OVERVIEW:

1. Introduction

Time: 1-2 days
References: Conlang FAQ; LJ comm.'s; CONLANG-L
Pre-HW:
1. Course sign-up form, polls
Post-HW:
1. Look through conlangs_decal comm.
2. Read Conlang FAQ
3. Look at conlangs comm., conlang-l
4. Start thinking about own goals
5. Read manifestos, intros from reader / online.
6. Browse other online resources

❖ Intro speech (Klingon, Quenya, Lojban, Esperanto, English)

❖ Who does this?
  ➤ G B LH Ls
  ➤ Famous people (Dante)
  ➤ Powerful people (Korean, Turkish)
  ➤ Hobbyists
    ▪ Linguists
    ▪ Non-linguists
  ➤ Fiction writers
  ➤ Random people

❖ What are conlangs?
  ➤ "Constructed language" i.e., L created w/ <u>intent</u>
  ➤ Spectrum of natural ⇔ artificial

- ➢ **Goals** (vs. natlangs which have none); cont'd later
  - ▪ Criteria, prototypes, evaluation of success
- ➢ Spectrum of <u>scope</u>
  - ▪ Code (Morse, Hobo Sign)
  - ▪ Relexification (Thieves' Cant, Pig Latin)
    - • By algorithm
    - • Slang
    - • Pronunciation
  - ▪ Minimal-grammar conlang (naming language)
  - ▪ Language addition (natlang+)
    - • Modularity
  - ▪ Low-grammar conlang (short phrases, sayings, citations, etc)
  - ▪ Low-vocab conlang
  - ▪ Full conlang
  - ▪ Living language (Esperanto etc.)
- ➢ Spectrum of <u>naturalness</u>
  - ▪ Universals
  - ▪ Natlang, a priori, a posteriori
  - ▪ Stealth conlangs (Korean, Hebrew, Turkish, etc)

- ❖ What goes into developing a conlang?
  - ➢ **GOAL**
    - ▪ Aesthetics
    - ▪ Crypto
    - ▪ Sapir-Whorf
    - ▪ World-building
    - ▪ Logic / philosophical
    - ▪ Auxiliary L
      - • Local / international
    - ▪ Break/test "Universals"
    - ▪ Machine translation
      - • Pivot / meta language
      - • AI language internal descriptions
    - ▪ "Fixing" natlangs (not this class)
    - ▪ Proto-language extrapolation
    - ▪ Communication w/ God (glossolalia)
    - ▪ "Ideal" language
    - ▪ Learn linguistics
    - ▪ Special purpose
    - ▪ Fun!
  - ➢ *DISCUSS: Other goals?*
  - ➢ Top-down vs. bottom-up
    - ▪ Bottom-up
      - • Sound system: Phonetics, phonology, phonotactics, suprasegmentals
      - • Writing system: Orthography (-ies?)
      - • Signing system

- Morphology, syntax
- Vocabulary generation, semantics, pragmatics
- Language families, "historical" change, variation (register / accent / dialect)
- Corpus
  - Top-down
    - Amount of elaborate on **goals**
  - Mixing
    - For this class, top-down first to have clear goals in mind, then bottom-up, adding top-down specs as we go.
    - Don't be afraid to revise based on new info or ideas
      - Don't over-revise and get frozen

- ❖ Final Project
  - ➢ Req'd for 3 units
  - ➢ 1. Create a language
    - Human use (no freaklangs)
    - *Not* clone of English or other L1
    - Original
    - Mid-way on scope spectrum – has all parts to do translation
    - IPA, etc. for formal descriptions (will go over during class)
    - Grammatical description
    - Vocabulary
    - Babel translation (NOT EASY!)
  - ➢ 2. Create language parts
    - Detailed
    - Modular
    - Equivalent work.
  - ➢ 3. Research; other proposals
    - Equivalent work; open to ideas.

- ❖ Who am I?
  - ➢ Naming
  - ➢ CogSci, 3rd yr. transfer
  - ➢ Conlanger
    - Main interests: theoretical design, "ideal" language, pushing evelopes
  - ➢ Disclaimers
    - Not an Official Linguist
    - Don't know everything about conlangs
    - Will not cover everything relevant during class
    - Make mistakes
      - Disagreement encouraged
        - Including for ODIL etc
    - Suck at remembering names
      - Name cards?
    - NO OFFICIAL WAY

- 1st time teaching
- Eccentric\

- ❖ Meta / class structure
  - ➤ Lecture / discussion / activity
  - ➤ Free to interrupt, add – take over, if know more than me
  - ➤ Creativity <u>mandatory</u> ☺
    - <u>Not</u> traditional linguistics class
      - Creation != post-hoc description
      - Not conservative (re. theory, univerals)
      - No need to be like other languages (but not Wrong either)
    - Don't be afraid to change decisions
  - ➤ Class conlang?
  - ➤ Homework
    - Pre-HW
      - Readings, etc
      - Due by relevant class
      - Assumed done; will be gone over iff requested
      - Keep me informed of how well keeping up
    - Post-HW
      - Verification of understanding concepts
      - Practical language creation, by chunks
        - ◆ Only req'd for 3-unit / final project doers
      - Related info
      - Generally due 1 week after last class on topic.
    - Not graded, just checked
    - Received via LJ comments / emailing .doc/.pdf
      - In paper only if not possible online
  - ➤ Quizzes posted to LJ
    - Screened
    - Answers posted to LJ
    - Go over in class iff requested
  - ➤ LiveJournal
    - Account mandatory – free, easy, anonymous if desired
      - Problems?
    - Discussion
    - Friends-only locking = private to class
    - Lecture notes
      - Volunteer?
    - Internet resources
      - Go over syllabus list
  - ➤ Essays
    - Midterm & final essays
    - Described in syllabus
    - Due dates TBD

- ❖ Administrativa
  - ➢ Class size
  - ➢ Talk to me if any problems, changes, etc
  - ➢ CCNs given out in 3rd week
    - ▪ Ask if req'd sooner
  - ➢ <u>Up to</u> 2-3 units – less OK, audit OK, non-UC OK
  - ➢ Recommended text: *Contemporary Linguistics* (O'Grady) or *Introduction to Language* (Fromkin)
    - ▪ Language Files / other intro ling. text OK
    - ▪ Describing Morphosyntax, etc. – good reads, optional
  - ➢ Reader
  - ➢ A/V recording

- ❖ General Principles
  - ➢ Everything is a continuum
    - ▪ **All** categories are, to some extent, just points on continua
    - ▪ Noun ⇔ Verb, Isolating ⇔ Polysynthetic, etc.
  - ➢ Tool & Purpose
    - ▪ Many, many variables
      - • "These are [some of] the possibilities"
    - ▪ Many possible uses
      - • Grammar, aesthetics, variation, irregularity, etc
      - • Be creative
        - ♦ E.g. SOV → APS paradigm; word order is a tool
  - ➢ Keep goals in mind for everything
    - ▪ "How does this apply?"
    - ▪ "What can I do with this?"
    - ▪ If naturalness is important, use Universals
    - ▪ Context!
      - • "Whom is this language for / used by?"
      - • Culture, borrowings, worldview, concept exposure
  - ➢ Know your biases; be creative
    - ▪ "How do my native languages do this?"
    - ▪ "How do other languages do this?
    - ▪ "What are the assumptions I'm making here?"
    - ▪ "What are other ways to do this, look at this, etc. that haven't been done before?"
  - ➢ Category-based descriptions
    - ▪ Rules act on *categories* not exemplars as much as possible
    - ▪ Categories have certain properties (e.g. "nouns" – distributional / structural / etc)
  - ➢ Variation and irregularity
    - ▪ Connotations

- ❖ Questions?

3. Typology
Time: 1-2 days
References: CL 349
Pre-HW:
1. Read CL 349-365
Post-HW:
1. Decide on typology
2. Decide on goals
3. Elaborate reasons for both
4. Describe conculture and/or other relevant context
5. Post to LJ – public comments
6. Research conlangs with similar goals to yours

❖ Summary of linguistic qualities; used to classify languages
  ➢ Not genetic or areal
  ➢ Comprises:
    ▪ Phonology
    ▪ Morphology
    ▪ Syntax
    ▪ Etc.
  ➢ Universals
    ▪ Absolutes
    ▪ Probabilities
    ▪ Implications

❖ Conlang Typology (via Rick Harrison, modified)
  ➢ Primarily via source of grammar & vocab:
  ➢ A posteriori
    ▪ Modification / revivification
      • Natlang (Latino sine Flexion - Peano)
      • A posteriori conlang (Ido – from Esperanto)
    ▪ Combination of languages
      • Related natlangs (Esperanto – Zamenhof)
      • Unrelated natlangs (Vorlin – Harrison)
      • A posteriori conlangs
  ➢ A priori
    ▪ Philosophical languages
      • Categorical vocabulary? (Ro – Foster)
    ▪ Not primarily phonetic mode
      • Pasigraphy (symbol/icon) (Blissymbolics)
      • Number language
      • Pasimology (sign language)
      • Etc.
  ➢ Mixed
  ➢ Naming – foo-langs

- ❖ Phonology (<u>contrastive</u>)
  - ➢ Vowels
    - ▪ # of vowels
    - ▪ Nasal vowels?
    - ▪ Long vowels?
  - ➢ Consonants
    - ▪ ~# of consonants?
    - ▪ Voiced Cs?
  - ➢ Tone
    - ▪ Register?
    - ▪ Contour?
    - ▪ Mixed?
    - ▪ Intonation
  - ➢ Stress
    - ▪ Fixed
    - ▪ Free (idiosyncratic by word)
    - ▪ Grammatical
  - ➢ Phonotactics
    - ▪ Onset clusters
    - ▪ Offset clusters / codas

- ❖ Morphology
  - ➢ Synthesis: isolating ⇔ polysynthetic (CL 356)
    - ▪ Words = unbroken units vs. = lots of combined subunits
  - ➢ Fusion: agglutinating ⇔ inflectional (fusional)
    - ▪ Polysemy of morphemes; ease of divisibility (sang vs. listened)
  - ➢ Processes
    - ▪ Prefix, suffix, infix / interfix, stem modification, reduplication, suprafixation
    - ▪ Suppletion
  - ➢ Head vs. dependent marking (e.g. possessive)
  - ➢ <u>Mixed</u>
    - ▪ Most Ls
    - ▪ Use above to describe subparts of L (vs. whole)
    - ▪ Spectrum (again)

- ❖ Syntax
  - ➢ SOV etc
    - ▪ Simple declarative Ss
      - • Transformations make broader
    - ▪ Marks *argument structure*
  - ➢ APS – AVP / SV system
    - ▪ More flexible
  - ➢ "Free" word order
    - ▪ Highly marked
    - ▪ Used to indicate other things, e.g., pragmatics

4. **Sound Systems**
   Time: 1-3 days
   References: LF 33, CL 15, IPA+CXS chart
   Pre-HW:
   1. Read up on IPA online, incl. sound examples
   2. Read chart
   3. Read LF/CL chapters
   Post-HW:
   1. Think about aesthetics, density, etc. factors
   2. Create phonetic inventory and discriminating features; post, w/ reasons
   3. Add phonology (allophones etc.); post
   4. Add phonotactics; post
   5. Add other sound-change rules; post
   6. Problem set 1 – transliteration to/from IPA & CXS\
   7. Problem set 2 – derive []->// rules, simple and multistep

❖ Activity (3 min): Come up w/ list of all possible sounds (small groups)

❖ Phonetics
  ➤ IPA; CXS or X-SAMPA
    ▪ Handwriting vs. online (ASCII)
    ▪ Required
  ➤ Consonants
    ▪ MOA: stop, fricative, affricate, liquid, glide, …
    ▪ POA: bilabial, labiodental, interdental, alveolar, alveopalatal, palatal, velar, uvular, pharyngeal, glottal
      • Different for aliens?
    ▪ Voicing: voiceless, voiced, whisper, murmur
    ▪ Nasalization
    ▪ Aspiration
    ▪ Release
    ▪ Length
      • Syllabic / sonortant vs. obstruent
  ➤ Vowels
    ▪ High ⇔ low
    ▪ Front ⇔ back
    ▪ Tenseness
    ▪ Roudness
    ▪ Nasalization
    ▪ Length
  ➤ Glides, dipthongs, combinations (affricates)
  ➤ [a] format
  ➤ More! (look at IPA)
    ▪ Clicks, ejectives, …
  ➤ Phonaesthetics?
  ➤ Onomatopaeia

- ➢ Iconicity vs. arbitrariness
  - ▪ Micro-semantics?
    - • E.g. plosives = "outward"; sonorants = "continuing", etc

- ❖ Sound change
  - ➢ Phonemes
    - ▪ Allophones
    - ▪ Minimal pair test
    - ▪ Define by features (broad vs. narrow descriptions)
    - ▪ Underlying Representation
    - ▪ /a/ format
  - ➢ Natrual classes
    - ▪ Some MOA / POA / other featural group
    - ▪ ~= rectangle on IPA chart
      - • Exceptions (Rs, nasals, sibilants, …)
  - ➢ Context dependent
    - ▪ → / ← assimilation of MOA / POA, etc
    - ▪ Neighboring consonants (e.g., m/n + p/t in English)
    - ▪ Neighboring vowels (e.g. nasalization → spread)
    - ▪ Deletion
    - ▪ Insertion
    - ▪ Elision (p + p = p)
    - ▪ Nasalization
    - ▪ Lengthening
    - ▪ Word boundaries
    - ▪ Anything that modifies features or existence
  - ➢ /UR/ → [SR] rules
    - ▪ Feeding
  - ➢ Within allophones or not (e.g. English aspiration rules)

- ❖ Syllable / word structure
  - ➢ Phonotactics
    - ▪ Allowed C(C)V(C) etc. combinations per syllable
    - ▪ Onset vs. offset / coda
    - ▪ Root part = Vs or = syllabics?
    - ▪ Different depending on context? (e.g., word boundaries)
    - ▪ Multiple structures (form 1, 2, 3…) for different purposes?
  - ➢ Onset / offset clusters
    - ▪ Onset != offset rules?
    - ▪ CV syllabaries = n/a
    - ▪ 2, 3, 4+ C clusters (separate rules?)
    - ▪ Context?
    - ▪ Define by features (e.g., "sibilant + stop onset OK")
    - ▪ Self-bounding words?
      - • Machine translation
  - ➢ Syllable boundaries

- ▪ "greedy codas"?
    - ➢ Minimal – syllabic roots, nil onset/coda

- ❖ Activity: Come up with possible phoneme / allophone groups
- ❖ Activity: Come up with context-based sound change rules

- ❖ Suprasegmentals
    - ➢ Stress
        - ▪ Syllable-based
        - ▪ Meaning / intonation
        - ▪ Idiosyncratic by word
    - ➢ Tone
        - ▪ Register (H M L …)
        - ▪ Contour (MH, HLH, …)
        - ▪ Mixed
        - ▪ By syllable, word, sentence, segment
        - ▪ Context change

- ❖ Borrowing
    - ➢ Transliterate into closest available
    - ➢ Con't way later

- ❖ **OVERALL IDEA** (not just sound systems)
    - ➢ 2 general types of choices to make
        - ▪ WHAT changes
        - ▪ WHY they change
            - ● Aesthetics
            - ● Meaning
            - ● Etc
    - ➢ Tools + design = result

5. Writing Systems
   Time: 1-3 days
   References: CL 591, Omniglot
   Pre-HW:
   1. Omniglot: read at least 1 description each of 3 different categories
   Post-HW:
   1. Look at LaTeX, Metafont, etc.
   2. Choose writing system
   3. Create it; post. If complex or non-phonetic, turn in what's ready by due date, continue posting as available

❖ Why orthography next? (…and not e.g., morphology)?
   ➤ Othography is another <u>mode</u> to convey meaning
   ➤ Language = system to transmit meaning. (Controversial!)
   ➤ 1st need to go through various systems / modes
   ➤ Next up: signing!

❖ Spectrum 1: Purpose
   ➤ Record another mode (e.g., phonetic)
   ➤ Intrinsic meaning
      ▪ Internal morphology?
         • Kanji radicals – phonetic, meaning-parts, etc
   ➤ Mixed

❖ Spectrum 2: form
   ➤ Controversial, again!
   ➤ 1D serial (Morse code)
   ➤ 2d serial (alphabets)
   ➤ Dense 2d serial (logograms)
   ➤ 2+D serial (Korean, Mayan)
   ➤ 2D full (webs, Betamaze)
   ➤ 3D (statues?)
   ➤ Static vs. dynamic?
   ➤ Color variation?
   ➤ Size variation?
   ➤ Direction
      ▪ L->R, R->L, boustrophedon, non-linear, …
   ➤ Contour-based ID = easier to read when fuzzy

❖ Phonetic alphabets
   ➤ Letter = syllable(s), consonant / vowel, …?
   ➤ Drop some features? (e.g. short vowels)
   ➤ 1:1 or 1:M/M:1/M:M correspondence between symbol & sound?
      ▪ If many – spelling rules?
      ▪ For semantic/derivational use?
   ➤ Diacritics to indicate features (Vs, tone, stress, voicing, …)

- ➢ Names for letters
- ➢ Ordering (1D, 2D, …?)
  - ▪ Multiple orderings (Jap. a i u e o vs. i ro ha ni ho he to)

- ❖ Logographic
  - ➢ Stylized / arbitrary vs. iconographic
  - ➢ Made up of radicals?
  - ➢ Placement important?
    - ▪ w/in character
    - ▪ between characters
  - ➢ # of characters
  - ➢ Combinations
    - ▪ e.g. Blissymbolics person + forward + building = visitor

- ❖ Mixed systems
  - ➢ Logograms ($, &, %, etc)
  - ➢ Phonetic radicals in kanji
  - ➢ Spelling to indicate more than phonetics

- ❖ Punctuation

- ❖ Number system(s)
  - ➢ Different purposes (e.g. English)

- ❖ Variation
  - ➢ Aesthetic
    - ▪ Isolated / front / medial / final / affix forms
  - ➢ Multiple orthographies
    - ▪ E.g. Japanese kanji, hiragana, katakana, romaji
    - ▪ Script vs. block etc.
  - ➢ Capital letters / other special markers/variations
    - ▪ Phrase delimiters
    - ▪ References / pronouns
    - ▪ Grammatical markers
  - ➢ Fonts
    - ▪ Degredation (e.g. handwriting) – allowable variance vs. comprehension
  - ➢ Context rules (like phonology)

6. **Signing Systems**
   Time: 1 day
   References:
   Pre-HW:
   1.
   Post-HW:
   1. Using a sign system?
   2. If yes, decide component allowable parts (cheremes); post.

❖ Visual / Spatial vs. Acoustic / Temporal

❖ HC MOV POS OR system
   ➢ Handshapes
      ▪ ASL alphabet + variations
      ▪ Gang signs
      ▪ Etc
   ➢ Position
      ▪ Touching body parts
      ▪ In front of / next to body parts
      ▪ Farther – "neutral" spaces
      ▪ Pronoun use
   ➢ Movement
      ▪ # / repetition
      ▪ Direction
      ▪ Path
      ▪ Manner
   ➢ Orientation
      ▪ Twist, facing
      ▪ Key points (e.g. tip of index finger in "1")
   ➢ POS HOLD system?

❖ Other features analogous to phonology, morphology, syntax (next)
   ➢ Context variance
   ➢ Allocheres / cheremes

❖ <u>Overlapping features</u>

❖ Alphabet (phonetic?)

❖ Iconic vs arbitrary

❖ Spatial grammar (e.g. give-repeatedly-to many)

❖ Tactile signing?

❖ **<u>WRAPUP</u>**

- Combining phonetics, phonology, signing, phonotactics to create the system of possible things to "say"
- Various variables to be accessed by other systems (e.g., meaning)
- Context change
- Allowable variance vs. contrastive
  - Accents, having a cold, etc

History

Voynich – 1586 (earlier?) – hoax?:
http://www.crystalinks.com/voynich.html

Lingua Ignota (Hildegarde von Bingen, 1153/54)
Arithmeticus nomenclator (anonymous Spanish Jesuit, 1653)
Wilkins' (1641)
Dalgarno's (1661)
Beck's "Universal Character" (1657)
Johnston's "Synthetic Language" (1641)

- timeline (langmaker stats, etc); growth of Internet; growth of conlanging in 90s-00s
- Lingua Ignota, Bala-i-balan, Dalgarno's Universal Language, Solresol, Volapuk
- V. manuscript
- phil. langs
-> Loglan/Lojban, ...
- IALs
-> Esperanto, Ido, ...
- artlangs
-> Quenya, Klingon, ...
- "secret" conlangs
-> English, French (prescriptive)
-> Korean, Turkish, Amerindian (writing systems)
-> Hebrew, etc. (revived)
-> Morse, Semaphore, SEE, etc. (created)
-> Pig Latin, Thieves' Cant, Leonardo, etc. (codes)

Pre-HW:
- find 1 NON famous conlang, read up on it online

Post-HW:
- start thinking about what type of language is personally attractive & why

Morphology

Vocab Generation

Syntax

Other Stuff

Credit:

Lots of inspiration taken from David Peterson - mock syllabus, letter, HW1, & email. Almost all of this is my own writeup.