



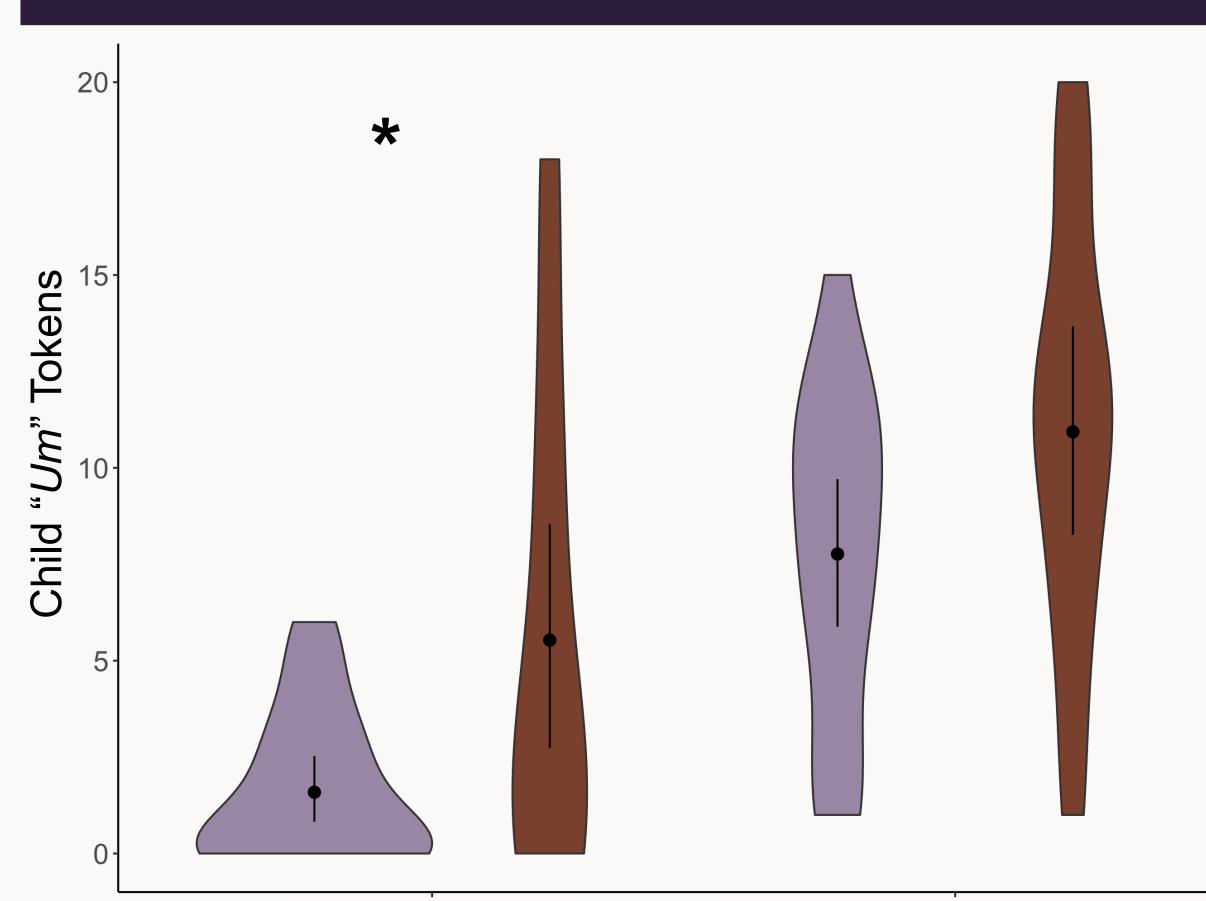
UConn Child Language Lab



- When speakers use "um," they may be pausing to plan an utterance, and/or intending to take a turn in the exchange.^{1,2}
- Research has reported that autistic individuals use "*um*" less often than non-autistic (NonAu) individuals when they answer questions during diagnostic testing,³ describe how to play a sport,⁴ and describe pictures.⁵
 - These authors argue that differences in "*um*" use are due to autistic individuals' general pragmatic challenges.
- However, a recent study reported no difference in "*um*" usage between NonAu and autistic children during dyadic conversation.⁶
- This suggests that differences in "*um*" use may not persist in all contexts.

OBJECTIVE: To compare "*um*" use by Autistic & NonAu speakers across datasets that utilize different discourse elicitation tasks

PARTICIPANTS			
SITE A		SITE B	
Autistic Group (n = 16)	NonAu Group (n = 15)	Autistic Group (n = 21)	NonAu Group (n = 22)
13.5 (2.3)	13.4 (2.1)	11.6 (2.2)	12.5 (2.3)
10.3 (2.4)		9.3 (3.3)	
-	SIT Autistic Group (n = 16) 13.5 (2.3)	SITE A Autistic Group (n = 16) NonAu Group (n = 15) 13.5 (2.3) 13.4 (2.1)	SITE ASITAutistic GroupNonAu GroupAutistic Group $(n = 16)$ $(n = 15)$ $(n = 21)$ $13.5 (2.3)$ $13.4 (2.1)$ $11.6 (2.2)$



TSST

Conversation w/ Adult RA

• Findings suggest that "um" use differs depending on the nature of the discourse context (i.e., monologic vs. conversational). • Further, both autistic and non-autistic participants at site A used "um" significantly more often during conversation, suggesting they recognize its usefulness as a turn-taking device. • This function of "um" is unnecessary in a context like TSST, where speakers are asked to talk for a specified amount of time without interruption. • Overall, findings reveal pragmatic strengths for autistic speakers, including not only their use of "um" in the first place, but also their ability to vary their frequency of "um" use across contexts.

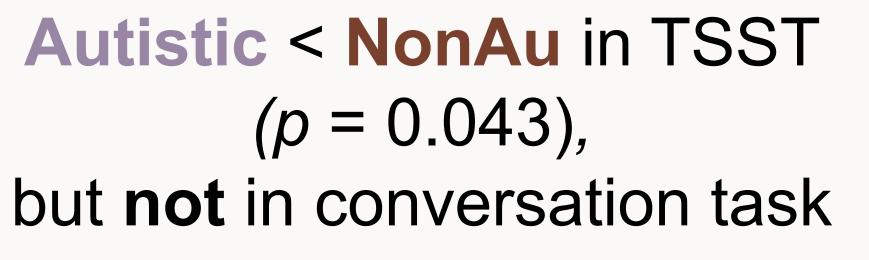
¹ Clark, H.H. & Fox Tree, J.E. (2002). Using uh and um in spontaneous speaking. Cognition, 84(1), 73-111. ² Fischer, K. (2000). From cognitive semantics to lexical pragmatics: The functional polysemy of discourse particles. Walter de Gruyter ³ Gorman et al. (2016). Uh and um in children with autism spectrum disorders or language impairment. Autism Research, 9(8), 854-865. ⁴ McGregor, K. K., & Hadden, R. R. (2020). Brief report: "Um" fillers distinguish children with and without ASD. Journal of Autism and Developmental Disorders, 50, 1816-1821. ⁵ Irvine et al. (2015). Uh, um, and autism: Filler disfluencies as pragmatic markers in adolescents with optimal outcomes from autism spectrum disorder. Journal of Autism and Developmental Disorders, 46, 1061-1070. ⁶ Boo et al. (2022). Conversation during a virtual reality task reveals new structural language profiles of children with ASD, ADHD, and comorbid symptoms of both. Journal of Autism and Developmental Disorders, 52, 2970–2983. ⁷ MacWhinney, B. (2000). The CHILDES project: Tools for analyzing talk: Transcription format and programs (3rd ed.). Lawrence Erlbaum Associates Publishers.

Non-autistic versus autistic children: Why should I say "um" if I'm not talking to anybody?

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Autistic

SITE A:



Both groups: TSST < Conversation (ps < 0.05)

DISCUSSION

REFERENCES & ACKNOWLEDGEMENTS

METHODS

SITE A

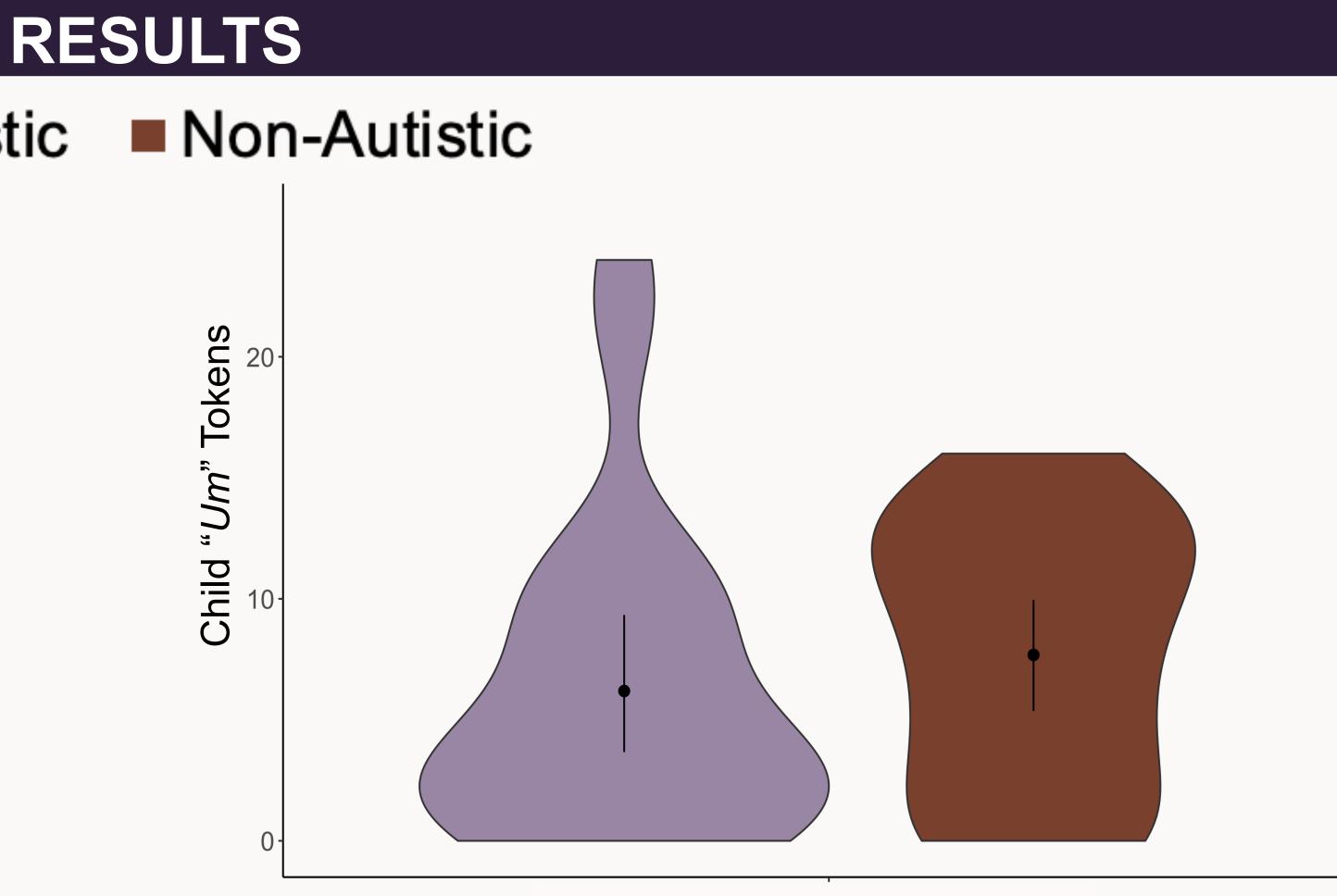


Figure 1. Screenshot of judges on video call from the TSST

Participants narrated a fictional story for threeuninterrupted minutes to a panel of judges (on a video call) who did not backchannel or comment (i.e., Trier Social Stress Test, or **TSST**, Kirschbaum et al., 1993; Figure 1)

Participants also engaged in conversation with an adult research assistant (RA), where they answered questions about their family and hobbies

Audio recordings from each site were transcribed and analyzed using CLAN.⁷ In each language sample, "um" tokens were tallied.



Conversation w/ Virtual Peer

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SITE B

Figure 2. Virtual reality paradigm with peer avatars

• Participants viewed a virtual classroom filled with "peer" avatars (Figure 2) • Participants answered questions about their lives (e.g., favorite vacation, holiday, etc.) and were instructed to direct their responses to the peer avatars (i.e., conversation with virtual peers)

SITE B:

No significant difference between groups in conversation task, p = 0.159