

Panel: Interactive Humor

(Convener. G. Angela Mura)

One of the most recent research trends in the field of verbal humor studies is the analysis of interactive humor (Chovanec and Tsakona, 2018). This perspective examines how the acceptance and negotiation of humorous meanings occur between the producer and the receiver of the message and how humorous discourse is co-constructed. The view of humor in interaction allows us to move beyond the conception of humor as a competence (Attardo, 2001) and focus on humor as a dynamic performance (Dynel and Chovanec, 2021), which is gaining increasing attention within linguistic studies.

Building on Tsakona's proposal (2017), which conceptualizes both oral and written genres as interactive and establishes a taxonomy of discursive genres based on the presence of humor, Ruiz Gurillo (2022) has recently investigated in-depth the interactional aspects that integrate the use of humor in different textual genres. These genres range from genuinely interactive humorous genres like monologues and memes to non-humorous interactive genres such as conversation and digital communication.

The approach of studying humor through interaction constitutes a novel stream that expands the discourse analysis focus on humorous discourse and directs it towards the mechanisms involved in humor negotiation.

This panel welcomes submissions that focus on the interactive value of humor, and proposals related to the following aspects will be considered:

- The co-construction of humor in interaction
- Marks and indicators in interactive humor
- The sequential structure of interactive humor
- Interactive humor in oral, written, or technological textual genres
- Corpus of interactive humor
- Influence of social variables on interactive humor: age, gender, sociocultural level, ethnicity, etc.
- Continued humor and failed humor
- Interactive humor and politeness/impoliteness