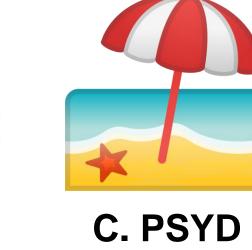
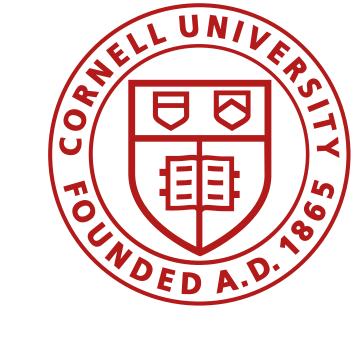
Focus reveals how people (variably) update event representations to novel material

HSP 2025 jrs673@cornell.edu John R. Starr & Marten van Schijndel Cornell University







INTRODUCTION

- People build and track incremental event representations [1, 2, 3, 4, 5] on who can do what.
- In everyday interaction, new referents and unlikely events arise all the time.

RESEARCH QUESTION

How do people accommodate new information into their event representations?

APPROACH

- Linguistic focus invokes comparison to a set of relevant alternatives [6, 7].
- Comparison to the alternative set may transfer some event structure.
- In a series of Maze tasks [8], participants read two-sentence discourses where:
 - referents varied in GIVENNESS
 - events varied in LIKELIHOOD
 - focus was placed on different words

REFERENCES

[1] Altmann & Mirković (2009); Cognitive Science.

[2] Zacks et al. (2007); Psychological Bulletin

[3] McCrae et al. (2005); Memory & Cognition.

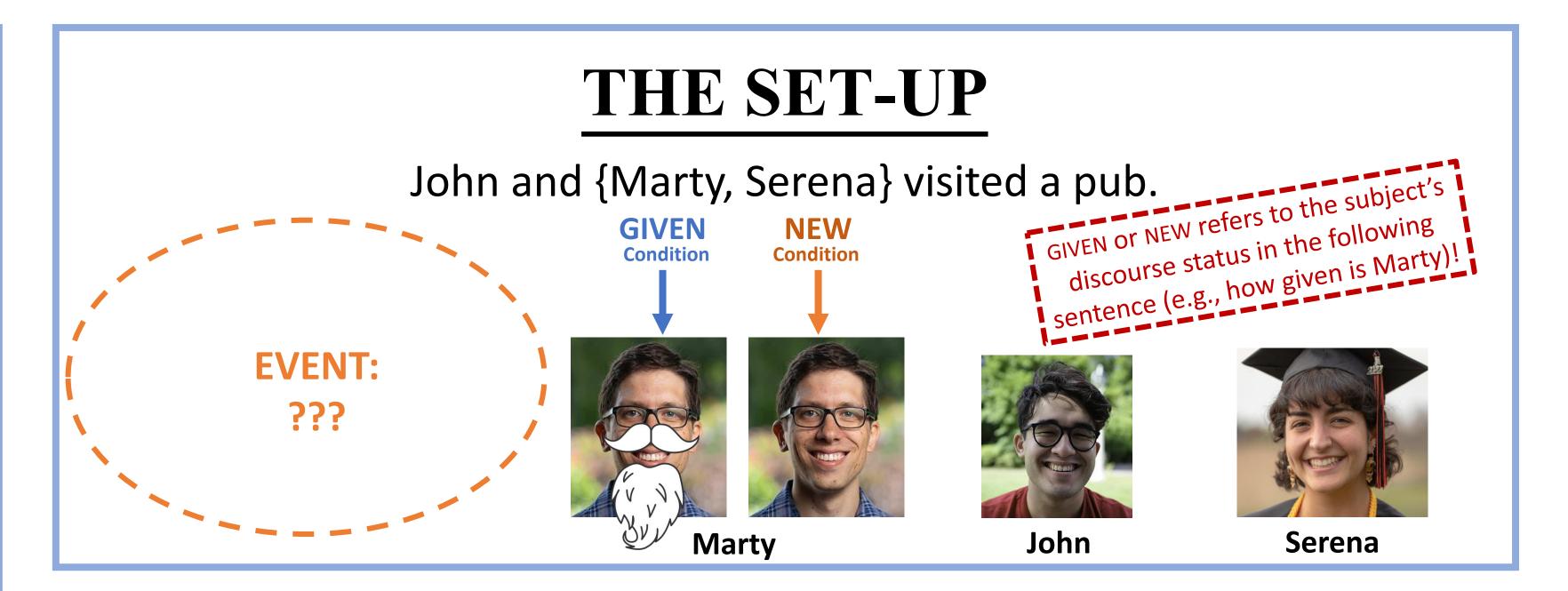
[4] Ferretti et al. (2001); Journal of Memory and Language.

[5] Altmann & Kamide (2009); Cognition.

[6] Rooth (1992); Natural Language Semantics.

[7] Hoeks et al. (2023); Journal of Memory and Language.

[8] Forster et al. (2009); Behavior Research Methods.



EXPERIMENT 1: SUBJECT FOCUS

The regulars were surprised that only Marty {drank, worked} at the bar.

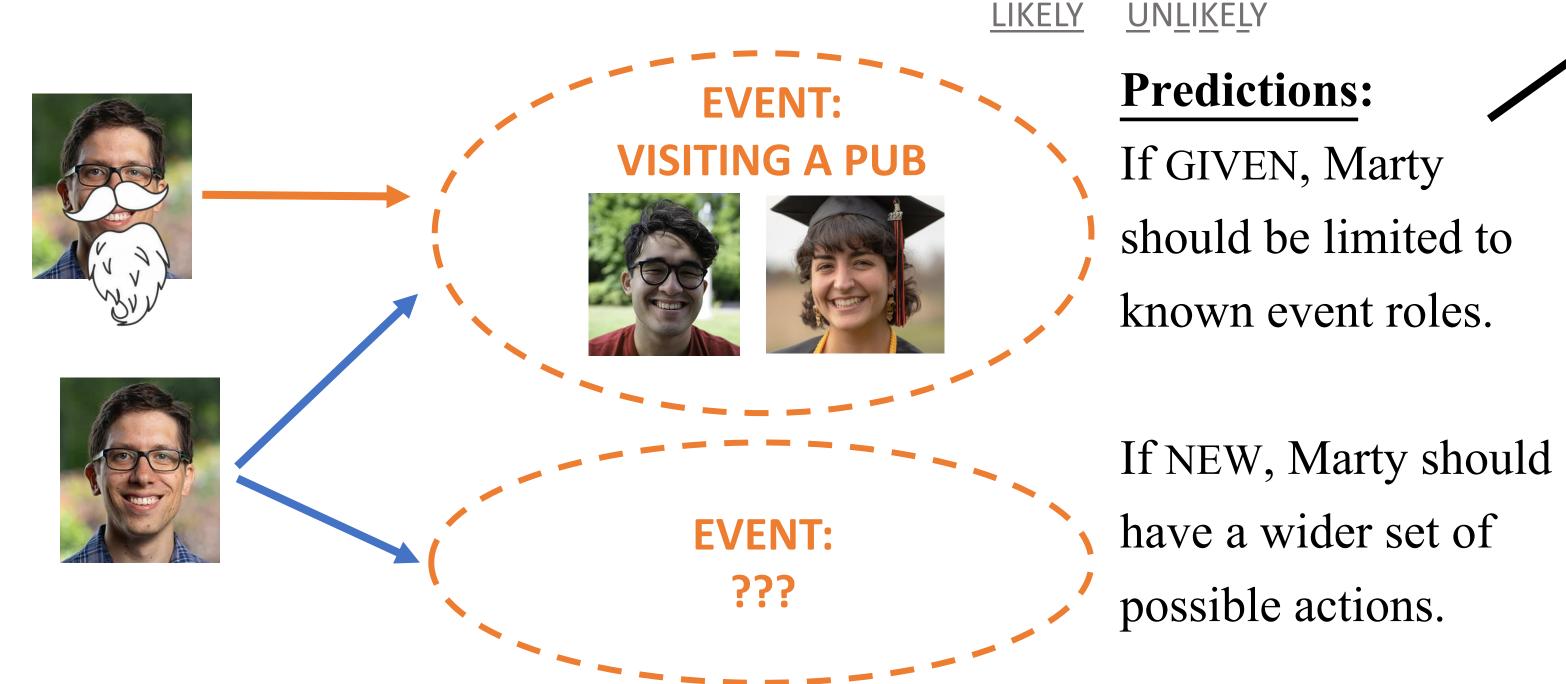


Prediction:

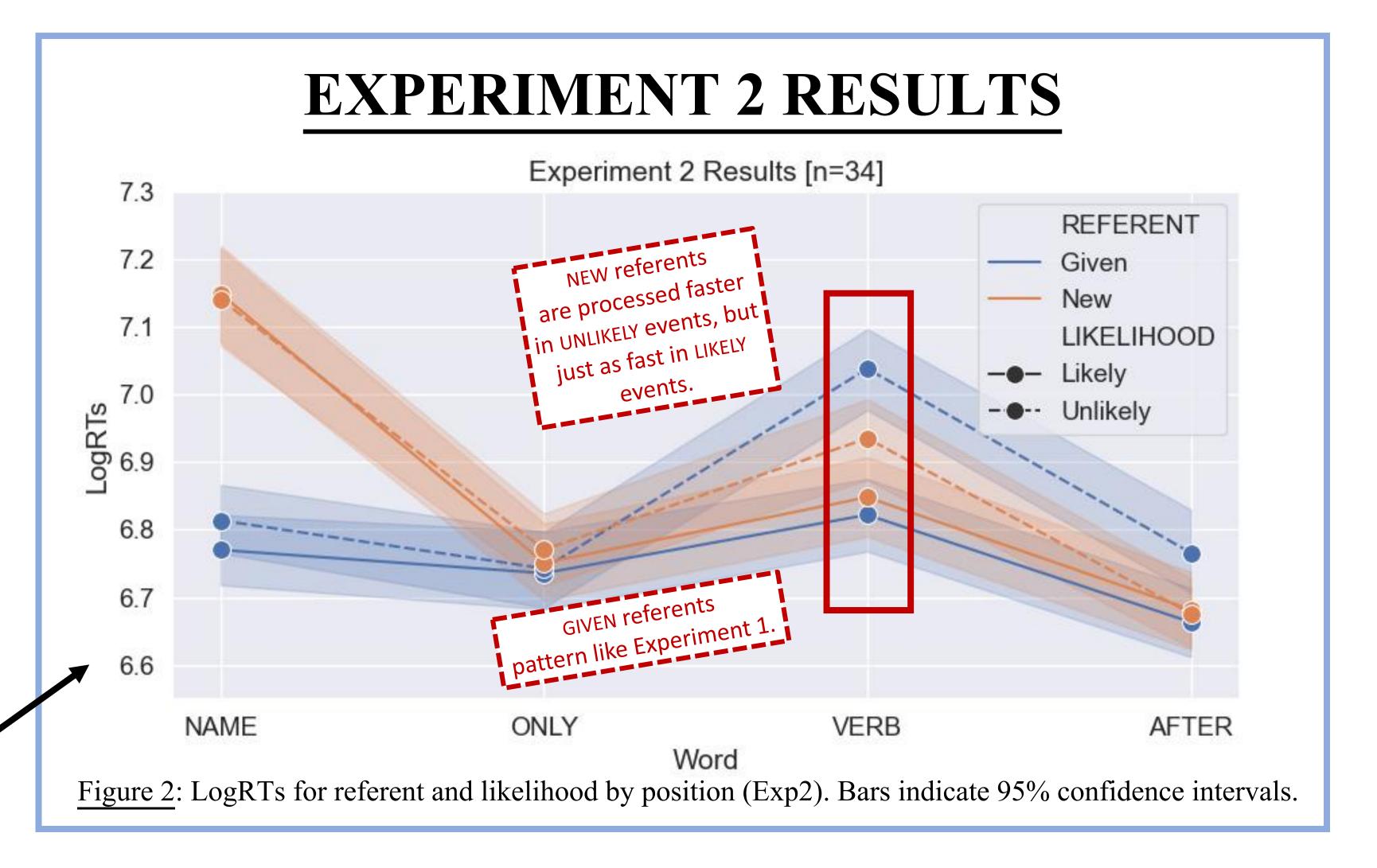
Due to focus comparison, Marty will be limited to known event roles, regardless of his GIVENNESS.

EXPERIMENT 2: VERB FOCUS

The regulars were surprised that Marty only {drank, worked} at the bar.



EXPERIMENT 1 RESULTS Experiment 1 Results [n=18] REFERENT 7.2 --- Given 7.1 LIKELIHOOD —●— Likely - •-- Unlikely .0gRT 6.6 NAME **VERB** Word Figure 1: LogRTs for referent and likelihood by position (Exp1). Bars indicate 95% confidence intervals.



CONCLUSIONS

- Linguistic focus implicitly transfers event structure.
- Focused nouns are constrained to known event roles.
- Unfocused novel nouns are not.