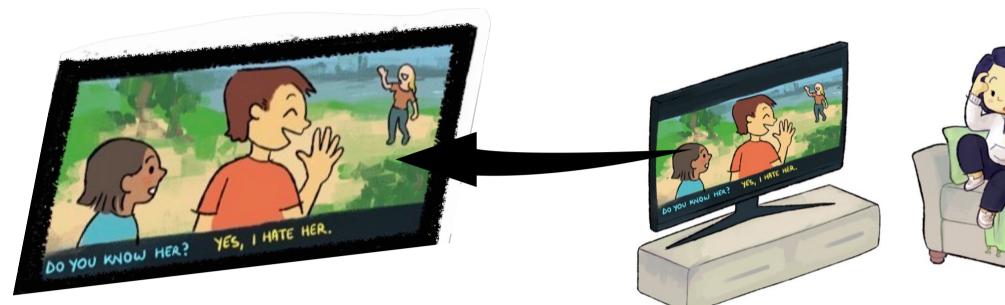


# **Guiding Narrative Comprehension** for Cognitively Diverse Audiences



Audiences may possess varying degrees of cognitive abilities that affect their lives and result in comprehension deficits applicable to monomodal and multimodal communication (APA, 2013). Cognitive barriers in monomodal domain-specific written exchanges have been tackled in the realm of Accessible Communication (UNCRPD, 2006) thanks to comprehensibility-enhanced Easy-to-Understand (E2U) language varieties (Maaß, 2020). However, cognitive barriers are yet to be addressed in audiovisual and narrative communication.



# **Audiovisual Narrative Comprehension: challenges**

- $\triangleright$  Overload of input
- Identifying context-relevant elements  $\triangleright$
- Recall of previous events
- Unravelling false-belief narratives  $\triangleright$
- Inferences
- Verbal
- Misunderstandings
- Social Cues
- Irony
- Non-grammatical sentences

The

solution?

- ► Referents
- Non-verbal
- Setting
- Plot
- $\triangleright$  Film techniques

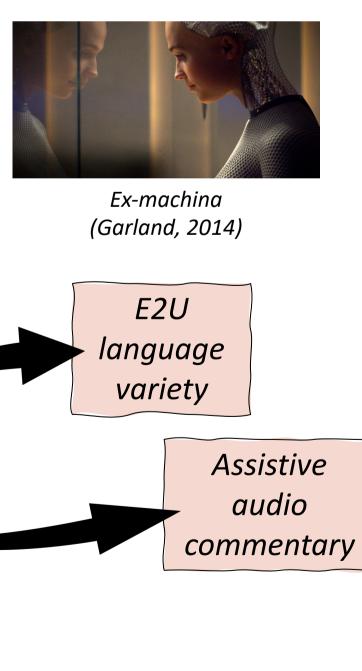




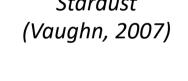
Inglorious Basterds (Tarantino, 2009)

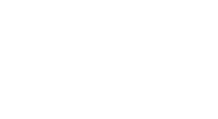






Stardust (Vaughn, 2007)









### **Research Questions**



Which elements of audiovisual narrative present barriers to the access of individuals with diverse cognitive abilities?

Which features of E2U language have been proposed as effective resources to improve verbal comprehension?

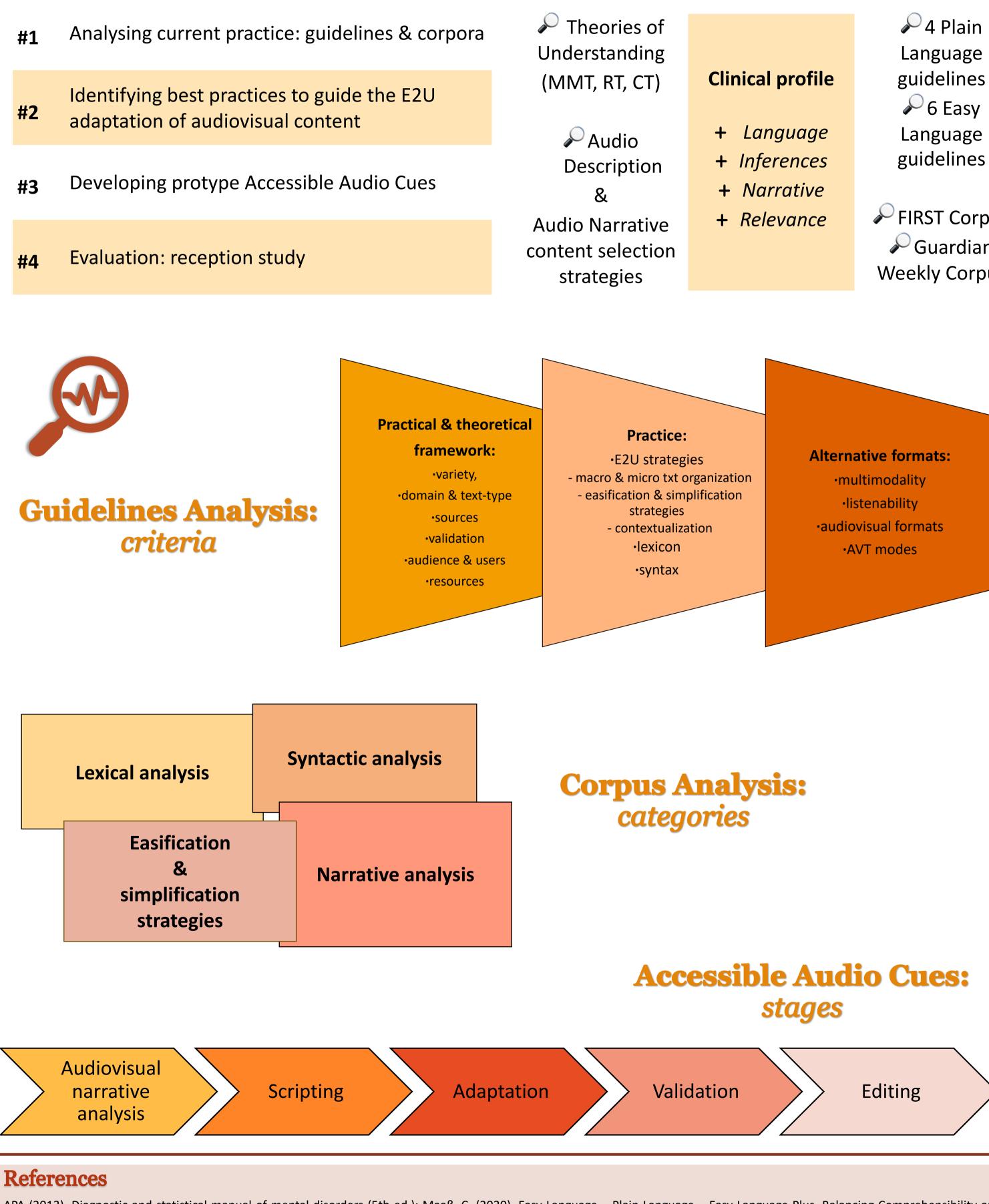
To what extent can Accessible Audio Cues support the comprehension of audiovisual narrative?





Hunger Games, Catching Fire (Lawrence, 2013)

## **Methodology:** *mixed methods*



References APA (2013), Diagnostic and statistical manual of mental disorders (5th ed.); Maaß, C. (2020), Easy Language – Plain Language – Easy Language Plus, Balancing Comprehensibility and Acceptability; UNCRPD (2006), United Nations, Convention on the Rights of Persons with Disabilities



### **Core:** what, why, how

Language guidelines ✓ 6 Easy Language guidelines

FIRST Corpus Guardian Weekly Corpus