Article Review:
Elizabeth Keating and Chiho Sunakawa. 2010.
Participation cues: Coordinating activity and collaboration in complex online gaming worlds.
Language in Society.

FIGURE 2. Gamer’s play position.

FIGURE 7. Machine perspective and virtual-gaze shift: a player manipulates and shifts perspective in the scene that his avatar prepares to act in, as shown above (arrows signify how the room is turned).

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Participation Cues

• Describe “how interactants are able to orient to, plan, and execute collaborative actions that span very different environments with very different types of agency, possible acts, and consequences.”

• Participation cues relate talk and body orientation.

• They also relate the “production and interpretation of predictable and coherent next actions and responses on the other.”
Participation cues follow work on other interaction frameworks

- Contextualization cues (Gumperz 1982)
- Participation frameworks (Goodman 1961, Goodwin & Goodwin 2004)
- Focused attention (Kendon 1973, McNeill 2006)
- Embodied action (Bourdieu 1977)
- Activity types (Levinson 1992)
Arrangement of Bodies

FIGURE 2. Gamer’s play position.

FIGURE 3. Arrangements of bodies in space.
The five players sit, each with one hand on the mouse and one hand on the keyboard. They all look at their individual screens:

- square bracket indicates overlap;
- capital letters indicate loudness;
- italics are used for nonverbal actions;
- >> indicates talk produced faster than the surrounding talk

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1. Green: There’s a lot of guys [on the wall
2. (((Caitlin puts her hands on her chin))
3. David: [WARDEN INCOMING!]
4. David: [((moves mouse slightly but continuously))]
5. Green: [((moves mouse slightly but continuously))]
6. Greg: [((moves mouse slightly but continuously))]
7. James: OH GOD.
8. David: [HEADS UP!]
9. (((Caitlin moves hands to keyboard and straightens her body))
10. James: >hold on hold on<
Coordinating Hop-In with gestures, sequence of actions, constructing a shared vision

1. David: [Alright we’re gonna try this a little bit different [I think
2. ((puts his left hand on his left thigh and wipes it off,
3. his right hand stays on the mouse))
4. ((puts
5. his left hand on his keyboard))
6. I’m gonna:: go ahead and
7. (2.0)
8. There we go. Bucks is on=
9. James: =Cool
10. David: an-. and in team
11. David: and- and [I’m gonna bubble Bucks and [you
12. (((turns head to Greg))
13. (((extends arm, points to
14. Green))
15. And then:: [some guys bubble [Bucks and [you
16. (((draws a circle by moving wrist))
17. (((points to his left))
18. ((( points to Green))
19. And I’m gonna [stagger everybody else in
20. (((draws a circle twice))