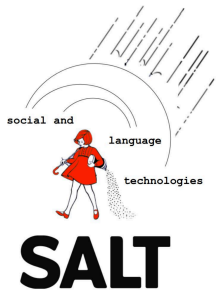


# Modeling Cross Cultural Pragmatic Inference

## with Codenames Duet

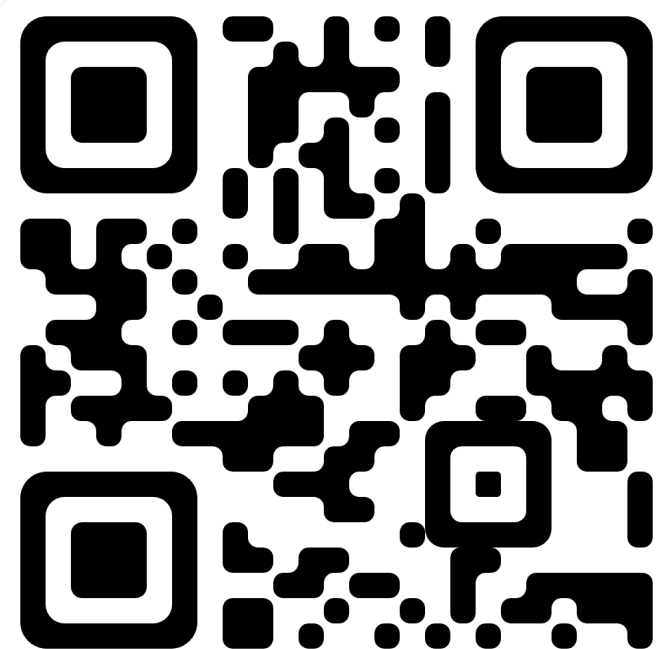
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- We assume common ground based on sociocultural factors (Clark, 1996)
  - People make all kinds of inferences based on their common ground
- **How do we operationalize the role of sociocultural common ground in pragmatic success/failure?**
- Introducing... **Cultural Codes!**
- Codenames gameplay as a test-bed for understanding cross-cultural inference.

Paper QR



### Clue Giver

FALL	WIND	LUCK
DROP	LIGHT	GHOST
RECEIPT	CHECK	PLAY

Codenames Board

- 1 **Selecting** **target** words from the board, picking from **goal** words and avoiding **avoid** words

SLIP, 2



Slipping causes fall or drop

- 2 **Generating** a clue for **targets**

- 3 **Framing** a clue with respect to **targets**

### Guesser

RECIPT, CHECK



Slip is a piece of paper

- 4 **Inferring** guesses from clue

- 5 **Framing** a guess with respect to a clue