

This paper provides a formal framework to analyze miscommunication in the common-interest game where agents have noisy perceptions about the occasion of communication. A language is modeled as a meaning function, which specifies the meaning of an expression given an occasion. This paper then analyzes the properties of incentive-compatible meaning functions, which can be supported by an equilibrium. It is shown that any incentive-compatible meaning function almost inevitably induces miscommunication when casual and professional communications coexist. The model provides insight into the miscommunication that triggered a well-known aircraft crash.