

## Motivations

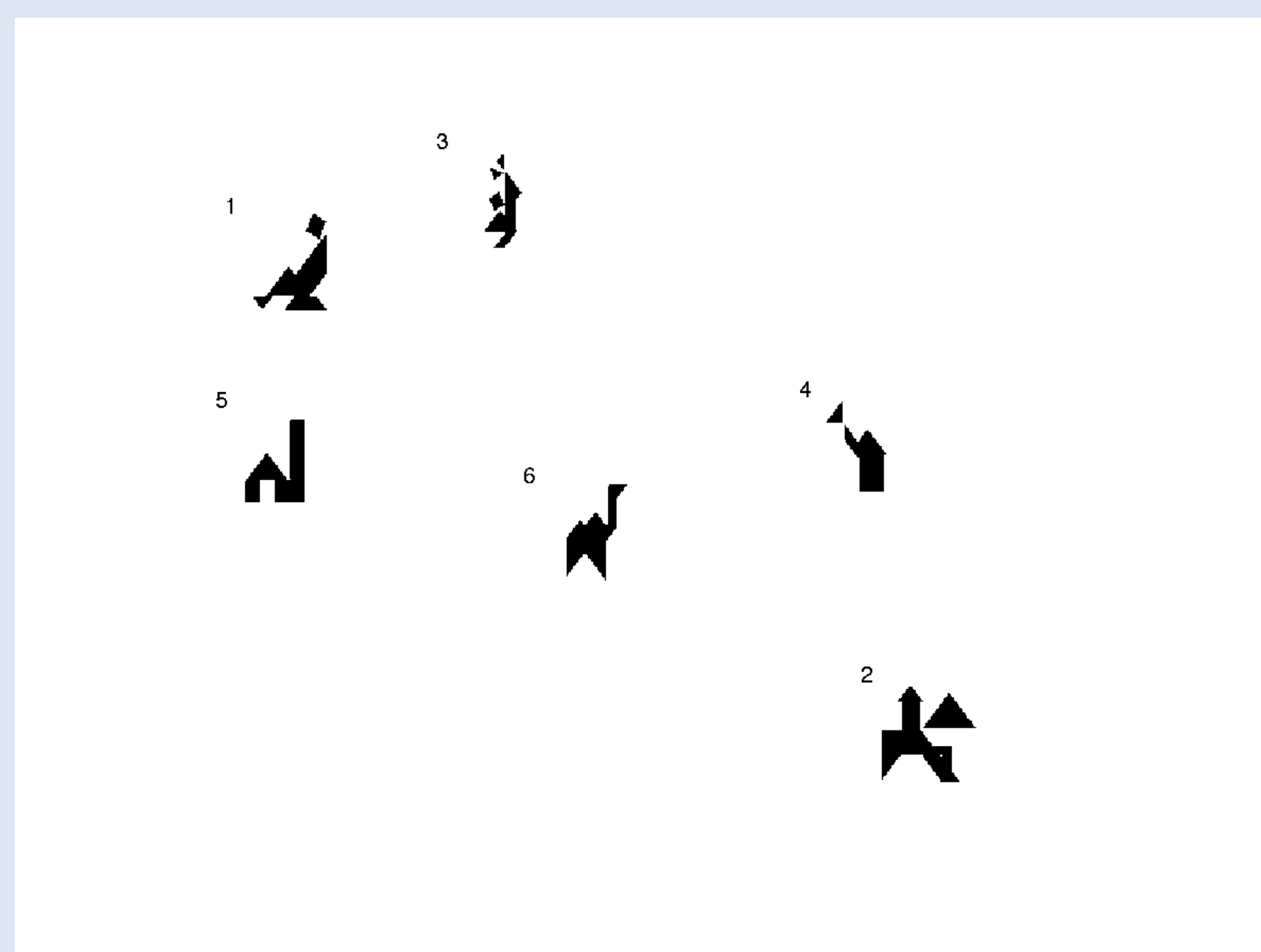
- fMRI studies typically rely on event-related designs to isolate specific aspects of language<sup>1</sup>
- Recent studies have underlined the need for naturalistic paradigms (e.g. spontaneous language<sup>2,3</sup>, movies<sup>5</sup>)
- Such paradigms are a necessary next step; they allow us to:
  - 1) Evaluate the ecological validity of previous findings<sup>2</sup>
  - 2) Investigate cognition more naturally<sup>4</sup>
- The goals of this project:
  - 1) Develop a paradigm that encourages spontaneous dialogue, such as a game
  - 2) Test conventional analyses on imaging data from spontaneous language study

## Methods

- Subjects: n=17, mean age =24.8 (18, 35), 65% female
- Scanning: Siemens 3T Trio with 32 channel head coil
- 2mm isotropic voxels
- MPRAGE + 5 runs @ 5-10min each; 40s baseline per run
- Audio: fMRI compatible noise cancelling microphone and headphones. Dialogue recorded on solid state recorder
- Audio transcript was annotated to determine timing of events
- Whole-brain, univariate glm analysis as first pass

## Task in Scanner

- Game adopted from previously used paradigms<sup>2,6</sup>
- Instruction to participant:
  - 1) Describe each shape so that the experimenter (E) can pick it out from a list of similar shapes. Decide on a name for shape once E finds it (i.e. establish reference)
  - 2) Next, guide E to place the shape so that their screen looks like yours in the end
- Instruction to E: ask questions, facilitate dialogue, complete task

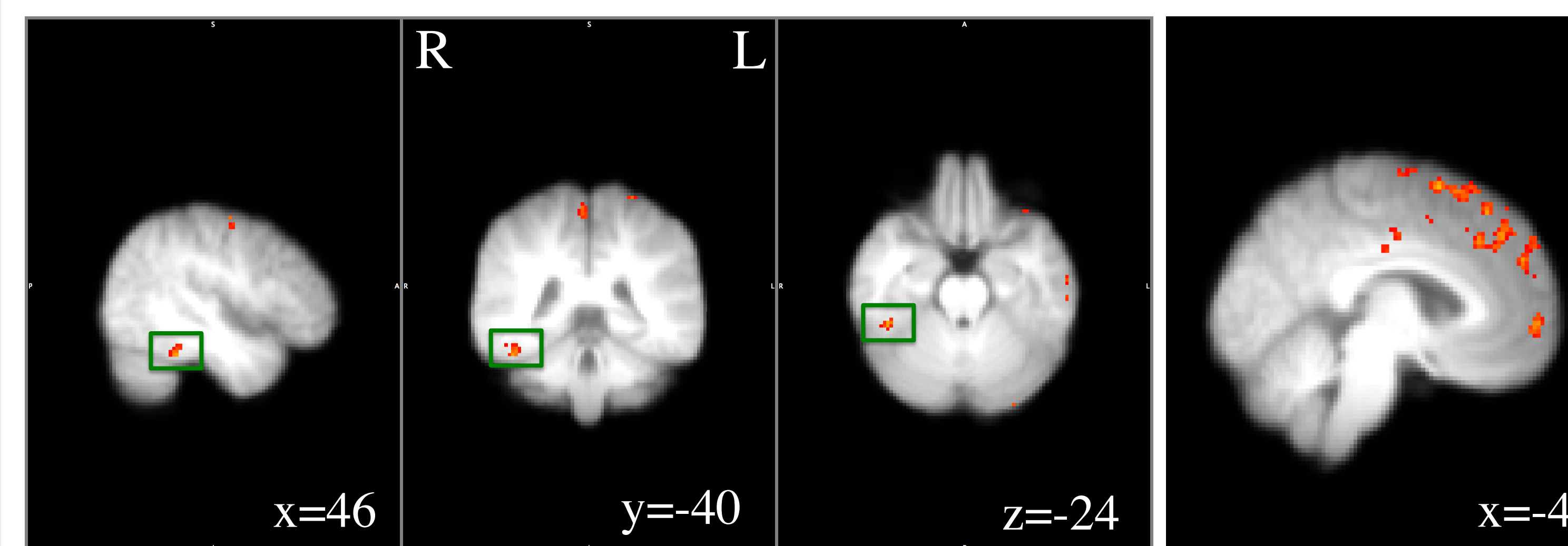


Example stimulus set for a single run:

## Annotation of Example Transcript

Establishing Reference	Can you describe [his] feet and legs?		
	... He's got a triangle for the feet and a larger triangle for the legs, and they are laid out like he's... they're not straight up and down, so it looks like he has his legs spread out		
	Ok, I have a couple that this might be. Can you see his arms?		
	No, no arms.		
	Ok, I think I found this one... We can call it the <b>sitting guy</b> ?		
Placing Shape	Ok, yeah. The <b>sitting guy</b> is in the second quadrant, 25% to the right and 25% down.		
	25% of the whole page or of the quadrant?		
	Whole page, but 25% of the quadrant to the right.		
	Perfect, I think I have him in the right place. Do you want to move on to the next shape?		
	Ok! So this one...		
Goal	Subject	Experimenter	Animate/Inanimate

## Animate vs Inanimate References



- Every time an object is referenced, the reference was coded as either animate or inanimate (see annotation example above)
- **Contrast:** Animate - Inanimate (speaking and listening)
- **What we see:** Ventral temporal, fusiform activity (left panes);  $z > 2.3$ , no cluster p threshold
- **Similar results:** Animate > Inanimate in event related design<sup>7</sup>
- **Also:** Medial frontal (right pane);  $z > 2.0$ , no cluster p threshold

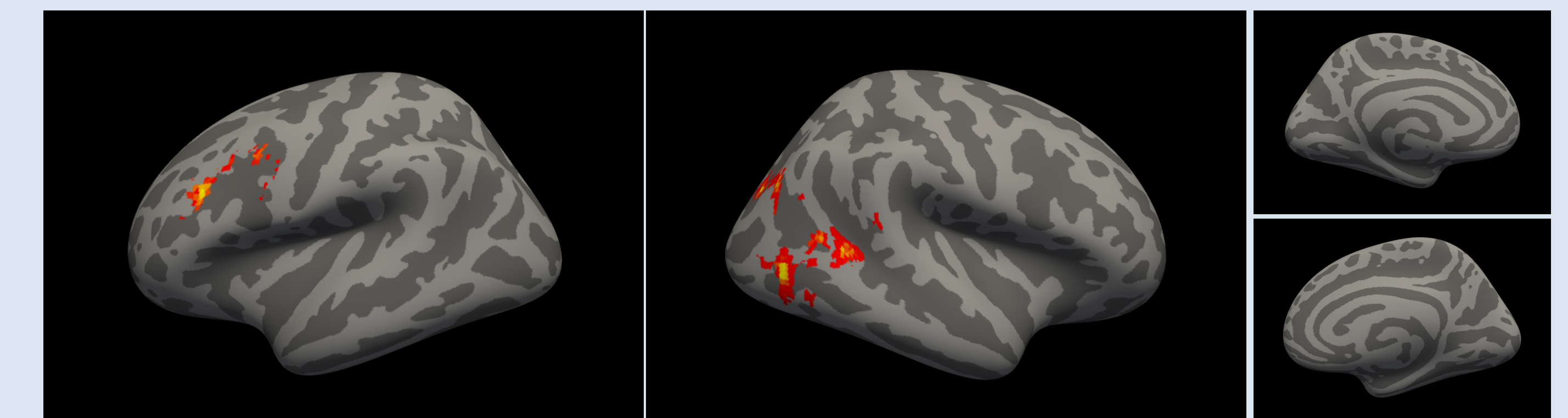
## References

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|------------------------------------|---|
| (1) Andric & Small, 2015           | (2) Brown-Schmidt & Tannenhaus, 2008    |
| (3) Hasson & Egidi, 2015           | (4) Hasson & Honey, 2012                |
| (5) Hasson, Malach, & Heeger, 2009 | (6) Duff, Hengst, Tranel, & Cohen, 2005 |
| (7) Chao, Haxby, & Martin, 1999    | (8) Denny, et al, 2012                  |
| (9) Comitteri, et al, 2004         |   |

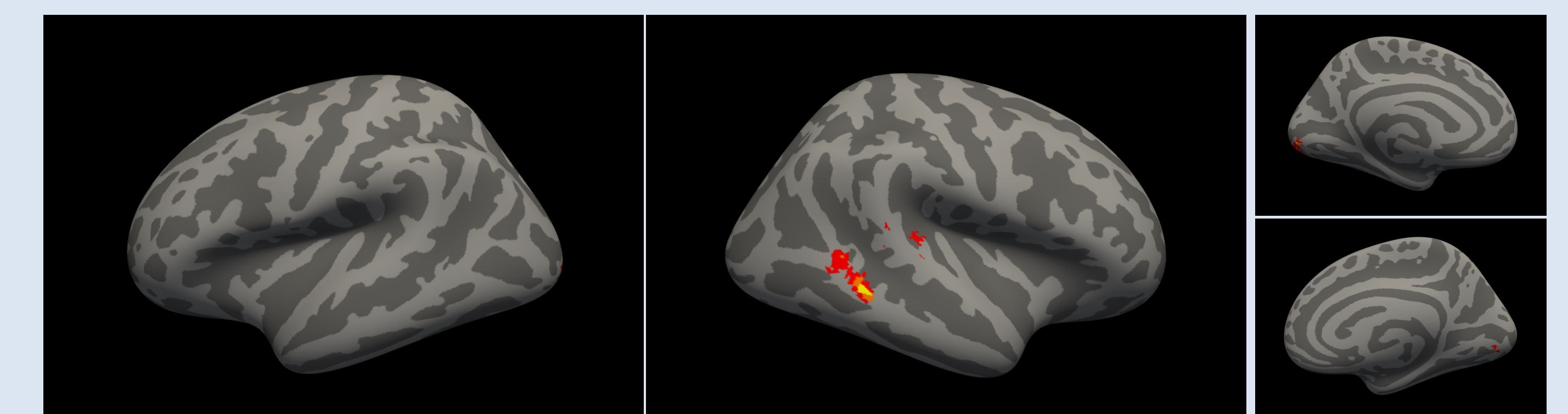
## Acknowledgements

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## Differential Activity Patterns Depending on Goal of Utterances



- **Contrast:** Subject describing shape characteristics > general speech
- **What they're doing:** Attempting to establish reference
- **What we see:** Left frontal cortex, right posterior middle temporal;  $z > 2.3$ , cluster threshold  $p < 0.05$
- **Similar results seen in:** Self and other judgment tasks<sup>8</sup>



- **Contrast:** Subject describing shape location > general speech
- **What they're doing:** Describing spatial locations, conveying distance judgments
- **What we see:** Medial occipital (may be due to increased visual attention/eye movements), right posterior middle temporal, supramarginal gyrus;  $z > 2.3$ , cluster threshold  $p < 0.05$
- **Similar results seen in:** Object-/landmark-centered spatial coding in a distance judgment task<sup>9</sup>

## Conclusions

- Simple univariate contrasts reveal familiar activity patterns
- Spontaneous language paradigms such as these can:
  - 1) Validate previous research
  - 2) Fill in knowledge about brain activity during natural language use
  - 3) Inform hypotheses about natural language use that cannot be studied under controlled experiments

## Contact

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