Interactive features that demonstrate a participant is listening (mmm, yeah, ahh). Not disrupting the speaker's turn but affirming what is being said.​

When a speaker begins an utterance, then stops and either repeats or reformulates their speech.​

Words which soften the force with which something is said e.g. perhaps, maybe, possibly, I think.​

Words that function as the name of a specific object.​

An act, utterance or action that breaks the flow of a person's conversation.​

The quality or tone of voice in speech, which can stay level or rise and fall.​

Commands.​

Words/utterances with usually no semantic meaning e.g. 'er' 'umm' 'ah'.​

Three dots (…) or missing out words that are superfluous to the conversation ​

e.g. 'You going to the party?' Rather than 'Are you going to the party?'​

The organisation of participants in a spoken interaction.​

An individually distinctive style of speaking.​

When a speaker turns a declarative into an interrogative by tacking on extra words e.g. It's a lovely day today, isn't it?​