Subregular Languages – Pop Math Article  
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1. Hook: I will present the reader with an example from Lai (2015) and Avcu & Hestvik (2020) as if the reader were a participant in these studies. The rest of the article will build up to the point where the reader could understand the idea behind this study.

2. Bridge: I will ask them to consider the way they approached it and start to motivate this study with English language examples of “plausible nonwords” (i.e., words that have no meaning but sound like they could be an English word) and “implausible nonwords” (i.e., words that do not sound like English words; they violate some English phonotactics rule). I will hint at the connection between patterns, computation, and language and suggest that these studies illustrate something important, without directly explaining the significance of the studies. Rather, I will use the studies and the other examples I mention throughout the article to motivate the broader topics they will be learning.

3. Exploration: I will first provide an intro/refresher on Phonotactics (for those without a Linguistics background) and Computability (for those without a Computer Science background). I have not yet decided in which order it makes the most sense to present these. Throughout both, I will likely not give academic peer-reviewed sources (because this is very introductory material) but if I can find something I will try to point them to some general sources, like a textbook or lecture slides if I can find it.

Intro to Phonotactics: I will revisit my own examples and point out the relevant English Language phonotactics rule that it violates.

Intro to Computability: I will introduce the idea of a Finite-State-Machine and the idea of “regular” languages (i.e. patterns that can be detected by a Finite-State-Machine)