

GRAPHISATION, REPRESENTATION AND INCLUSION IN ORTHOGRAPHY DEVELOPMENT

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INTRODUCTION

On the surface, orthography development appears as a mechanical task of determining units of language and units of writing and designating correspondences between them. However, orthography development is also a complex act of language planning that validates or even establishes a language community. The model of three main components of orthography development introduced in this poster incorporates and theoretically validates some of the "non-linguistic" considerations that have been seen as problematic in orthography development.

METHODOLOGY

The results reported in this poster are a part of a PhD study on orthography development principles. Statements about ideal orthographies have been collected from orthography development literature and classified into subcategories. The classification introduced here describes the main division of principles in the doctoral study. These results are largely based on the analysis of insights found in Cahill and Rice (2014).

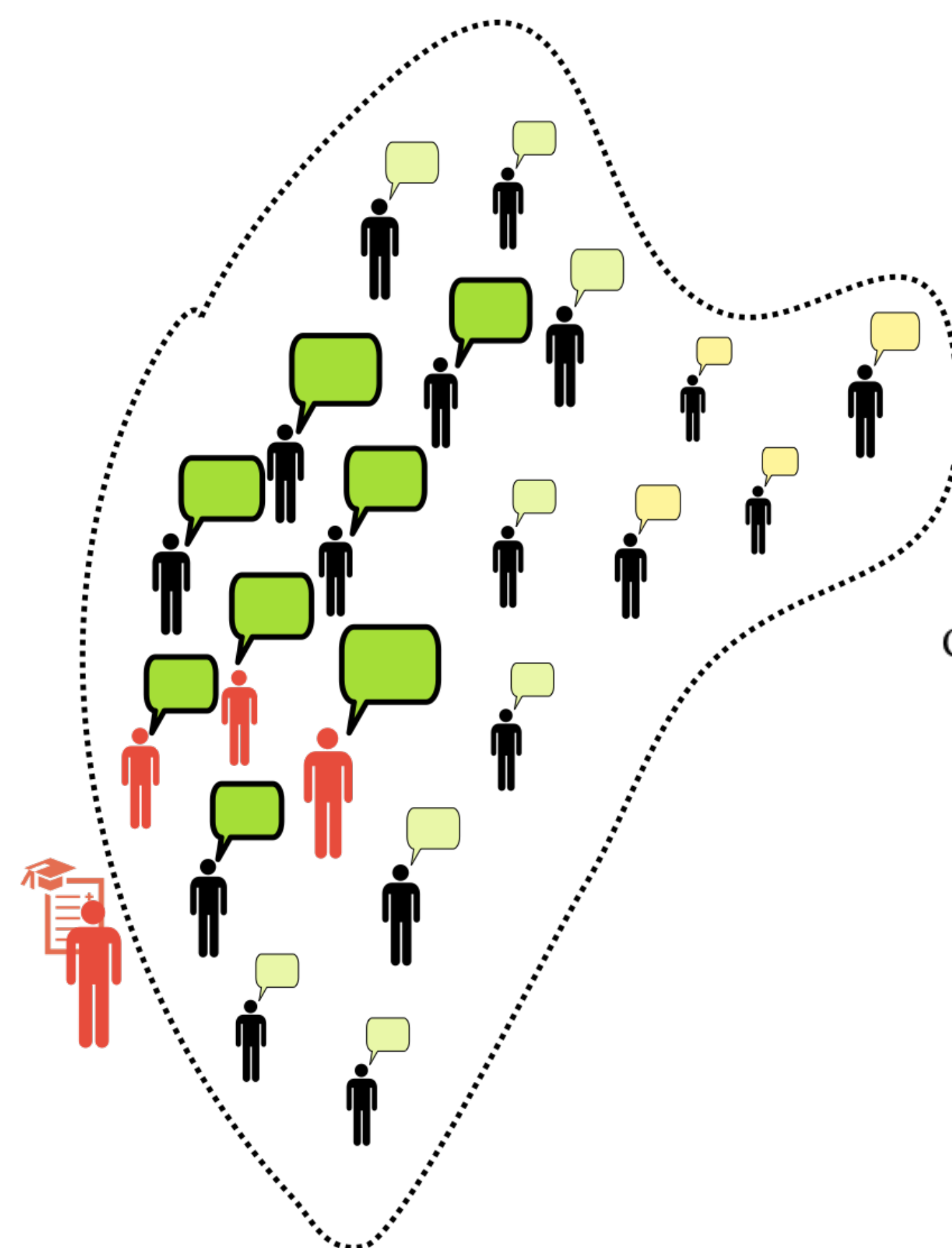
Inclusion

WHO IS THE ORTHOGRAPHY FOR?
 WHICH LANGUAGE IS WRITTEN
 USING THIS ORTHOGRAPHY?



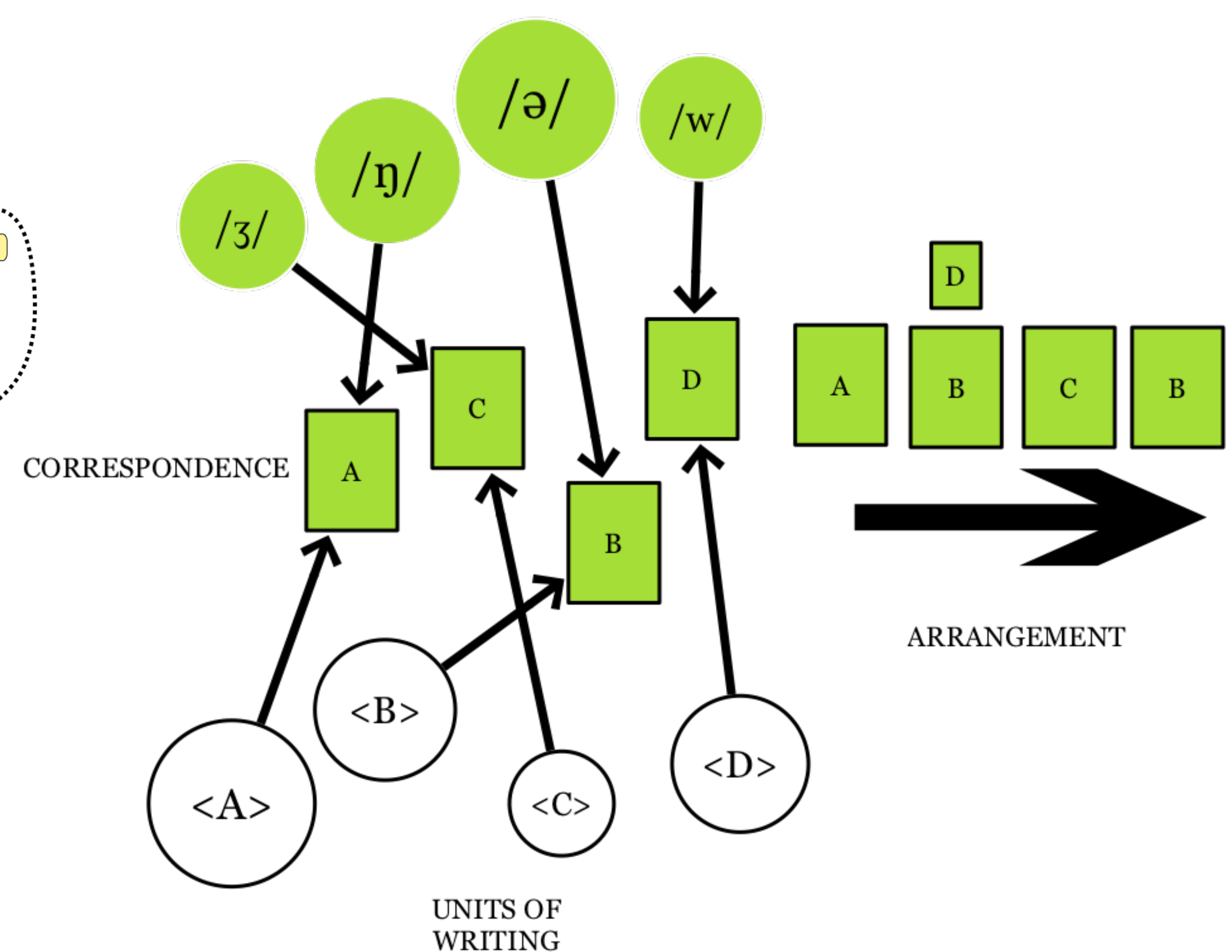
Representation

WHICH LANGUAGE VARIETY
 REPRESENTS THE LANGUAGE?
 WHO REPRESENTS THE COMMUNITY OF
 ORTHOGRAPHY USERS?



Graphisation

HOW IS THE SELECTED
 LANGUAGE VARIETY WRITTEN?
 UNITS OF
 LANGUAGE



Problem 1

The orthography is devised by a linguist and intended orthography users are not involved in the process. The orthography is not used outside academic papers.

Mismatch between intended inclusion and realised community representation

Problem 2

Only a specific subgroup was involved in the development phase. The orthography becomes the orthography of this subgroup.

Mismatch between intended inclusion and realised community representation

Problem 3

The orthography is based on a language variety that was chosen by random. Only the speakers of the selected variety support the orthography.

Mismatch between intended inclusion and realised language representation

Problem 4

A script associated with a certain religion was chosen. Intended users that do not adhere to this religion do not use the orthography.

Mismatch between realised graphisation solutions and intended inclusion

CONCLUSION

A model that takes inclusion and representation into consideration in addition to the more prominent graphisation, emphasizes the role of a writing system as an emblem of a community. Even though these domains of orthography development are less visible and do not need to be explicitly tackled in all orthography development cases, this poster suggests that they are as integral part of orthography development as graphisation.

These aspects could be made explicit in defining the concept of orthography.

ORTHOGRAPHY

The specific conventions of writing that serve as a means of written communication for a community of orthography users in a specific context. The orthography is realised by a combination of (1) a signary, (2) a collection of methods for encoding meaning and (3) a specific language variety that represents the community of users and through which meaning is expressed.



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