Situational Discourse Semantic (SDS) Model

Adapted from Norris & Hoffman (1993)

SITUATIONAL CONTEXT

DECONTEXTUALIZED

Level 10: LOGICAL

Mental objects <u>created</u> <u>through language</u> <u>alone</u>—can't see it (e.g. linguistic processing)

Level 9: SYMBOLIC

<u>Make up</u> a story/give information that <u>could be</u> <u>concrete</u>, but without Context

Level 8: RELATIONAL

How actions/characters/ etc. within an event relate: e.g. talking about events at a birthday party

Level 7: DECENTERED

Talking about <u>an observed</u> <u>experience</u> - didn't actually put own body through it; retelling a tv show/movie

Level 6:

EGO-CENTERED

<u>Talking about your own</u> <u>experience</u>—retelling about your vacation

DECONTEXTUALIZED

CONTEXTUALIZED

Level 5: LOGICAL

<u>Make up a story</u>, support with pictures or print

Level 4: SYMBOLIC

<u>Pretend play with miniatures</u> or <u>retell a story with pictures/</u> <u>print/toys</u>

Level 3: RELATIONAL

Play or talk about a <u>routine</u> <u>using real objects</u>

Level 2: DECENTERED

Talk about a <u>sensorimotor</u> <u>event as it is happening</u>

Level 1:

EGO-CENTERED

Sensorimotor exploration of objects on own body

CONTEXTUALIZED

DISCOURSE CONTEXT

Level 10: INTERACTIVE (Multiple topics)

<u>Different experiences happen to different characters but in the end it all comes</u>

<u>together</u>, or the <u>characters are united by a common story</u> (e.g., Seinfeld)

Level 9: COMPLEX (Parallel perspectives)

Story is told by several characters, but they <u>all share their perspectives of the</u> <u>same events</u> (e.g., we all had same experience but processed it differently)

Level 8: COMPOUND (Two Or more episodes)

Story contains <u>at least two complete episodes</u>, told from the perspective of a single character.

Level 7: COMPLETE (Initiating event, Plan/Attempt, Consequence, Resolution)

Story contains an initiating event, which sets up some problem to be solved/goal to be achieved. The characters then formulate plans or make attempts (can be mental or physical attempts) to solve the problem/achieve the goal. The consequence of these plans/attempts is communicated, and then a resolution is included—the moral of the story.

Level 6: ABBREVIATED (Initiating event, Plan/Attempt, Consequence)

Story contains an *initiating event*, which sets up problem to be solved/goal to be achieved. Characters then *formulate plans/make attempts* (can be mental or physical attempts) *to solve the problem/achieve the goal*. The *consequence* of these plans/attempts is communicated.

Level 5: REACTIVE SEQUENCE

Ideas are expressed in <u>a cause-effect chain order</u>(key words: conjunctions) that makes sense, <u>but there is no overriding plan or intent</u>.

Level 4: ORDERED SEQUENCE

Ideas are linked in <u>ARBITRARY temporal order</u> (key words: temporal markers) but <u>no clear cause-effect relationship</u>.

Level 3: DESCRIPTIVE LIST

Ideas are <u>organized by topic only</u>—a grocery list of information. There are categorical links, but <u>no temporal or causal links</u>.

Level 2: COLLECTION

Utterances that may be <u>loosely associated but are not structured by category</u>, time, or cause-effect. <u>Topic is easily changed</u> because it is only loosely established.

Level 1: DISCRETE EVENTS/ISOLATED FACTS

Disconnected information; <u>utterances that are basically reactions to the</u> <u>moment</u>.

SEMANTIC CONTEXT

Level 10:

METALANGUAGE

E.g., Why words are words, "syllableness"

Level 9: ANALOGIES

Figurative language, indirect meaning

Level 8: EVALUATION

Judgment/value, significance. Key words: weighted comparisons (better than)

Level 7: INFERENCE

Forming meaning beyond wha is directly stated. *Key words:* conjunctions.

Level 6: INTERPRETATION

Psychologically assigning meaning based on perceptual cues. *Key words:* "I think ..."

Level 5: ATTRIBUTION

Characteristic qualities, information about state.

Level 4: DESCRIPTION

Suggests relationships betweer objects, events, and agents.
How actions relate.

Level 3: LABELING

Naming wholes, or listing parts of wholes, directly matches perception.

Level 2: INDICATION

Nonlinguistic (e.g. pointing). Meaning is only understood in context.

-----Level 1: REACTION

No communicative intent or purpose