Wetten, dass?: Indirect requests in a German game show

I aim to show that German speakers, though seemingly more direct than English speakers, do in fact employ multiple indirect request strategies. I will look at which strategies German speakers utilize to do so. I draw data from the popular German game show entitled “Wetten, dass..?” (Wanna bet that..?), where participants are asked to do a number of ridiculous acts. I classify the requests in my data based on the strategies considered in Blum-Kulka et al.’s paper, Requests and Apologies: A Cross-Cultural Study of Speech Act Realization Patterns (CCSARP) (1984). I have chosen to use this paper alongside my data because it presents ideas on both English and German. Therefore, I can compare my German data with that given in the paper, something I could not do if I were to use a paper that focuses solely on English. I predict that the German speech in the game show will include various types of indirect requests – some which use similar strategies as English and some that use different strategies. What is important is that German speech does in fact include indirect requests.