СЕКЦИЯ 1

МИР В 21 ВЕКЕ:
КУЛЬТУРНЫЕ И ЛИНГВИСТИЧЕСКИЕ АСПЕКТЫ

Takashi Inohara
Университет Мейсей (Токио, Япония)

HOLDING A FLOOR DURING A MEETING

This study focuses on "floor" and "turn-taking" in a Japanese students meeting. A number of studies have investigated floor and turn taking behavior in English interaction; however, speaker change mechanism in the Japanese language conversation has not really been sufficiently explored. The data are collected in the Meisei summer school project 2014 (henceforth, MSSP) which is one of the international projects sponsored by Meisei University. During this project, participants held meetings many times. I employed three concepts as frameworks for my research. First framework is a concept of turn-taking by Jun (2008). Edelsky's notion of floor is employed as the second concept for the present research in addition to the concept of transition-relevance place by Sacks et al. (1974).

Video recording was used to elucidate the socially constructed mechanism of speaker change in Japanese language interaction, as in this research it is critical to use naturally occurring data. Conversational Analysis (henceforth, CA) is the most suitable approach to show the data for the research as it uses the natural occurring data.

The research found out one existing type and two different types of floor:

(1) Single person floor (Hayashi, 1991)
(2) Transitional floor
(3) No floor

These three functions indicated that the "floor" and "turn-taking" s' mechanism is determined by the meeting purpose and the participants' abilities.

I coined the expression 'Transitional floor' to refer to the second type. This floor style is similar to 'Collaborative floor' proposed by Hayashi (1991). However, there is a slight difference between 'Transitional floor' and 'Collaborative floor'. The difference exists in the aims of the participants. In the 'Transitional floor', the aim is not to support each other but to try to tell their ideas to others; then the floor holder changes. Almost all the participants of the second group actually did not have any specific knowledge of MSSP; thus, participants who remembered the idea took the floor.

The last floor mechanism was named 'No floor'. During the meeting of the third group, the meeting had a topic, but concrete and useful information was not shared due to the lack of participants' knowledge. Therefore, this situation is related with 'No floor'. In the case of my data, I found that the purpose of the meeting, participants' knowledge and social status affect the floor holding practices.

Nowadays, many foreigners study Japanese. Therefore, I believe that this knowledge is useful for Japanese language learners. When they have a conversation with Japanese people in Japanese, foreigners should know that there is a case of 'No floor'. In the past research, there has always been an individual or a collective floor holder during a meeting. When Nakai (2006) analyzed Japanese conversation to use the floor classification system developed by Hayashi (1991), Nakai's data showed that participants always hold a floor. However, this research discovers the new type, 'No floor'. I assume that in Japanese conversation, transitional relevance place is not clear sometimes, so this unique function has led to this result.

REFERENCES

1. Edelsky, C. (1981) Who's got the floor? Language in Society. 10 (3). 383–421.

2. Hayashi, Reiko. (1991) Floor structure of English and Japanese conversation. Journal of Pragmatics 16: 1–30.

3. Jun, X. (2008) The Prosody of Interrogatives at Transition-Relevance Places in Mandarin Chinese Conversation. MRes thesis.1–179.

4. Nakai, Y. (2006). Kaiwa no FuroaniOkeruGangoteki / Higengotekina-Sankataido no Shimeshinata-Shotaimen no Nihongo no Bogowasha / Hibogowasha Niyoru Yonshakan no Bunseki- [showing a participation attitude linguistically/ non-linguistically within a conversation floor – analysis of 4 individuals of native Japanese speakers and non-native Japanese speakers first meeting], Kouza Nihongo Kyoiku, 42, 25–41.

5. Sacks, H., Schefoloff,A,E., and Jefferson,G. (1974) A simplest systematics for the organization of turn-taking for conversation. Language, 50, 696–735.

Rika Inoue
Университет Мейсей (Токио, Япония)

PSYCHOANALYTICAL IMAGES IN A JAPANESE VIDEO GAME

The paper examines the psychoanalytical aspect of the video game named "CATHERINE" which was released in 2011 by ATLUS. The game has two types of world; the real world and the nightmare one. The research focuses on dream scenes in the game as I want to analyze how much impact the real world has on our dreams, and also what kind of our mental state can be read from it. Dream is the most familiar image for us. Nobody can say they have never dreamt.

Thus, the game's story and the way to play it are explained. Then, the characters' behaviors are analyzed within the Freudian model of psychoanalysis. Also, the research considers the meanings of the characters and items that appear in the nightmare part. Finally, it is shown how the "latent content" of the game can be psychoanalytically interpreted just as the unconscious is interpreted with Freudian theories.

This game, CATHERINE, is a kind of puzzle and action adventure game which was released in 2011 from a game maker called ATLUS. The game has two types of world; the real world and the nightmare one. And the main character will come and

4