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School of Languages & Cultures



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L2 cross-linguistic influence on L1 perception: Evidence from heritage speakers and long-term immigrants

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ABSTRACT

This study investigates cross-linguistic influence of a second language (L2) on the first language (L1) perception in two distinct bilingual populations: Korean heritage speakers (n = 30) and long-term immigrants (n = 26) in the USA, compared to Korean-immersed speakers in South Korea (n = 30). By leveraging the differences in language-specific cue primacy in stop consonants between Korean and English, the present study examined L2 (English) influence in participants' perceptual cue weighting and discrimination of Korean laryngeal categories through a three-alternative forced-choice identification task and a speeded AX discrimination paradigm. The results indicated divergent patterns of cross-linguistic influence for the two bilingual groups. While heritage speakers showed a decreased reliance on the onset f0 cue, suggesting an assimilatory effect of English, long-term immigrants relied more heavily on this cue than Korean-immersed speakers, suggesting dissimilation with English. Furthermore, in discriminating Korean stops based on f0 differences, heritage speakers demonstrated decreased accuracy while long-term immigrants outperformed Korean-immersed speakers. In addition, individual weighting of f0 in the identification task was found to be predictive of discriminatory performance. Overall, the findings underscore the importance of L1 input and experience in determining the nature of cross-linguistic influence in L1 speech perception.
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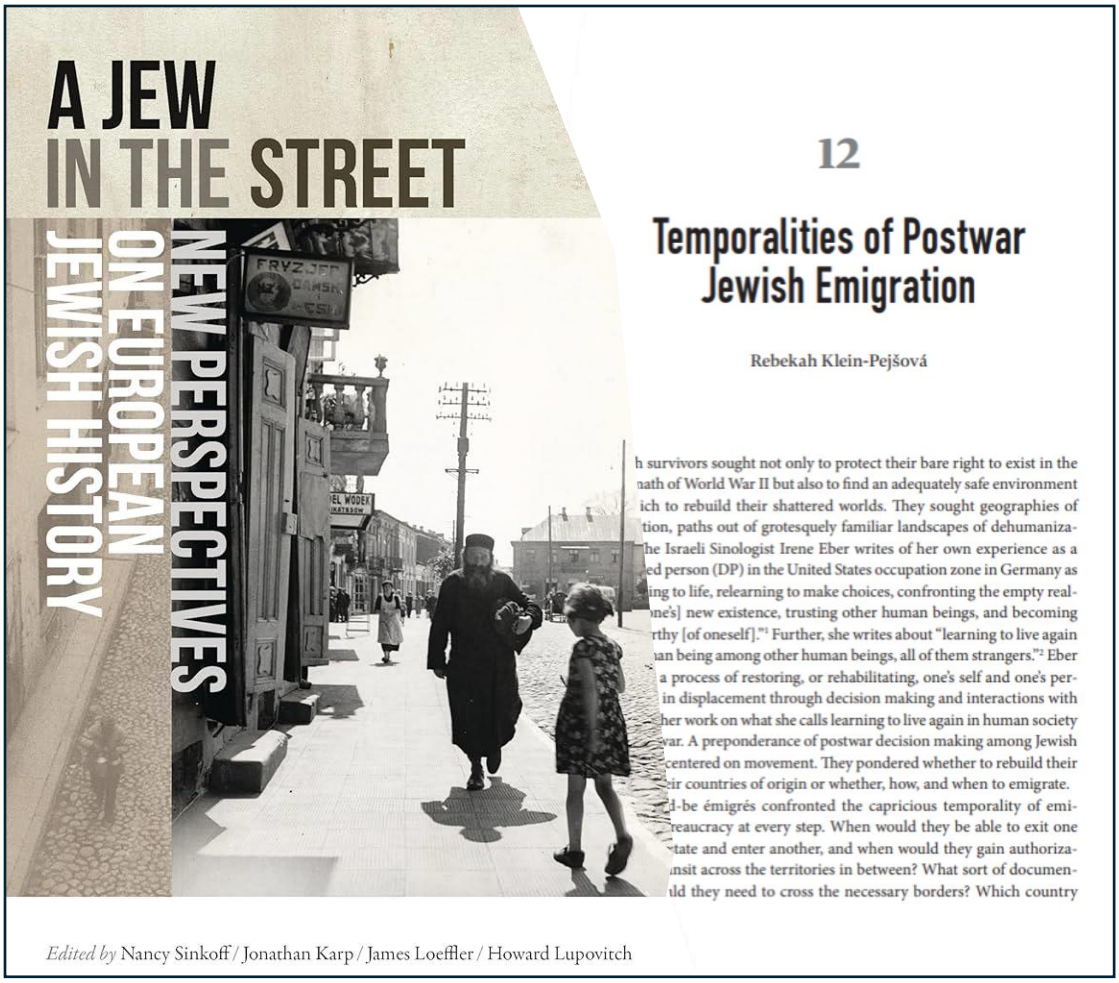
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Long-term effects of repeated exposure to Subject Island constructions: Evidence for syntactic adaptation

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Repeated exposure to Subject Island violations can lead to increased acceptability ratings and faster reading times (Chaves & Dery, 2014, 2019; Clausen, 2011; Francom, 2009; Hiramatsu, 2000; Lu et al. 2021; Lu et al., 2022). However, it remains unclear what the nature of this effect and the driving mechanism is. The present paper describes a longitudinal investigation to test whether the effect of repeated exposure to Subject Island constructions is short-lived or whether it can spread over three weeks' time, as measured by offline measures (Likert acceptability ratings) and online measures (self-paced reading). Using more observations and more sensitive methodologies, our work builds and improves on the only previous longitudinal study on such islands, Snyder (2022). We uncover evidence suggestive of gradual and strategic (by-construction and by-region) adaptation to Subject Island violations, indicated by faster response times, as well as higher acceptability ratings following repeated exposure, most consistent with a syntactic adaptation effect over and above task adaptation.

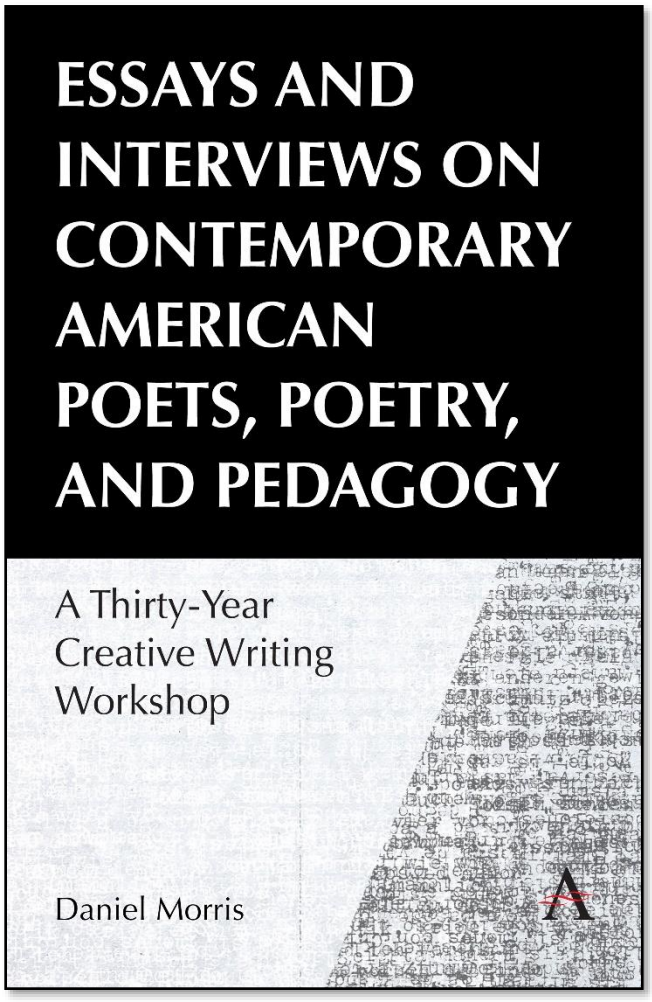
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Letter Writing and Legal Consciousness during World War I

Elizabeth A. Hoffmann *

ABSTRACT

This article explores how ordinary Americans thought about law during World War I by examining 119 letters to Congress regarding charges under the Espionage Act. These letters are a product of their time and shed new light on our understanding of the first Red Scare. This lens of legal consciousness explains how people remain within established modes of engagement, rather than either withdrawing or becoming violent, as is found in the extant literature. Despite opposing goals, the letter writers' shared master frame enabled them to 'speak to' the other side, rather than 'past' those with opposing views. This article explains how individuals who opposed and supported seating Berger rallied under the same master frame of Americanism. Yet, the two groups displayed strikingly different legal consciousness. These disparate groups not only conceptualized the law itself differently, but engaged the law as a tool for different agendas. At a time when violence was on the rise, these people eschewed violent means and maintained the most conventional, peaceful means of protest: letter writing. How they managed this was by embracing the law as their key, nonviolent tool.

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Sherrick, B., Hoewe, J., & Rogers, R. (2024). How nature- and humanity-based awe experiences in video games can differentially lead to hedonic and eudaimonic outcomes. *Communication Monographs*, 1–17. https://doi.org/10.1080/03637751.2024.2397435

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How nature- and humanity-based awe experiences in video games can differentially lead to hedonic and eudaimonic outcomes

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ABSTRACT

Through two studies, this project examines the experience of awe in response to specific referents within a video game: the beauty of nature or the abilities of humanity. After playing an awe-inspiring game, participants in an experiment who experienced nature-based scenes reported experiencing awe directed at nature, while participants who experienced human-development based scenes experienced awe of humanity's achievements. Results from this experiment and a subsequent survey found that humanity-based awe led to appreciation—a eudaimonic outcome. Appreciation then predicted more positive attitudes toward people represented in the game. Results from two methodologically distinct studies show awe is a multifaceted experience arising from different referents within games, and awe toward humanity can facilitate appreciation and more positive attitudes toward others.

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