

Day 2: Introduction

Ling 200: Introduction to Linguistic Thought

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1 *Review*

2 *What is language?*

- 'Big 5' facts
- Design Features
- Modality

Competence and Performance



Competence and Performance



- What are linguistic competence and linguistic performance?

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- What are linguistic competence and linguistic performance?
- How do linguists study linguistic competence?

Competence and Performance



- What are linguistic competence and linguistic performance?
- How do linguists study linguistic competence?
- By observing linguistic performance.

Core subfields

Interdisciplinary subfields

Interdisciplinary subfields of linguistics

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- Sociolinguistics

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- Language and culture

What is language?

Some general properties

'Big 5' facts about language

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 - we can't always explain why

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Design Features

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- Charles Hockett (1960)

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- Characterize language, distinguish it from other communication systems

What is language?

Design Features

- Charles Hockett (1960)
- Characterize language, distinguish it from other communication systems
- If a system lacks even one feature, it is communication, not language

Design Features

Design Features

- Discreteness

Design Features

- **D**iscreteness
- **A**rbitrariness

Design Features

- Discreteness
- Arbitrariness
- Cultural transmission

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- Productivity

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Definition (Discreteness)

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'pat' →

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There is no (necessary) connection between the *form* of signal and its *meaning*

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'whale' is small word for big animal,
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Example (Arbitrariness: counterexample)

iconicity; e.g., onomatopoeia

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Cultural Transmission

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Definition (Cultural Transmission)

At least some aspect of the communication system is learned from other users

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Example (Cultural Transmission)

Any child growing up in a French-speaking environment will learn French

Design Features

Displacement

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Definition (Displacement)

Ability to talk about things not present in space or time

Design Features

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Definition (Displacement)

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Example (Displacement)

A long time ago in a galaxy far,
far away....

Design Features

Interchangeability

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Definition (Interchangeability)

A user can both receive and broadcast the same signal

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Example (Interchangeability)

Any conversation (where people trade roles speaking and listening)

Design Features

Productivity

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Definition (Productivity)

Speakers can create infinite number of novel utterances that others can understand

Design Features

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Example (Productivity)

“Little purple gnomes living in my sock drawer said, ‘Elvis lives’.”

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 - Meet all design features of language

Modality

Written language

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 - Historical development

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Written language

- Written language = secondary to spoken language
 - Historical development
 - Everyone speaks a language; not all languages are written
 - Learning to speak is automatic; learning to write is not
 - More of the brain is used when writing than speaking
 - Writing can be edited