**Simultaneity vs Sequentiality:**

Serial Verb Constructions at the intersection. The case of Agents in Motion Predicates.

**Introduction**

The **simultaneity** incline: Sign Languages can simultaneously encode a good amount of morphological information that would be impossible in most sequentially inclined Spoken Languages.

**2 claims:**

- The **sequentiality** incline: Sign Languages use the morpho-syntactic device of Seriality (Supalla 1990, Benedicto-Cejajnov-Qzer 2008, Lai 2012) which linearizes verbal morpho-syntactic components sequentially.

**Tension!!**

We will claim that such **optinality** is the by-product of:

- [i] the specific morphemes selected in the Numeration and
- [ii] the particular subjunctive structure underlying the predicate.

**Goals**

- to characterize the **syntactic strategies** used by ASL to add an agent argument onto an intransitive motion predicate (i.e., to transitivize it);
- to provide a principle-based account of the factors that underlie the tension between simultaneity and sequentiality, observed in the range of syntactic patterns obtained in the data collected.

**Assumptions**

1. Agents are introduced by a dedicated functional head, little v
   (Hargus 1996, Chomsky 1995)
2. a v-split
   (Benedicto 2005; Benedicto-Cejajnov-Qzer 2004, Ramchand 2008; Harvey 2013)
   a. an agentive v1 (v2=v2)
   b. a thematic v (v1=v1)

**Hypothesis**

**Continuous Contact:**

HDL-CL + GO Raising to v1 (n-PathSharing)

**Non-Continuous Contact:**

BP-CL + GO not Raising to v1 (no n-PathSharing)

**Data and Data Collection**

**Two types of Agents:** (based on cross-linguistic contrasts (Haeg-Jensen, 2001)

- those in continuous contact with the Theme (John took the child to the doctor and)
- those with only initial non-continuous contact (John kicked the ball into the goal).

- Data from 3 native ASL signers were collected.

- Stimuli belong to a larger project on Motion Predicates containing (Benedicto, 2017/2019)
  - 178 animated video-clips,
  - with 87 related to transitivization:
    - 50 for initial non-continuous contact (kick-type),
    - 37 items for continuous contact (pitch-type) (slide),
  - each with a corresponding minimal contrastive transitive pair (slide).

- Telic and atelic versions of the motion event are

**Type 1-a:**

1 α-CL
1 _ +GO
Successive Head Move
<= Atelic

H1. ... GIRL TRAIN CdnwNXT+GRABNXT
H2. SdnwNXT+BE_ATb T-U-N-N-E-L ... TRAIN SdnwNXT+BE_ATa

**Type 1-b:**

2 α-CL
1 _ +GO
Head Move: -GO > v1
<= Telic

H1. ... (FATHER) (CHILD) C-CHIL+HOLDNXT V-bntwNXT-SLIDE-REACH.
H2. ... C-CHIL+HOLDNXT B-NTwNXT-BE_AT

**Type 1-c:**

3 α-CL
1 _ +GO
Head Move: [-GO > v1]; [-GO > v1] > v2
<= Atelic

H1. GIRL ... TRAIN CdnwNXT+GRABNXT V-bntwNXT-SLIDE-REACH.
H2. TRAIN