

Triggering HAVE and BELONG constructions with Language Games

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The data necessary for the description of endangered language has since the early days been obtained in a variety of ways including, but not limited to, typological questionnaires, translation tasks, grammaticality judgements, collections of texts, songs and conversations. Primarily in the area of language acquisition, lately a further method of language elicitation has become more and more important: language tasks and games (Eisenbeiß 2010).

In this talk I will present language games that I have used to trigger the production of HAVE and BELONG type possessive constructions during field research on Miriwoong, a severely endangered non-Pama Nyungan language spoken in the Kununurra area of Western Australia.

In the Miriwoong community the majority of speakers are L2 learners. Apart from being hypothesised to be a suitable elicitation method for the endangered language situation, the language games are taken to be a fitting supplement for the variety of revitalisation measures the community is undertaking.

Bibliography

Eisenbeiss, Sonja. 2010. Production methods in language acquisition research. In Blom, Elma & Unsworth, Sharon (eds.). *Experimental Methods in Language Acquisition Research* (Language Learning and Language Teaching). 11-34. Amsterdam/Philadelphia: John Benjamins.

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