

A Table of the Abstract Dialogue Games, Unilaterals and Actions of DMT

		Abbreviations			
		I	R	WH	S
			Initiator	Responder	Information Specification
					Suggestion, idea, hypothesis, conjecture, plan target state, situation
		Particular Dialogue Macrogames			
		Joint Goals of games are stated as desired outcomes.	Individual goals of I are stated either as outcomes or as actions.	Individual goals of R are stated either as outcomes or as actions.	
Counting	Game Name Abbrev.	Name	Joint Goal	Initiator's Goal	Responder's Goal
1	IS	Information Seeking	I knows WH	I knows WH	R enables I to know WH
2	IO	Information Offering	R comes to know WH	R knows WH	R identifies WH to I
3	AS	Action Seeking	R decides whether R wants to do A	R does A	R decides whether to do A
4	AO	Action Offering	I knows whether R wants I to do A	I knows whether R wants I to do A	R decides whether R wants I to do A
5	PS	Permission Seeking	R is able to decide whether to give permission to I to do A	R gives permission to I to do A	R decides whether to give permission to I to do A
6	IP	Information Probe	I knows whether R knows WH	I knows whether R knows WH	I knows whether R knows WH
7	SC	Socratic Challenge	I knows whether R can construct WH	I knows whether R can construct WH	I knows whether R can construct WH
8	CL	Clarification Seeking	I and R come to have compatible views of S	I expresses an uncertainty about S	R reduces the uncertainty of I about S
9	SO	Suggestion Offering	R knows an idea S of I [no belief commitments]	I expresses S	R identifies S
10	RS	Response Seeking	I knows R's view of S	I knows R's view of S	R expresses a personal view of S.
11	PM	Plan Making	A plan is created to achieve a state described by S	Create a plan to achieve a state described by S	Create a plan to achieve a state described by S
12	UG	Unidentified Game	-	-	-
13	CS	Conversation Seeking (not recursive)	I and R converse	I and R converse	I and R converse

**Unilateral
actions in
dialogue**

**P = performer
R = recipient**

Code	Name	Recognition Criteria	Category?
(all)			
1 ACT	Action	P announces that P has performed action A simultaneously with the dialogue.	
2 TELL	Tell	P asserts information I	
3 POL	<i>Politeness</i>	P performs a distinctively polite action A	cat
4 ACK	<i>Acknowledge</i>	P indicates that the ongoing or just-completed expression has been understood	cat
5 DIR	Direct	P directs R to perform A or to achieve an expected result A.	
6 MM	<i>Media Mgt.</i>	P acts to establish or confirm or alter the conditions of communication.	cat
7 ASSESS	Assess	P expresses a personal orientation O toward particular ideas I	
8 SUGGEST	Suggestion	P suggests an Idea I without expressing certainty or commitment.	
9 REP/ S-REP	Self Repair	P acts to revise immediately previous expression.	
10 PRO	Promise	P commits to performing action A or to achieve an expected result A.	
11 RHET	Rhetorical Question	P raises a question without expecting an answer.	
12 COMPLETE	Completion	P completes an expression which was begun by other participant.	

Meta Actions

a EXTEND	extend
b (action)	repetition
c REVISE	substitute alternate goals into an ongoing game
d unc	unclassified non DMT interaction

Game Management Actions in Dialogue

1 bg	bid game
2 rg	refuse game
3 ag	accept game
4 bt	bid termination
5 rt	refuse termination
6 at	accept termination