A socio-emotional model of impoliteness for Non Player Characters

Sabrina Campano, Nicolas Sabouret
LIP6, University Pierre & Marie Curie, France

**MODEL**

**UTTERANCE**
- Provoked emotions
- Language register

**IMPOLITE**

**or NOT IMPOLITE**

**Personality agreeableness**

**Social relations with Vito liking, dominance**

**Emotions felt by Gianni**

**UTTERANCE**

**Gianni state:**
- Angry
- Feared

**Gianni response is:**
- IMPOLITE
- NOT IMPOLITE

**Anger and fear, as defensive reactions, trigger impoliteness**

**IMPOLITENESS FACTORS:**
- Does not like Vito
- Dominated agreeable likes Vito

**Configuration 1:** Gianni is agreeable, dominated by Vito, and likes Vito
- Vito: «What the fuck do you want?»
- Gianni: «The load that you received yesterday, where does it come from?»

**Configuration 2:** Gianni is not agreeable, dominates Vito, and hates Vito
- Vito: «What the fuck do you want?»
- Gianni: «Now you’re gonna tell me where the fuck you hid the load, you son of a bitch»

**Application**

**Configuration 1:** Gianni is agreeable, dominated by Vito, and likes Vito
- Gianni is angry
- Vito: «Don't fuck with me, or I'm gonna break your face...»
- Gianni: «Ok what do you want to know?»

**Configuration 2:** Gianni is not agreeable, dominates Vito, and hates Vito
- Gianni is feared
- Vito: «Don't fuck with me, or I'm gonna break your face...»
- Gianni: «What the fuck do you want?»

[Culpeper 1996]