

Table of contents

Chapter One: Introduction	9
Chapter Two: Interpersonal Aspects of Conference Presentations as a Distinct Academic Genre (Gabriela Zapletalová)	
2.1 Introduction	13
2.1.1 Materials	14
2.1.2 Methods	14
2.1.2.1 Register Analysis	15
2.1.2.2 Genre analysis	16
2.2 The conference as a genre	19
2.2.1 The genre of the conference presentation	22
2.2.1.1 The spoken–written continuum in the genre	22
2.2.1.2 Generic structure of the conference presentation	25
2.3 Analysis	26
2.3.1 Analysis of direct speaker-audience interaction	27
2.3.1.1 The <i>I</i> perspective	29
2.3.1.2 The <i>we</i> perspective	32
2.3.1.3 The <i>you</i> perspective	33
2.3.1.4 Other ways of expressing speaker-audience interaction	34
2.3.1.5 Discussion	35
2.3.2 Move analysis	36
2.4 Conclusion	39
Chapter Three: Interactions in Academic Writing: Metadiscourse (Tereza Malčíková)	
3.1 Introduction	41
3.2 Theoretical framework	41
3.2.1 Metadiscourse – delimiting the concept	42
3.2.2 Two approaches to metadiscourse	44
3.2.3 Metalanguage, reflexivity, metadiscourse	46
3.2.4 The genre of the undergraduate textbook	47
3.3 Classification of metadiscourse	48
3.4 Metadiscourse in undergraduate textbooks	50
3.4.1 Transition markers	51
3.4.2 Code glosses	53
3.4.3 Evidential markers	55
3.4.4 Hedges	57
3.4.5 Engagement markers	58
3.5 Conclusion	60
Chapter Four: On Dialogues in Computer Games: A Quantitative Analysis of <i>Fallout</i> (Daniel Bizoň)	
4.1 Introduction	62
4.1.1 Computer games and computer role-playing games	63
4.2 Method and material	65
4.2.1 Material	65

4.2.2 Method	67
4.2.2.1 Example analysis	69
4.3 Results	71
4.3.1 Quantitative analysis	71
4.3.1.1 Openings	75
4.3.1.2 Intermediaries	76
4.3.1.3 Endings	77
4.3.2 Speech act analysis	78
4.3.2.1 Analysis of openings	78
4.3.2.2 Analysis of endings	81
4.4 Conclusion	86
List of abbreviations	87
 Chapter Five: Concluding remarks	 89
 Bibliography	 91
 Corpus	 95