

The internet is changing language less than curmudgeons fear

What is technology doing to language? Many assume the answer is simple: ruining it.

Fortunately, the story of language and the internet has attracted serious **analysts**. For example, why do languages change? A computer **simulation** proved that a mix of strong and weak ties — **close-knit** groups existing in a larger sea — allowed language-change “leaders” to **disseminate** updates to the wider population. Twitter combines strong and weak ties — and sure enough, drives more language change than Facebook, which is more dominated by strong ties.

analyst 分析者

simulation 模拟; 仿真

close-knit 紧密的

disseminate 传播; 散布

Emoji, odd as they may look, also reflect something universal. They are the digital equivalent of gestures. Those come in two types. “Emblems”, like a thumbs-up or a **wink**, have a fixed meaning and form. But “co-speech” gestures — wincing, gesticulating, pointing — are **spontaneous** and more variable. And emoji come in these same flavours. People randomly combine many co-speech-style emoji, but are more restrained in mixing emblems.

wink 眨眼

spontaneous 自发的; 无意识的

For **millennia**, speech was all there was. For most of “recorded” history, nearly everyone was **illiterate**. Then, in the age of the **printing press** and mass literacy, writing acquired a kind of **primacy**, seen as prestigious, a standard to be learned and imitated.

millennia 千年期

illiterate 文盲

printing press 印刷机

mass literacy 大众识字

primacy 首位; 卓越

Future historians may regard that epoch of **reverence** as unusual. Mass reading has now been joined by mass writing: frequent, error-filled and **evanescent**—like speech. Little surprise that internet users have created tools to give their writing the gesture, playfulness and even

meaninglessness of *chitchat*. Mistaking it for the downfall of “real” writing is a category error.
Anything that helps people enjoy each other’s company can only be a good thing.

reverence 尊敬; 敬畏

evanescent 容易消散的

chitchat 闲聊