In this talk it is argued that discourse production in real time is based on two cognitive strategies of linearizing linguistic forms which, adopting the terminology of authors like Raible (1992: 30), Ágel (2007), and Czicza & Hennig (2013), I call “integration” and “aggregation”: given the lack of planning time for large-scale structural planning in impromptu speech speakers do not deal solely with the integration of linguistic forms into compact units with morphosyntactic and semantic dependency relations and internal hierarchization, but also engage in the aggregation of single forms (e.g. *well yeah anyway*) and structural units of any size and syntactic shape (e.g. *what was the grub like (.) in France I mean*) into loose linear structures without hierarchization in the linear flow of time. Processing pressure in real-time speech production thus often overrides integrational strategies, which are considered the norm in traditional approaches to grammar.

Using different parameters for measuring aggregation I will present the empirical results of a comparison of four types of spoken discourse that differ in the degree of which speakers may carry out prior planning and with respect to interactiveness (monologic or interactive discourse) and show how, in relation to the respective conditions under which speech is produced, these discourse types can be arranged on different points on an integration–aggregation continuum. My findings are that processing constraints play a significant role in syntactic encoding and that speakers flexibly adapt to different cognitive conditions by (unconsciously) altering the relative contribution of integrational or aggregational strategies in structural planning.

References