

What role does language play in design?



What is natural to mankind is not oral speech but the faculty of constructing a language.



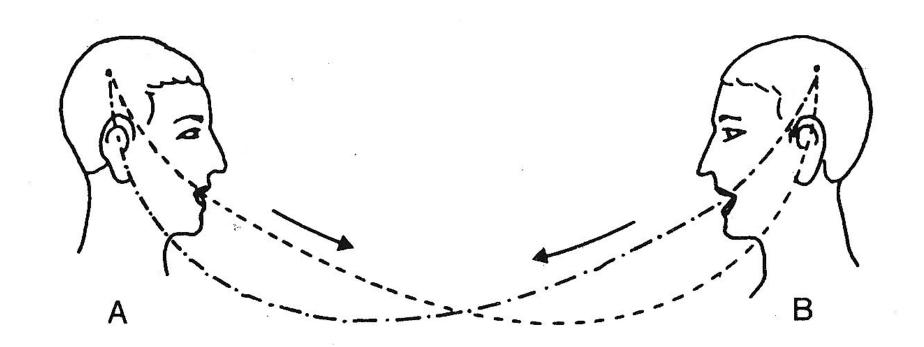
Linguistic phenomena have two sides:

- 1) acoustical impressions / vocal organs
- 2) acoustical-vocal / physiological-psychological
- 3) individual / social
- 4) established system / evolution



Language is a convention, and the nature of the sign that is agreed upon does not matter.

The Speaking Circuit



Phonation Audition Vocalisation Hearing c=Concept S=Sound-Image Vocalisation Hearing

Audition

Phonation



- The circuit can be divided into:
- a) outer part / inner part
- b) psychological / non-psychological
- c) active / passive
- d) executive / receptive

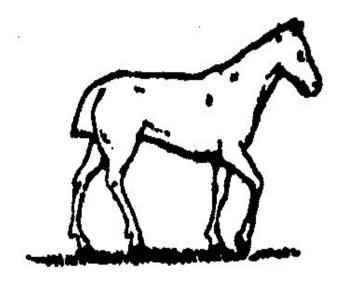


A science that studies the life of signs within society is conceivable; it would be part of social psychology and consequently of general psychology; I shall call it semiology.

Semiology would show what constitutes signs, what laws govern them.



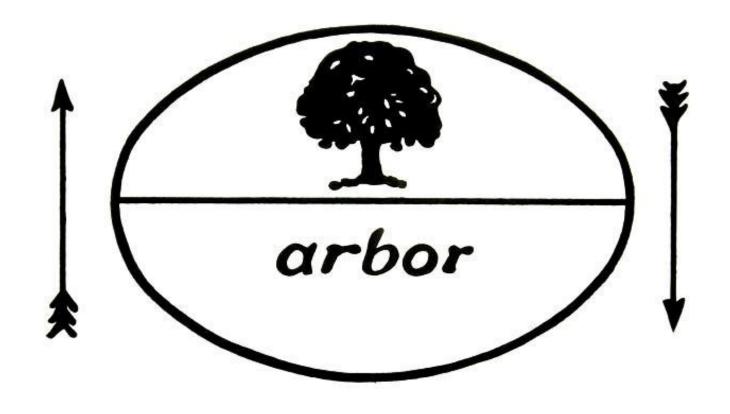
ARBOR



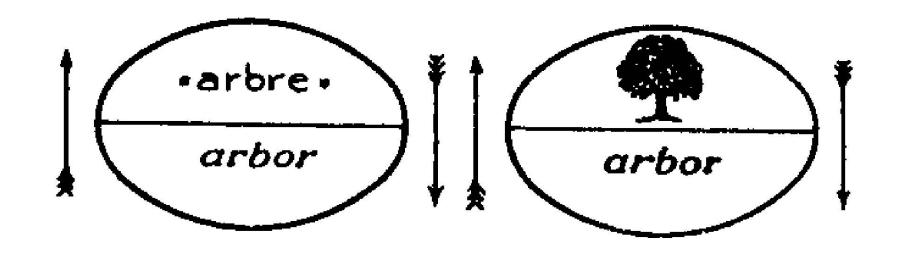
EQUOS

etc.

etc.



The linguistic sign unites, not a thing and a name, but a concept and a sound-image.



I propose to retain the word **sign** to designate the whole and to replace concept and sound image with **signified** and **signifier**.



Principle I: The Arbitrary Nature of the Sign



Principle II: The Linear Nature of the Signifier



Immutability and Mutability of the Sign



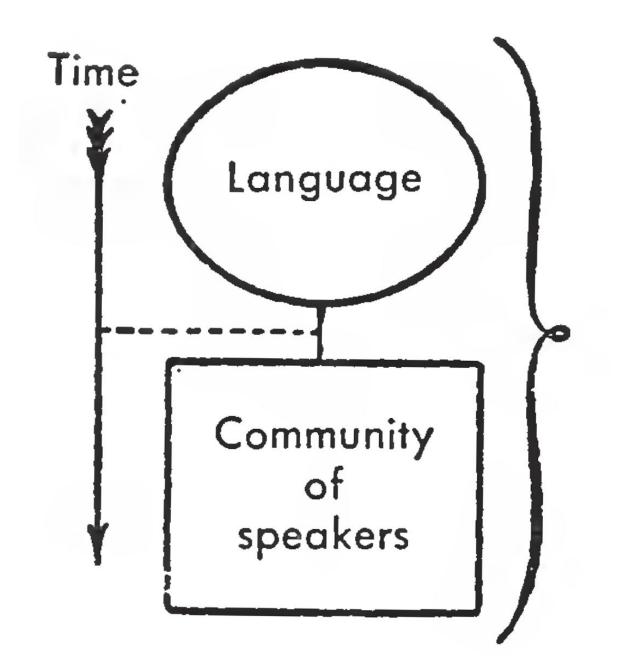
Immutability of the Sign:

- 1) the arbitrary nature of the sign
- 2) the multiplicity of signs necessary...
- c) the over-complexity of the system
- d) collective inertia



Mutability of the Sign:

- shift in the relationship between the signifier and signified
- language is radically powerless to defend itself
- when it becomes the property of everyone, control is lost



Counting Sheep

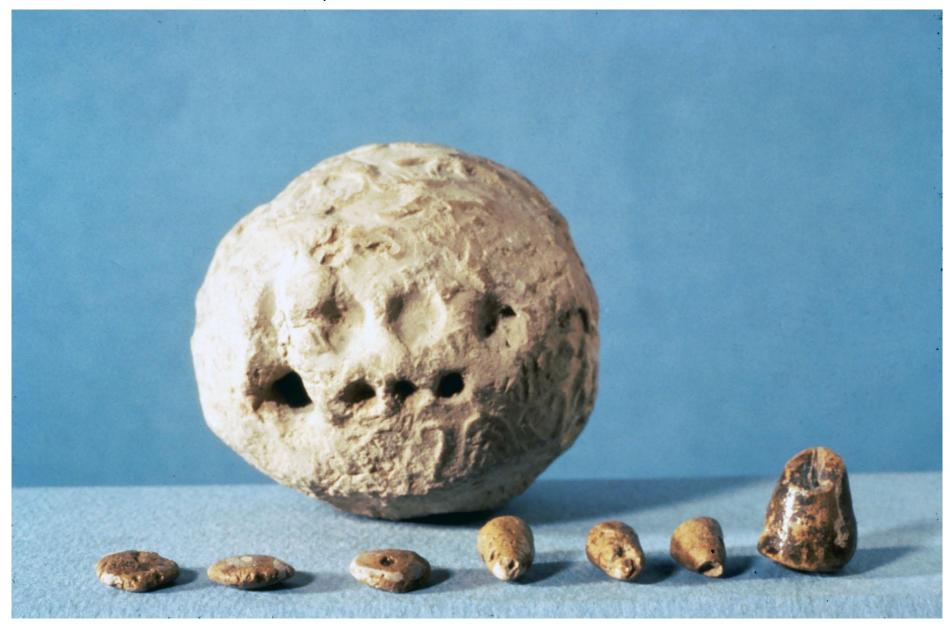
(from Writing Research Design, Ellen Lupton & J. Abbott Miller)

Most definitions of writing...
a representation of speech,
capable of being read back
orally, as a series of words, one
after the other.

Ishango Counting Stick, c. 20,000-25,000 BP



Sumerian Token Envelope, c. 3100 BCE



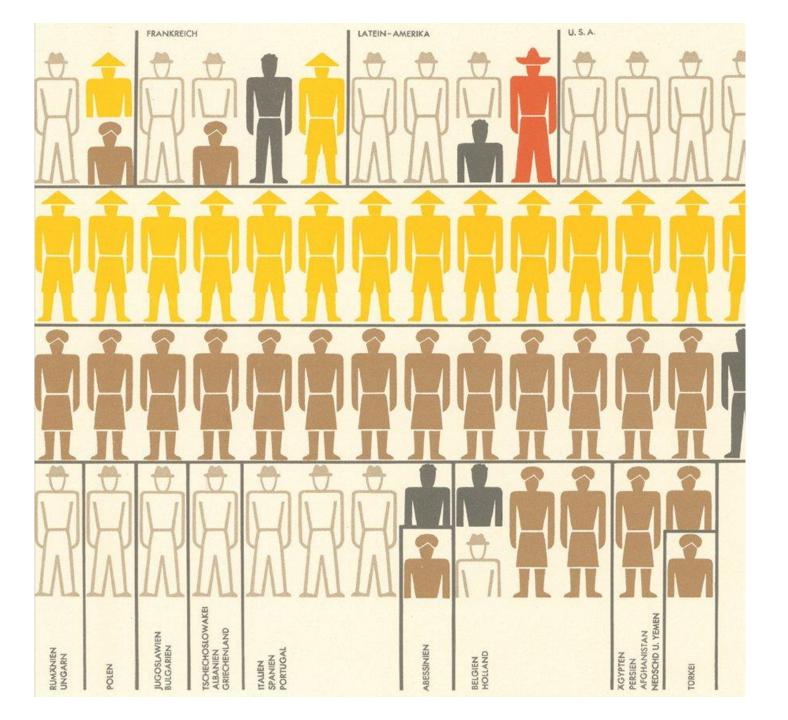
Counting Sheep

(from Writing Research Design, Ellen Lupton & J. Abbott Miller)

Writing is assumed to be graphic, consisting of lines drawn on a flat plane.







Modern Hieroglyphs

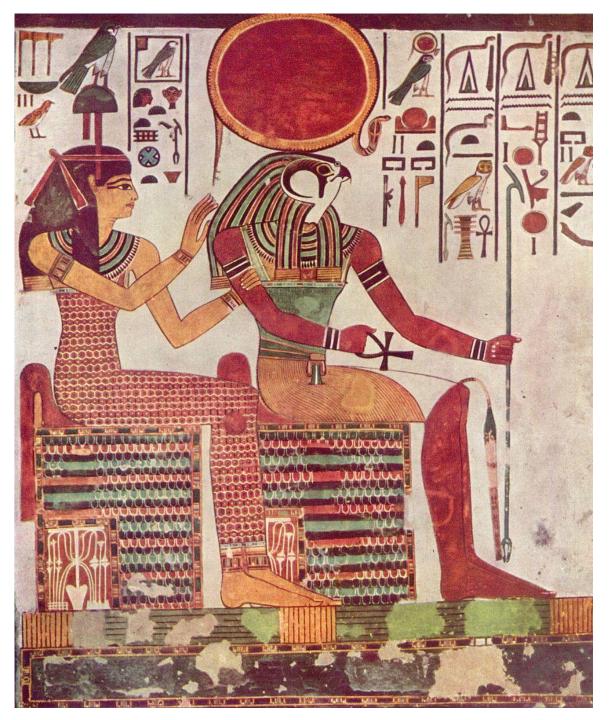
(from Writing Research Design, Ellen Lupton & J. Abbott Miller)

Hiero - glyph sacred writing

Modern Hieroglyphs

(from Writing Research Design, Ellen Lupton & J. Abbott Miller)

Hiero - glyph enigmatic or incomprehensible symbols or writing



Imentet and Ra from the Tomb of Nefertiti c. 13th C. BCE



evolutions



I came forth

(from Writing Research Design, Ellen Lupton & J. Abbott Miller)

Pictograph Ideograph Rebus Syllabary **Alphabet**

(from Writing Research Design, Ellen Lupton & J. Abbott Miller)

Pictograph

does not refer to a word in a particular language, but to a physical object in the world

(from Writing Research Design, Ellen Lupton & J. Abbott Miller)

Ideograph

pictures stand for a concept or idea rather than a material object

(from Writing Research Design, Ellen Lupton & J. Abbott Miller)

Rebus

exchanges literal meaning of images for indirect substitutions

(from Writing Research Design, Ellen Lupton & J. Abbott Miller)

Syllabary

a set of symbols representing all of the consonant-vowel pairs in a language

(from Writing Research Design, Ellen Lupton & J. Abbott Miller)

Alphabet

abstracts the sounds of spoken language; separate symbols for vowels and consonants

(from Writing Research Design, Ellen Lupton & J. Abbott Miller)

Pictograph Ideograph Rebus Syllabary **Alphabet**