

Библиографический список:

1. Рубцова А. С. Речевое поведение личности в экстремальной ситуации (на материале англоязычной художественной литературы) // Rhema. Рема. 2012. №2. URL: <https://cyberleninka.ru/article/n/rechevoe-povedenie-lichnosti-v-ekstremalnoy-situatsii-na-materiale-angloyazychnoy-hudozhestvennoy-literatury>
2. Тюрина С.Ю. Лексико-фонетические характеристики связующих элементов дискурса в английской деловой речи (на материале фраз вежливого прерывания разговора): автореферат дис. канд. филол. наук. — Иваново, 2003. — 20 с.
3. Boye, Johan & Gustafson, Joakim & R&d, Teliasonera & Sweden. (2005). How to do dialogue in a fairy-tale world.
4. Lestary, Agustina & Krismanti, Ninuk & Hermaniar, Yulieda. (2018). Interruptions and Silences in Conversations: A Turn-Taking Analysis. PAROLE: Journal of Linguistics and Education. 7. 64. 10.14710/parole.v7i2.64.
5. Martin, J.. (2015). A Functional Model for Dialogic Speech in Video Game Design. 10.13140/RG.2.2.21962.11202.
6. Nguyen, K., & Andersson, A. (2022). Asynchronous Dialogue System (Dissertation). Retrieved from <http://urn.kb.se/resolve?urn=urn:nbn:se:mau:diva-53486>
7. Tannen D. You just don't understand. Women and Men in Conversation [Электронный ресурс]. — Режим доступа. — URL: <http://www.barnesandnoble.com/w/you-just-dont-understand-deborah-tannen>
8. The Guardian. Why do people interrupt? It depends on whom you're talking to [Электронный ресурс]. — Режим доступа. — URL: <https://www.theguardian.com/lifeandstyle/2018/may/18/why-do-people-interrupt-it-depends-on-whom-youre-talking-to>
9. Sali, Serdar & Wardrip-Fruin, Noah & Dow, Steven & Mateas, Michael & Kurniawan, Sri & Reed, Aaron & Liu, Ronald. (2010). Playing with words: from intuition to evaluation of game dialogue interfaces. 179-186. 10.1145/1822348.1822372.

Список источников изображений:

1. Afterparty, 2019, Night School Studio
2. Oxenfree, 2016, Night School Studio
3. Say No! More, 2021, Studio Fizbin
4. Danganronpa V3: Killing Harmony, 2017, Spike Chunsoft
5. Life Is Strange: Before the Storm, 2017, Deck Nine
6. Fahrenheit, 2005, Quantic Dream
7. Heavy Rain, 2010, Quantic Dream
8. Batman: The Enemy Within, 2017, Telltale Games
9. The Stanley Parable, 2011, Дэви Риден
10. Katana Zero, 2019, Askiisoft
11. Лига Легенд, 2009, Riot Games
12. Ведьмак, 2007, CD Projekt RED
13. Façade, 2005, Procedural Arts

14. Mass Effect, 2007, BioWare
15. Disco Elysium, 2019, ZA/UM
16. Deus Ex: Human Revolution, 2011, Eidos Montreal
17. Night in the woods, 2017, Infinite Fall