1. The semantics of verbal situation types

1.1 Basic events

(1) a. Mary burned the book
    b. Mary liked the book

   event 1: well-defined boundaries in time, sequence that comprises event can be sequentially portrayed in time:
      internally heterogeneous, component events are all different, is dynamic

   event 2: not clearly defined boundaries
      internally homogeneous; started in past, open if it still continues, is stative

1.2 Perfective vs. imperfective V

   perfective situations: bounded events
   imperfective situations: unbounded events

   perfective: Vendler: accomplishments, achievements, activities. *jump, kick, bite, learn, break

(2) She learns/is learning the poem

   imperfective: Vendler: states resemble, have, know, like, believed

(3) He knows/*is knowing the poem

2. Aspectuality and Verbal quantification

Aspectuality: System of the internal temporal semantics of verbs/verbal propositions

Internal structure of propositions can be quantified:                              
→ Aspectual classes (Vendler, 1967)

2.1 Aspectual classes

1. activity (to run, to push a cart)
2. accomplishment (to run a mile, to draw a circle)
3. achievement (to win a race, to reach the summit)
4. state (to like somebody, to hate something)

→ Classes define the telicity or atelicity of events (from telos <Greek>: goal)

2.2 States

- static, unchanging situations or qualities (emotional, physical)
- are continuous over period of time, can answer the question, how long?

Properties: no progressive  *Lisa is hating it
            no imperative  Like this book!
            no "finish"  *I finished believing it vs. I started/stopped believing it

2.3 Activities

- dynamic situations, can persist indefinitely, no defined endpoint
- have no definite end, can answer the question, how long?

Properties: progressive  We were observing the entrance
            imperative  Watch this movie!
            voluntary  I’m deliberately looking at the picture
            involuntary  Our plant is growing

→ If the plant stops growing, it has grown

2.4 Accomplishments

- dynamic situations with a defined endpoint/climax
- endpoint must be reached, can answer the question, how long?

Properties: have “finish”  John finishes writing the letter
            happen in X time  She recovered from the flu in 2 weeks
            do not happen for X time  *She recovered from the flu for 2 weeks

→ If John stops writing the letter, he has not written it

2.5 Achievements

- dynamic situations, occur instantaneously
- punctual events in which a state changes, can answer the question, at what time?

Properties: type A: instantaneous  We reached the summit
            type B: culmination phase  We found a solution

3. Telicity and quantity

   atelic + quantified   telic  (to draw a circle)
   atelic + unquantified  atelic  (to drink beer)
   telic + quantified  telic  (to splint trunks)
   telic + unquantified  atelic  (to splint wood)

→ Classes define the telicity or atelicity of events (from telos <Greek>: goal)