Focus
New look at interruptions in agent-agent and human-agent interaction:

1 **Strategy**: cooperative vs. disruptive

2 **Type**: amount of speaker’s overlap

Context (adjacency pairs):
- a) **Question**: clarification vs. misunderstanding
- b) **Opinion**: agreement vs. disagreement
- c) **Partner** communication: completion vs. tang.
- d) **Topic**: elaborate vs. change

Study
4 Trials: Question, Opinion, Partner, Topic

2x3 repeated measures design:
- **Type**: no overlap vs. short vs. long
- **Strategy**: cooperative vs. disruptive

Measurements:
- **Attitude**: dominance and friendliness
- **Engagement and Involvement**

Results

<table>
<thead>
<tr>
<th>Left Agent (interruptee)</th>
<th>Right Agent (interrupter)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Trial</strong></td>
<td><strong>Type (↗ overlap)</strong></td>
</tr>
<tr>
<td>QUESTION</td>
<td>↗ Dominance</td>
</tr>
<tr>
<td>OPINION</td>
<td>n.s.</td>
</tr>
<tr>
<td>PARTNER</td>
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<tr>
<td>TOPIC</td>
<td>n.s.</td>
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</tbody>
</table>

Type (more overlap):  
- **Interruptee** more dominant / less friendly  
- **Interrupter** too!

Strategy (cooperative):  
- **Interrupter** more involved and engaged

Future work:  
- Detect user interruptions  
- Agent model managing interruptions