

Project Description

Samuel Pearce

September 23, 2021

Contents

1	Problem Description	2
2	Current State of Research	2
3	Questions to be Answered	2
4	Method	2
5	Required Materials	3
6	Time Plan	3
7	Signatures	4

1 Problem Description

In the course of this Advanced Paper, I intend to increase my knowledge on the scope of language in relation to its complexity. I also intend to research language creation and will create at least one language of my own to experiment with its scale and applicability. The main problem I see is that I have never put my theoretical knowledge to the test in the arena of language creation. I also lack the knowledge on microscopic languages and wish to further my understanding in this field.

2 Current State of Research

Current experts in the field of language invention, such as David J. Peterson, creator of the in-world languages for many popular modern media, like Dothraki from Game of Thrones or Paul Frommer (inventor of Na'vi, the language from Avatar) have explored and paved the path for language creation. Nowadays, learning the basics of linguistics through amateurishly creating fantastical languages is — in my personal opinion — the best method to retain such abstract and complex topics as Ergative-Absolutive Case and polypersonal agreement.

Existing research into language scope is fairly limited and mostly consists of common-sense facts like the fact that a language with only one word is nearly entirely useless. Though I have no exceptional expectation from my experimentation, I hope to at least document how easily and richly a story could be translated into extremely compact languages.

3 Questions to be Answered

1. How difficult is it to create a language?
2. How small can a language be while still being applicable in most daily situations?
3. How well can a short literary text be translated into such a small language?
4. And (if time grants it), how difficult is it to create a writing system & font conforming to an irregular orthography?

4 Method

I propose to split this project into its two main constituent parts thusly: I will begin by creating the language or languages and document the progress and grammar in the first short paper. In the second, I'll document the language's effective usability by testing it in a dialogue with volunteers and by translating a text into the language(s), followed by a commentary on the effectiveness of the language in these situations. Finally, if time permits, I would also like to enrich the language's appearance and learn more about the development of writing systems and create a font which allows the language's native orthography to be written on computers.

5 Required Materials

For the proposed project should following materials be sufficient, all of which I already possess.

- Mark Rosenfelder’s Linguistic textbooks focusing on language creation:
 - The Language Construction Kit
 - Advanced Language Construction &
 - The Conlanger’s Lexipedia
- Various Online Resources
- Willing Volunteers for experimentation (Most likely my long-suffering friends)
- A computer equipped with text editor and \LaTeX for document typesetting
- Open Source Font creation software (Birdfont)

6 Time Plan

I propose to divide the allotted 8 weeks as follows:

- **Week 1:**
 - Consulting with volunteers
 - Language Development
 - Logging Development Progress
- **Week 2:**
 - Language Development
 - Logging Development Progress
- **Week 3:**
 - Language Development
 - Logging Development Progress
- **Week 4:**
 - Finalize Languages
 - Document Grammar and findings
 - Dialogue with volunteers
- **Week 5:**
 - Text translation
 - Document translation process

- **Week 6:**
 - Text translation
 - Document translation process
- **Week 7:**
 - Complete Report on language efficacy and development process
 - Possible Writing system drafting
- **Week 8:**
 - Finish Writing System and Font
 - Perhaps write a small report on the script development

7 Signatures

Student

Date

Teacher

Date