

The striker's fear at the penalty, or why intelligence is not everything

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Shooting a penalty, giving a talk, or reacting appropriately in case of danger are complex tasks requiring skill and knowledge, but that's not everything. They also require the ability to control the body and the mind which may demand their toll. Take for example speech production. Fatigue, strong emotions, or lack of attention may result in stuttering, speech errors, disfluencies, or even silence (tip-of-the-tongue problem). Speaking and listening are generally a holistic experience involving way more than just our minds. Successful planning and execution require the concerned persons (actors, speakers, or strikers) can control and align their emotions, their body, and their minds.

I will deal here with language production and when it goes wrong. More specifically, I will address the following two questions during my talk:

- What kinds of qualities does an output need to have to be understandable by others than the language producer?
- How can machines be made aware of peoples' needs, to provide them then the needed information?

Concerning the first question, I believe that machines need to speak like 'normal' people do. Hence, their outputs must not only be well-formed but also be relevant and at the right level. In addition, to be acceptable, they must also be in the right tone. I will illustrate some of these constraints for the 'generation of referring expressions'.

Concerning the second question, I will deal with the problem of *word access*. More precisely, I will address the *tip-of-the-tongue* problem, a situation where the author (speaker/writer) recalls parts of the target (some phonemes or syllables) or some related information (associations) but fails to recollect the entire lexical form. I will present then a roadmap, showing the steps to be undertaken to enable a machine to help authors (speaker/writer) to produce the eluding word.