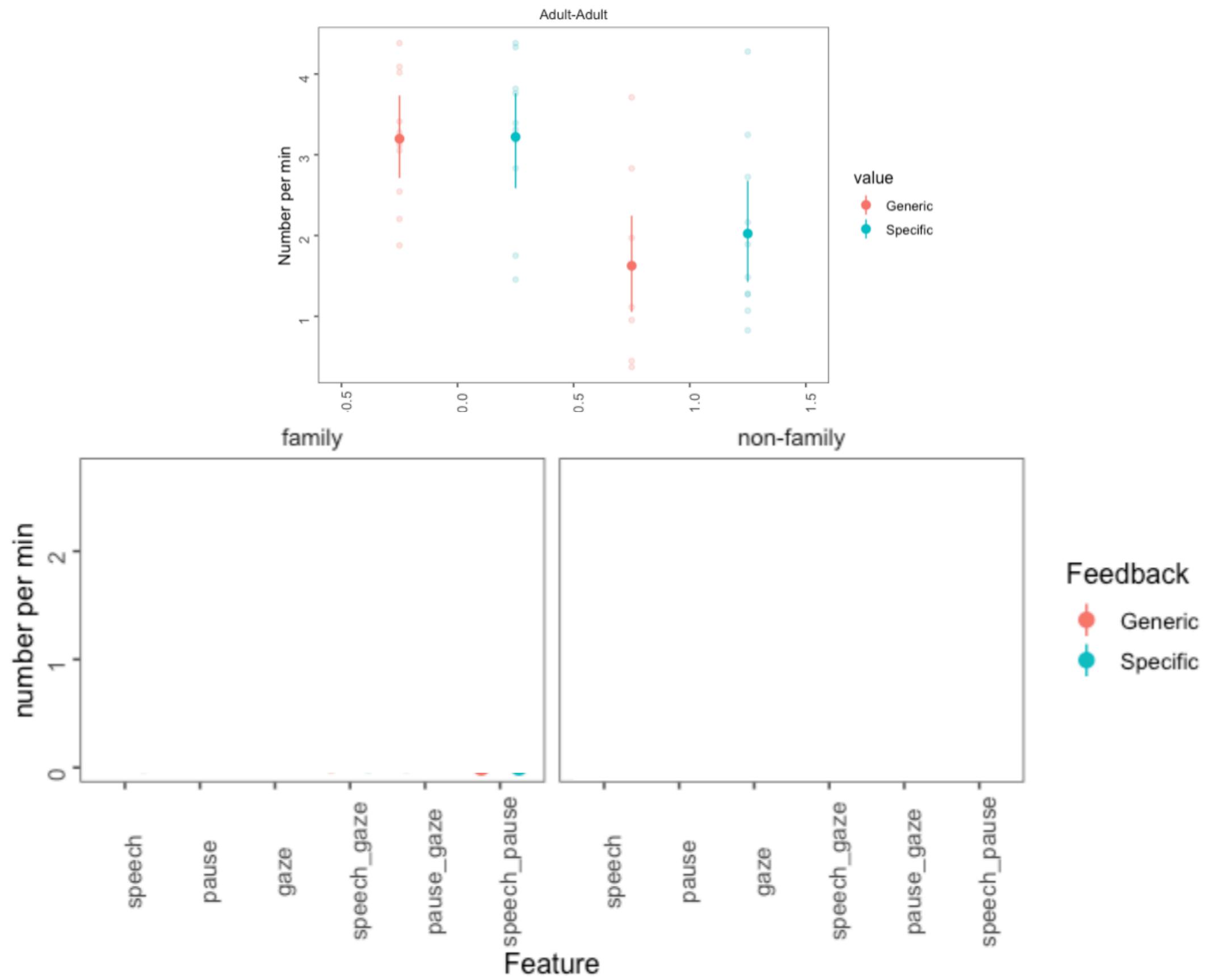
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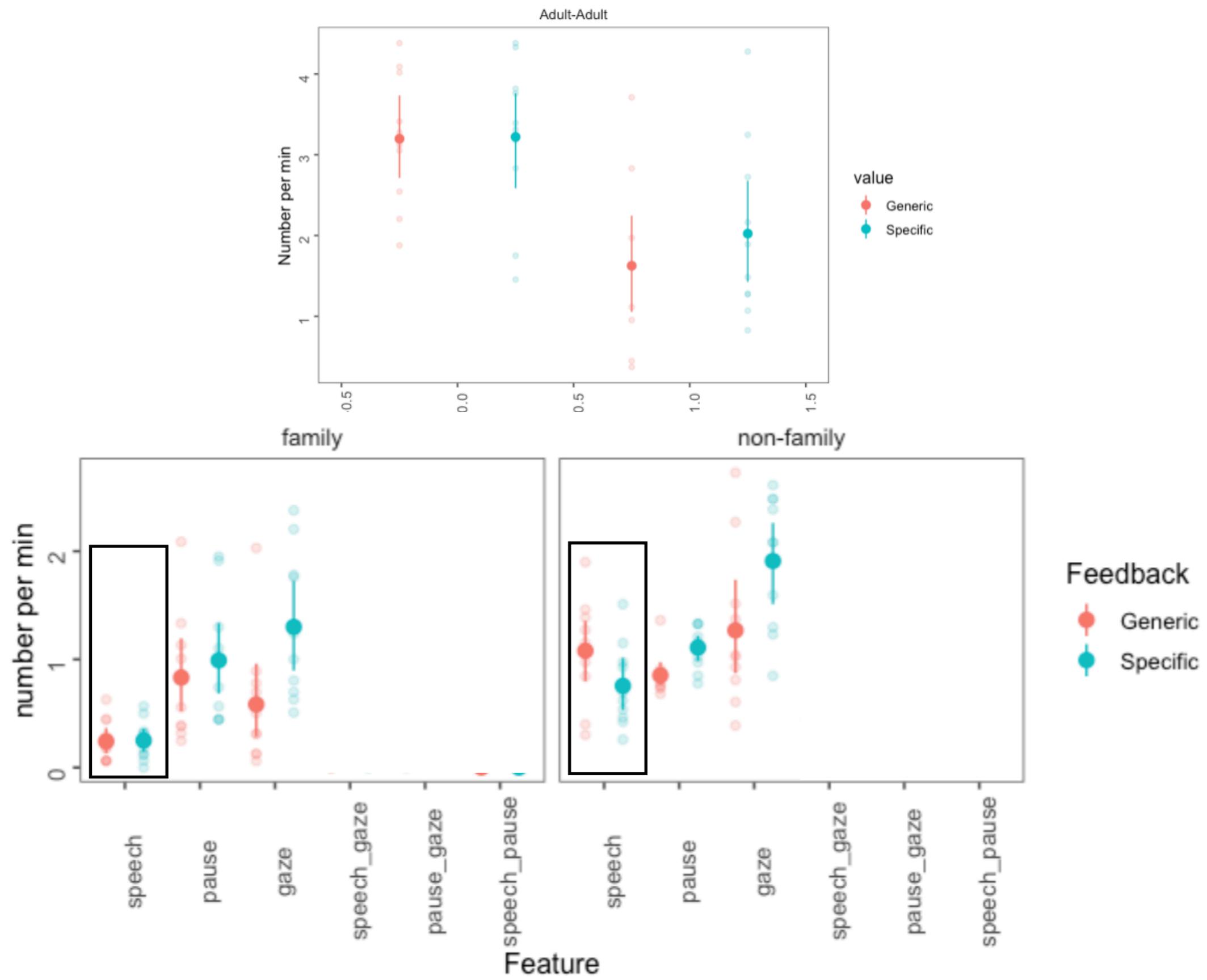
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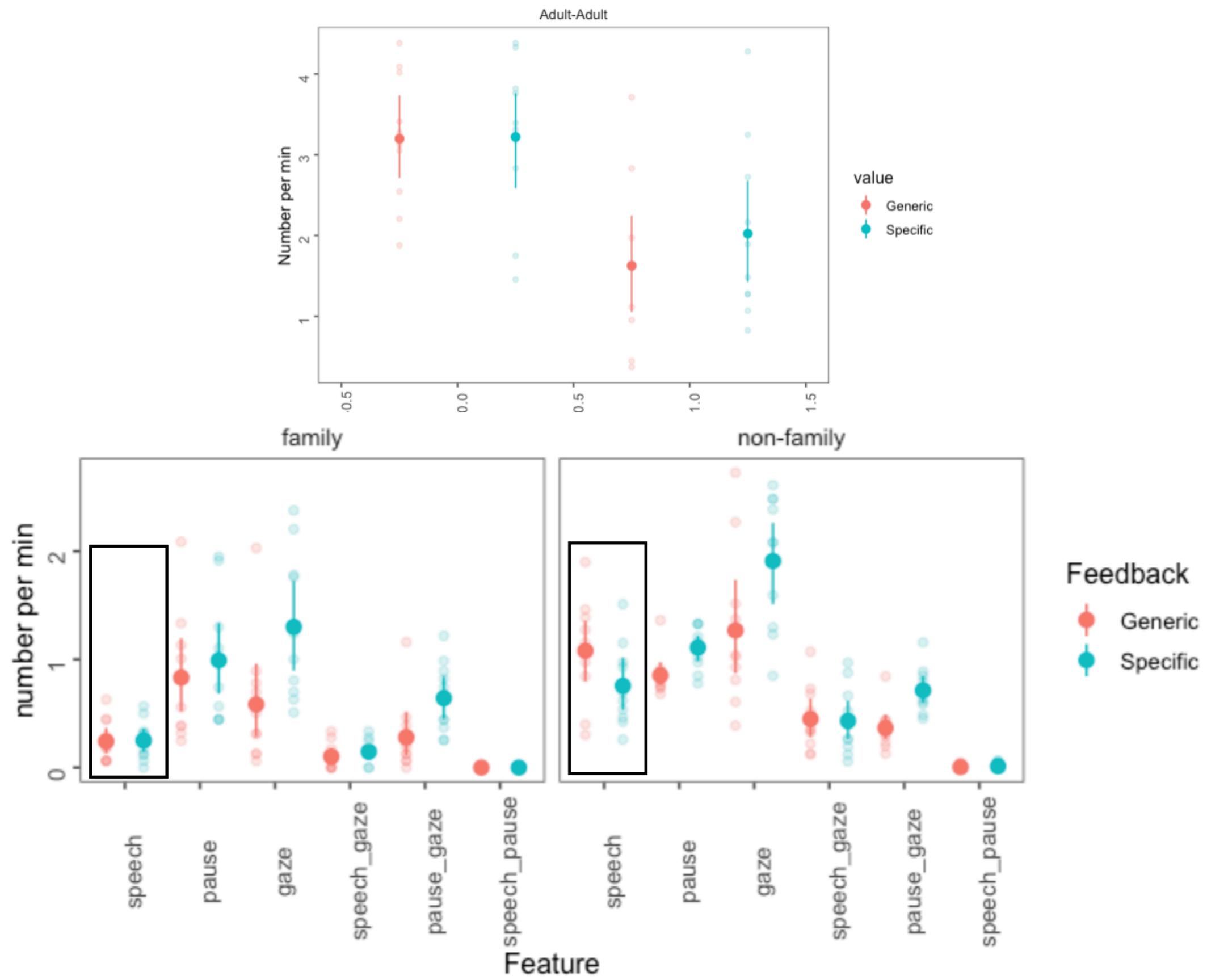
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# Case study: Backchannel (BC) behavior in child-caregiver behavior



## Case study: Backchannel (BC) behavior in child-caregiver behavior

Children's behavior is similar to that of adults!

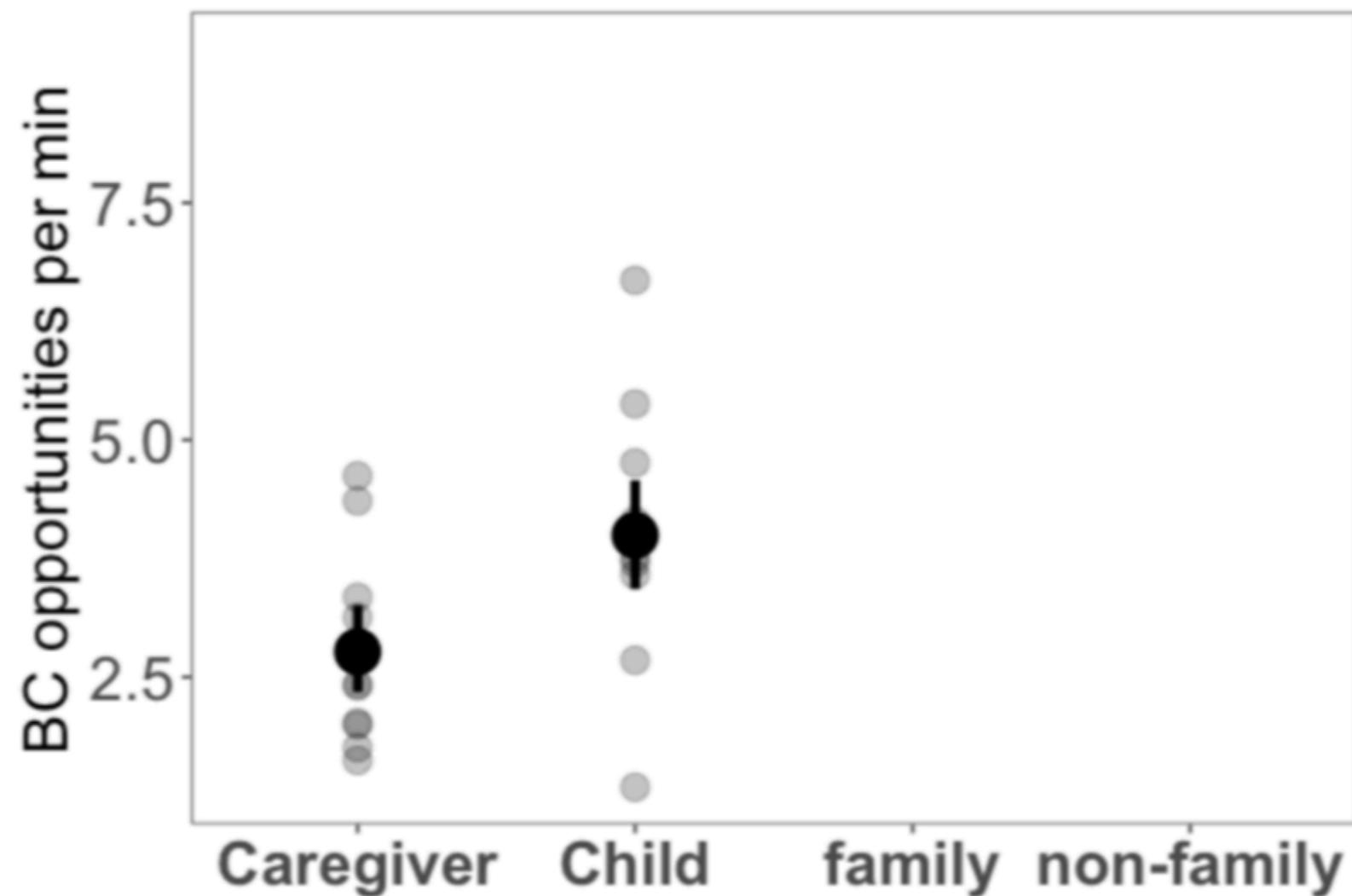
Contra previous work (Dittman, 1972, Hess and Johnson, 1988)



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