

## **Situated Communication**

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This talk focuses on how to represent and reason about the content of conversation when it takes place in an embodied, dynamic environment. I will argue that speakers can, and do, appropriate non-linguistic events into their communicative intents, even when those events weren't produced with the intention of being a part of a discourse. Indeed, non-linguistic events can contribute an (instance of) a proposition to the content of the speaker's message, even when her verbal signal contains no demonstratives or anaphora of any kind.

I will argue that representing and reasoning about discourse coherence is essential to capturing these features of situated conversation. I will make two claims: first, non-linguistic events affect rhetorical structure, its evolution and its interpretation in non-trivial ways; and secondly, rhetorical structure guides the conceptualisation of non-linguistic events. I will support the first claim via empirical observations from the STAC corpus ([www.irit.fr/STAC/corpus.html](http://www.irit.fr/STAC/corpus.html)) — a corpus of dialogues that take place between players during the board game Settlers of Catan. I will support the second claim via experiments in Interactive Task Learning: a software agent jointly learns how to conceptualise the domain, ground previously unknown words in the embodied environment, and solve its planning problem, by using the evidence of an expert's corrective (verbal) feedback on its physical actions.