What Code-Switching Strategies are Effective in Dialogue Systems?

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1 Crowdsourcing Information

We presented most information and instructions in Spanish to the crowdworkers. The preliminary instructions encouraged users to “use English, Spanish, or a mixture of the two”. The title of the crowdsourced task was also called “Charlemos en Spanglish!”, meaning “Let’s chat in Spanglish!” Our modified bilingual interface is shown in Figure 1.

Figure 1: Crowdsourced users would see an interface similar to this when chatting with our dialogue system via text. Unique features include the bilingual table of friend attributes.

2 Post-Task Survey Questions

After chatting with our agent, the user would fill out this post-task survey, given in English.

3 List of Discourse Markers for the Casual Formality Setting

1. ah
2. ay

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*This work was done while the first author was a student at Carnegie Mellon University.
3.  *este*
4.  *hey*
5.  *nah*
6.  *oh*
7.  *ok*
8.  *oye*
9.  *pues*
10.  *so*
11.  *yeah*
12.  .. *y tú?*