


Module 5-6: Intonation for Casual Speech

In this module, you will listen to and practice conducting short dialogues in casual speech with the correct intonation.

The pitch displays used for the sentences below are generated by **スズキくん** (<http://www.gavo.t.u-tokyo.ac.jp/ojad/phrasing>). In the pitch display:

- You will see the mark ㇿ added in a sentence. The mark indicates that the pitch drops after that.
- Mora with high pitch is indicated by the line added above the hiragana (コーヒーを).
- Shaded hiragana such as す is devoiced.

Before practicing casual short dialogues, let's practice short phrases and expressions frequently used in casual speech.

Practice I: Listen to the audio file of the following phrases and repeat them. Pay attention to the intonation.  5-6-1

1. うん (Yes.)

うん
うん

2. ううん (No.)

ううん
ううん

3. そっか (I see.)

そっか
そっか

4. そうだね (It's so, isn't it.)

そうだね
そうだね

5. いいね (That's good; sounds good.)


いいね
いいね

6. いいよ (That's okay/good.)


いいよ
いいよ

7. ありがとう (Thanks.)


ありがとう
ありがとう

Practice II: Listen to the audio file of the following phrases and repeat them. Pay attention to the intonation.  5-6-2


1. どう？ (How [is it]?)


 どう？
 どう？


2. どうだった？ (How was it?)


 どうだった？
 どうだった？

3. どうして？ (Why [is it]?)


 どうして？
 どうして？


4. なに？ (What [is it]?)


 なに？
 なに？

5. どこ？ (Where [is it]?)


 どこ？
 どこ？

6. いつ？ (When [is it]?)


 いつ？
 いつ？

Now, let's practice short dialogues in casual speech. When speaking casually, you use a rising intonation for questions as you practiced above. You use a falling intonation for statements.



Example:  5-6-3



A : しゅうまつ / よくゲームする ? /




B : うん / する。 /

A : じゃあ / どうよびに / いっしょにしない ? /

B : うん / いいよ。 /

A :  しゅうまつ  よくゲームする？
 しゅうまつ よくゲームする？

B :  うん  する。
 うん する。

A :  じゃあ  どうよびに  いっしょにしない？
 じゃあ どうよびに いっしょにしない？

B : うん いいよ。
 うん いいよ。

The pauses added here is not the only way. If you can say longer units without making a pause or pauses, you can do so.

To get pitch displays above, go to the website of スズキくん (<http://www.gavo.t.u-tokyo.ac.jp/ojad/phrasing>). You can copy and paste the dialogue in the box, and click the button at the bottom.

Prosody Tutor Suzuki-kun

This will display a pitch contour taking account of accentual changes for the sentence that was input. With ", . . . , ? ! ? ! : " / " and line breaks it is possible for you to enter phrase breaks. With the symbols " . . . ? ! ? ! " and the line break, you can end sentences. A sentence end will always be a phrase end. This also works for question sentences. Unlike OJAD Textbook Version, the analysis of morphology and prediction of accent boundaries and accent kernels are done by automatic speech processing techniques so the performance is not 100% accurate. However, we still urge you to use this for your Japanese language studies.

The details for the Read-aloud Features can be viewed at [here](#). View the note at the below. Also, this functionality uses [Research Progress](#) from KDDI research laboratory.

1) Copy and paste what you want to practice.

2) Click this button.

Pitch Contour: Pitch Contour with Accents (Beginner) ▾
 Accent Above Text: Beginner ▾
 Accent Marking: Accent kernel and H-tone ▾
 Accent phrase boundary: Machine learning ▾
 Reading/accent type prediction: Predict ▾
 Display the Phrase Component: Hide ▾
 Pitch Contour Parameters: Hide ▾
 Show original: Show ▾
 Show JEITA label: Hide ▾
 Analyze

Practice III: Listen to the audio file of each conversation and repeat it. Pay attention to the intonation.

1. 5-6-4

A : たなかさん / スポーツ好き ? /
 B : うん / すき。 /

2.  5-6-5

A : なおみさんは / アイちゃんのともだち? /

B : ううん / ともだちじゃない。 /

3.  5-6-6

A : ごめん / あとで / キッチンそうじしてくれない? /

B : うん / いいよ。 /

4.  5-6-7

A : ねえ / このパソコン / つかってもいい? /

B : ごめん / ちょっと... /

5.  5-6-8

A : きのう / なにした? /

B : きのう? / としょかんにいったよ。 /

6.  5-6-9

A : これ / アイちゃんのコンピューター? / かわいいね。 /

B : ありがとう! / たんじょうびに / ちちにもらったんだ。 / すごくかるいんだよ。 /