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.

**Clue Giver**

<table>
<thead>
<tr>
<th>FALL</th>
<th>WIND</th>
<th>LUCK</th>
</tr>
</thead>
<tbody>
<tr>
<td>DROP</td>
<td>LIGHT</td>
<td>GHOST</td>
</tr>
<tr>
<td>RECEIPT</td>
<td>CHECK</td>
<td>PLAY</td>
</tr>
</tbody>
</table>

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

**Guesser**

- Slipping causes fall or drop

2. **Generating** a clue for **targets**
3. **Framing** a clue with respect to **targets**

4. **Inferring** guesses from clue
5. **Framing** a guess with respect to a clue

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