Cognitive Aspect and the Narrativity of Texts

Núria Alturo
Universitat de Barcelona
alturo@lincat.ub.es
1. Sentence Aspect

- Morphological Aspect
- Lexical Aspect
- Inner Aspect
- Outer Aspect
1.1. Morphological Aspect

- **Perfective**
  
  Jo *vaig caminar*
  
  ‘I walked’

- **Imperfective**
  
  Jo *caminava*
  
  ‘I walked’ or ‘I was walking’
1.2. Lexical Aspect

Vendler’s verb classes (1957/1967):

- **State**: desire, love, want, dominate, hate.
- **Activity**: run (around, all over), walk (and walk), swim (along, past), push (a cart).
- **Achievement**: recognize, find, win (the race), start, stop, resume, be born, die.
- **Accomplishment**: run-a-mile, paint-a-picture, grow up, recover from illness.
1.3. Inner Aspect

Verkuyl’s situational types (1989, 1993):

- **State:**
  - She hated that sonata / sonatas
  - Soldiers hated that sonata

- **Process:**
  - She played sonatas
  - Soldiers played that sonata

- **Event:**
  - She played that sonata
1.4. Outer Aspect (1)

• Predicate Adjuncts
  – El president avança *cap al micro*.
    ‘The president is advancing towards the mike’
  – El president avança *fins al micro*.
    ‘The president advances /*is advancing up to the mike’
  – El president avança *cap al micro* i es dirigeix al públic.
    ‘The president advances /*is advancing towards the mike and speaks to the public’
1.4. Outer Aspect (2)

• Sentence Adjuncts
  – *En/a l’arribar sempre a les deu, el van amonestar.*
    ‘Because (s)he always arrived at ten, they reproved him’ (Rigau 1998:102)
  – *En ser intel·ligent, va estudiar per físic.*
    ‘Because he was intelligent, he studied to be a physicist’ (Rigau 1998:103)
  – *Fins ara tenen una temporada molt negativa.*
    ‘So far they have [have had / are having] a very bad season’
1.5. Common ground (1)

| Discreteness (Situation as a point) | • perfectivity  
|                                      | • telicity        
|                                      | • boundedness    
|                                      | • quantifiability |
| Non-discreteness (Situation as a line)| • imperfectivity 
|                                       | • atelicity      
|                                       | • unboundedness  
|                                       | • unquantifiability |
1.5. Common ground (2)

<table>
<thead>
<tr>
<th>Movement</th>
<th>• Dinamicity</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Process</td>
</tr>
<tr>
<td>No movement</td>
<td>• Non-dinamicity</td>
</tr>
<tr>
<td></td>
<td>• Non-process</td>
</tr>
</tbody>
</table>
1.5. Common ground (3)

- Change of state
- Duration
- Agentivity
- Causativity
## 1.6. Cognitive Aspect

<table>
<thead>
<tr>
<th>Movement</th>
<th>No movement</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Discreteness</strong></td>
<td><strong>Event</strong></td>
</tr>
<tr>
<td>Non-discreteness</td>
<td><strong>Activity</strong></td>
</tr>
</tbody>
</table>
• **Event**
  – Tres, dos, u... Ja! Comença la carrera.
    ‘Three, two, one... Go! The race begins’

• **Activity**
  – Arribeu a temps: la pel·lícula està començant.
    ‘You are right on time: the movie is just starting (lit. is starting)’

• **Discrete State**
  – Aquesta pel·lícula m’agrada.
    ‘I like this movie’

• **Non-discrete State**
  – Aquesta pel·lícula m’està agradant.
    ‘I like (lit. I am liking) this movie’
2. Discourse Aspect

• Discourse tracking
• Representation of eventualities
2.1. Discourse tracking (1)

- Foreground/background

  El meu pare el van ferir a la guerra. O sigui era del cos de sanitat... Portava un ferit a l’esquena... **Li va caure un obús a darrere**... Quan ell ja, diguem... Evacuava aquell ferit.

  ‘**My father was injured in the war.** That is, he was in the medical corps... He was carrying an injured man on his back... **A shell fell right behind him**... When he already, let’s say... He was evacuating that injured man’

  (CUB-COR, Interview)
2.1. Discourse tracking (2)

• Space accessibility
  – Juan vio a María. *Sonreía*.
    ‘Juan saw Maria. She was smiling’
  – Juan vio a María. *Sonrió*.
    ‘Juan saw Maria. He smiled’

(Doiz-Bienzobas, 2002: 23)
2.1. Discourse tracking (3)

- Event anaphora
  - No one believed that Mary heard [that dog’s loud barking]$_i$. It$_i$ lasted for hours.
  
  - *If [a dog’s loud barking]$_i$ had woken Mary up, then I would have been mad. It$_i$ lasted for hours.

(Asher 1993: 232)
2.2. Representation of Eventualities

- Situations mental image
- Discourse units
- Grounding
- Narrativity
2.3. Narrativity (1)

- narrative

Text 1  Text 2  Text 3  Text 4  Text 5

+ narrative

Descriptive text  Narrative text
2.3. Narrativity (2)

<table>
<thead>
<tr>
<th>Event</th>
<th>Narration</th>
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<tbody>
<tr>
<td>Activity</td>
<td>Exposition of Actions</td>
</tr>
<tr>
<td>Non-discrete State</td>
<td>Exposition of States</td>
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<tr>
<td>Discrete State</td>
<td>Description</td>
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</table>
### 2.3. Narrativity (3)

<table>
<thead>
<tr>
<th>Subject</th>
<th>Text 1</th>
<th>Text 2</th>
<th>Text 3</th>
<th>Text 4</th>
<th>Text 5</th>
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<tbody>
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<td>1</td>
<td>2</td>
<td>3</td>
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<td>0</td>
<td>0</td>
<td>2</td>
<td>2</td>
<td>4</td>
</tr>
</tbody>
</table>

See texts 1 to 5 in your handout
2.4. Evidence from multimodal discourse (1)

Hypotheses about the multimodal representation of eventualities (Alturo and Payrató 2002)

Hypothesis 1:
Both gesture and speech show the discrete and the non-discrete conceptualizacion of world entities.
Hypothesis 2:

Gestures show entities and their properties, not relations (functions) between those entities.