

# Exploring Linguistic Worlds: Conference Program

| Time                           | Session Chair: Reshöft<br>J4.219  | Session Chair: Freudinger<br>J 3.213  | Session Chair: Hahn<br>J 3.220   | Session Chair: Langstrof<br>J 3.330  |
|--------------------------------|---|---|--|--|
|                                | <b>9:00 (Sign In)</b><br><i>J4 hallway</i>  |   |  |  |
|                                | <b>9:15 Opening</b>   |   |  |  |
| <b>Session 1: 9:30 – 10:50</b> | <p><b>Panel 1 – Synonymous verbs</b></p> <ol style="list-style-type: none"> <li><i>Götte/Kunze: 'I Defriend You.'</i></li> <li><i>Azevedo Sampaio/Esch: Gender-Specific Words in Fiction</i></li> <li><i>Neukirchner: Annoy or Irritate – Two words and two different meanings?</i></li> <li><i>Akca/Yaman: To Book or to Reserve? Semantical and Contextual Differences Between Verbs in British English and American English</i></li> </ol> | <p><b>Panel 1 – You and Your Food: Questions of Identity</b></p> <ol style="list-style-type: none"> <li><i>Niggemeier/Römpler: Honey, pumpkin and chicks – People as Food?</i></li> <li><i>Prinzler/Rotthoff: Diet choices and collocates: the case of <i>vegetarian</i></i></li> <li><i>Migliazza/Prunier: Anorexic attitudes towards food - A linguistic study</i></li> <li><i>Casamassima/Edwards: Sex Sells – Ambiguity as a Pervasive Advertising Strategy for Food</i></li> </ol> | <p><b>Panel 1 – Language Sells</b></p> <ol style="list-style-type: none"> <li><i>Mai/Pijpe: Stereotypes and Prejudices: An Experiment on the 'Galway' Irish Accent</i></li> <li><i>Merzadah/Schülting: Accents and Dialects in Advertising</i></li> <li><i>Schadomsky/Müller: Communication Accommodation in Speeches by David Cameron</i></li> <li><i>Bentler/Senske: 'I'll Skype you later!' – How and Why Brand Names Occur as Verbs</i></li> </ol> | <p><b>Panel 1 – Language in Fantasy Games</b></p> <ol style="list-style-type: none"> <li><i>Rodeheger/Terflot: -witcher 3 – Regions, Races and Dialects</i></li> <li><i>Riechmann/Schaffhauser/Frieling: Accents in the <i>Witcher</i> Franchise</i></li> <li><i>Lahme/Brinkman: Class and Accent in <i>Final Fantasy</i></i></li> <li><i>Maurer/Drewes: The Hillbil(ad)y and The Gentle(wo)man – A Dichotomy in Video Game Accents</i></li> </ol> |
|                                | <b>10:50 – 11:05 Tea and Coffee Break on J 4</b>  |   |  |  |

Session 2: 11:05 – 12:05

**Panel 2 – Motion Events**

5. Enderling/*Trope*: Harry Potter and the Motion Verbs in English and German

6. Niers/*Schwarznecker*: Lexicalisation of Motion Events: Mickey Mouse runs up the stairs vs. Mickey Mouse sube la escalara corriendo

7. Dabbabi/*Popaj*: A Typological Approach to Translation of English and Albanian Motion Events

**Panel 2 – What Does Food Taste Like? Approaching the Other**

5. Hansen/*Kern*: *Crème de la crème looks nice* – French kitchen terms in English

6. Buff/*Pacak*: *Pizzas taste like cardboard* - What is food compared to?

7. Beatrix/*Brinkmann*: *Frozen, dodgy, spicy* – attitudes towards foreign food

**Panel 2 – Character Traits in Accents on Television**

5. Reker/*Kiziroglou*: Accents in *Harry Potter* - The Correlation of Educational Level, Character Traits and Social Class

6. Çetin/*Migliazza*: Representations of Social Class in *The Lord of the Rings*

7. Sadiki/*Waizy*: Differentiations of the Bristolian Accent in Social Classes in the Series *Skins*

**Panel 2 – The ‘Good’, the ‘Bad’ and the ‘Ugly’**

5. Frankrone/*Kraft/Ruthof*: The Occurrence of Accents in Video Games – The ‘Good’ vs the ‘Bad’

6. Meier/*Arfaoui*: Stereotypical Representations of ‘Bad Guy Varieties’ in Video Games

7. Pooth/*Sagban*: Analysis of Speech Usage in *Until Dawn*

12:05 – 12:15 Tea and Coffee Break on J4

Session 3: 12:15 – 13:15

**Panel 3 – ‘Old’ and ‘New’ Verbs**

8. Rohr/*Spoljar*: *Kämpfst du noch oder fightest du schon?*

9. Münster/*Scheurer*: *Downgeloadet, Outgesourct* and Other Peculiar Anglicisms in German

10. Frese/*Sulakov*: Analyzing the Phenomenon of Obsolete Verbs in English

**Panel 3 – Food and (Gender) Stereotypes?**

8. Bruneau/*Delalande*: Let’s Talk About Food: Variation According to Gender and Age

9. Eshaghi/*Runge*: Food Metaphors in Rap Music

10. Ketz/*Erbay*: A (wo)man must Eat what a (wo)man must Eat. Food and Gender in Magazines.

**Panel 3 – Stereotyping Accents**

8. Kage/*Weitzel*: Hagrid as the stereotypical West Countryman?

9. Elias/*Friesen*: Dropping the Scottish Accent

10. Weitzel/*Keal*: Representation of Cockney in Video Games

**Panel 3 – Portraying ‘History’**

8. Wenzel/*Plet*: History vs Simulation Language Use in *Assassin’s Creed III: Liberation*

9. Knaup/*Özer*: Stereotypes in *Assassin’s Creed III*

10. Koch/*Piller*: *Prince of Persia* or *Prince of Fake?* Distortion of History?

13:15 – 14:30 Lunch

Session 4: 14:30 – 15:30

**Panel 4 – Verbs and Syntax**

- 11. *Korber/Stührenberg*: Constitution of Football Commentary Speech with Particular Focus on the Usage of Verbs
- 12. *Mülfarth/Selley*: Cooking Recipes – Null objects
- 13. *Heidgen/John*: Item-Based Constructions and First Syntactic Structures: A Corpus Study

**Panel. 4 – Investigating Recipes: Target Groups**

- 11. *Huck/Witkop*: Recipes for success? A Linguistic Examination of Recipes for Different Target Groups
- 12. *Kage/Töws*: Recipes: Traditional vs Clean Cooking – Jamie Oliver’s Linguistic Choices
- 13. *Potempa/Vortkamp*: "Honey, dinner is ready!" - How Recipes are Aimed at Women

**Panel 4 – Diachronic View on Verbs and Accents**

- 11. *Wissing*: *Binge* and *Cram*: Two Verbs over Time
- 12. *Pacak/Schmöckel*: *Whatever People Say They Are... That’s What They’re Not* – Dialectal Features in Arctic Monkeys’ Music
- 13. *Wolff/Schmieding*: The Use of Accent in the Music of *The Pogues*

**Panel 4 – Modern Times**

- 11. *Akca/Yaman*: Accents in *GTA*
- 12. *Schirmacher/Gaio*: Accents and Stereotypes in *Team Fortress 2*
- 13. *Rudorf/Gärtner*: *Resident Evil* Main Protagonist

15:30 – 15:45 Tea and Coffee Break

Session 5: 15:45 – 16:45

**Panel 5 – A Closer Look at Some Verb Classes**

- 14. *Beatrix/Hansen*: English Emotion Verbs in Novels and Their Equivalents in German Translations
- 15. *Matthies/Rotthoff*: Look, See, Watch: Linguistic Research Methods Used in German High School Classes
- 16. *Peters/Terra*: Utterly Prototypical. Verbs of Utterance and Prototype Theory.

**Panel 5 – Food and Money**

- 14. *Lurie/Ruland*: What’s in a Menu? How phrasings influence the expected price range.
- 15. *Struthoff/Weitzel*: Menus and Price Range in England and Germany
- 16. *Çetin/Lemmer*: Linguistic Variation in Reviews by Food Critic Andy Hayler

**Panel 5 – Language in Society**

- 14. *Brinkmann/Ostermann*: The Comparison of Lexis and Syntax of Two British Social Classes
- 15. *Klute/Surwehme*: Attitudes of Non-native Speakers towards Different English Accents
- 16. *Kocabas/Savma*: Language in *The Sims*

**Panel 5 – Miscellany**

- 14. *Bartling/Gonzalez*: English Varieties in *Dora the Explorer* all over the World
- 15. *Korber/Reibis*: The Development of English – German Subtitle Translation in Video Games
- 16. *Weise/Fischer*: *Warcraft*: A Comparison between the Game and the Film

16:45 – 17:00 Conference Closing  
Sign out

