



38.

However, such behavioral interactions between humans and pet animals are usually asymmetrically organized.

One of the most commonly cited reasons for keeping a pet animal is for the companionship it can provide. (①) The general term companionship usually translates into partaking in shared activities, such as walking the dog, playing with the cat. (②) Humans tend to interact with their pets when they feel like it, rather than consistently responding to the animal's demands for attention. (③) In addition, it is often observed that once interaction between humans and pets has arisen, the termination of such interactional sequences invariably originates from the human. (④) This suggests that activities like walking the dog and playing with the cat only arise when time can be spared from the human owner's other commitments. (⑤) Therefore, if one views activity as a global concept – involving instigation, performance and termination – labeling certain forms of human-pet interaction as shared activities may be misleading.

*asymmetrically: 불균형적으로