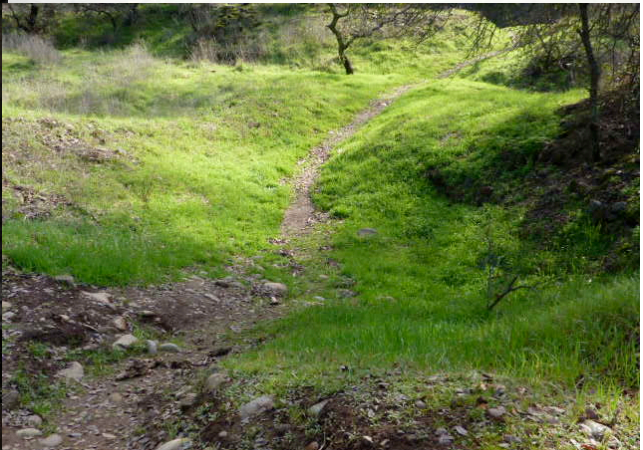




*You represent the driving force of a civilization that lives in a high altitude, mountainous region. Several streams and large lakes serve as your sources of fresh water. You're a hardy people—adept at surviving cold winters—and your mountain range oversees a large desert plateau to the southwest, and a vast rainforest to the south.*



# Epoch 1

*To begin with, you will need some sounds. Enclosed you will find an IPA chart. Use it to create a list of sounds (not phonemes) that (minimally) meet these requirements:*

Stops: At least six (voiced and unvoiced pairs).

Fricatives: At least six.

Places of Articulation: At least three.

Nasals: No more than two; at least one.

Approximants/Taps/Trills: Two glides, one lateral, a tap and a trill.

Vowels: Between five and eight vowels (balanced).

Special: Include a series of central vowels.

*Once you have your sound system, use it to create some words. Create roots for the words below, and for seven or eight other basic words (flora, fauna, actions, etc.) that relate to your region. When creating words, use the following max syllable:*

$\{C / \# \}(C_1)V(C_1)(C_2)$  where  $C_1$  = approximant and  $C_2$  = non-approximant

(a) speaking, speech

(f) land

(k) eye

(b) tongue

(g) sky

(l) sleeping, sleep

(c) person

(h) water

(m) ear

(d) man

(i) sun

(n) nose

(e) woman

(j) moon

(o) making, make

Note to Group Leader: Please ignore morphology of any kind right now, and don't worry about verbal stems vs. nominal stems. For this set, two vowels can't be next to one another (i.e. an onset is required for every syllable except the first). No clusters permit two approximants in a row.

## Epoch 2

*Your people have been in existence for some time, and have recently come across a foolhardy mountain climber who spoke a strange tongue (and died of frostbite before he could be questioned further). You are now aware of the presence of others in the world. Your people and language will need names to distinguish themselves, but first, you may need some pronouns. Adhere to the following:*

**Number:** Two numbers (singular and plural, nouns included).

**Person:** Three persons (first, second and third).

**Gender/Class:** At least three in at least two persons.

**Clusivity:** No distinction.

*Using what you have, come up with a name for your language and your people (though if you need to coin another noun or two, feel free). You may need to decide on strategies for modification and possession. To do so, answer the following questions:*

1. Do modifiers precede or follow the nouns they modify?
2. Are modifiers marked (to indicate they modify something), or are nouns marked to indicate that they're being modified—or both?
3. Do possessors precede or follow the nouns they possess?
4. Are possessors marked (to indicate they possess something), or are nouns marked to indicate that they're possessed—or both?
5. How are possessors (or possessed nouns) and modifiers (or modified nouns) marked: suffix? prefix? preposition? postposition? What about nominal number?

|  |
|--|
| <p><b><u>Note to Group Leader:</u></b> The answers to 1 and 3 need not be identical, but for the sake of this exercise, the answer to 5 should serve for both modification and possession.</p> |
|--|

# Epoch 3

*Time has passed, and your latest generation of speakers speaks in a way that differs in certain respects from generations past. The following changes have occurred (in order):*

1. Palatalization:  $C_j > C^j$ ;  $C > C^j$  /  $\_V[+front, -low, +ATR]$
2. De-Labialization:  $C_w > C$  /  $\_V[+front, -low, +ATR]$
3. De-Centralization:  $V[-back] > [+front]$
4. Final Vowel Loss:  $V > \emptyset$  /  $\_ \#$
5. Create Your Own:

*Apply the changes to your words and see what happens. Also create forms for the following words, applying the above changes after you've coined the forms in the old way:*

(p) flower

(t) bird

(x) pouch

(q) tree

(u) fish

(y) hat

(r) animal

(v) food

(z) mat, towel

(s) rock

(w) stick

(æ) cloth

Note to Group Leader: A central vowel is defined as [-front, -back]. The front versions of [i], [ə] and [e] are [i], [e] and [æ], respectively. I've included the feature [+ATR] specifically to exclude the vowels [ɛ], [ɪ], [ʏ] and [œ].

# Epoch 4

*Your people have developed specialized knowledge of the surrounding area. They've begun to cultivate several plants and create tools and clothing unique to their region. Enclosed you'll find pictures of several plants, animals and tools. Create words for them using some of the strategies discussed, including:*

- Novel Root Creation
- Reduplication
- Affixation
- Compounding
- Metaphorical Extension

*In addition, your people have acquired a new ability: the ability to use verbs! Your verbs will encode the same number categories as your nouns (not your pronouns), and then will make distinctions based on chance. You can use the space below to note the distinctions being made:*

- Number Encoding: Singular and plural.
- Tense / Aspect Distinction:
- Person Encoding:
- Exponence:
- Wild Card:

Note to Group Leader: The realization/exponence need not be compositional. Just as long as it encodes what it's supposed to encode, that's fine. Don't worry about infinitives, commands, sub / conjunctives or participles (unless there's time and you feel like it).

# Epoch 5

*Your people have come into regular and steady contact with a nearby civilization. Furthermore, you've discovered that they're in possession of certain items which your people would put to good use if they had a steady supply. Perhaps they would be interested in trading with you for something that you have in abundance...?*

## Items of Interest

- You've learned of a remarkable, long-eared animal that's swift of foot, and tender-fleshed. They should stew up nicely!
- You've learned of a plant which survives on barely any water, and which, if applied to wounds, possesses remarkable healing properties (if the stories are true).
- The desert nomads have skilled artisans among them that make the finest rugs your people have ever seen. They'd be perfect for cabin floors during your snowy winters!

*In order to communicate with others, you'll need some greetings. Consider what's been discussed about greetings and coin some useful phrases to facilitate your exchange. You might consider coming up with strategies to cover the following:*

|            |           |                      |
|------------|-----------|----------------------|
| Hello!     | Yes!      | Do you have...?      |
| Goodbye!   | No!       | Will you give me...? |
| Thank you! | I need... | Repeat, please...?   |

Note to Group Leader: Your sound changes are no longer synchronic (i.e. current). They may have changed your phonological inventory, but they no longer apply to novel (i.e. borrowed) forms. Older forms, yes.



# Epoch 6

*Due to advancements in modern travel, you are now able to trade with all the peoples of the world. See what they have to offer! Trade around to get at least three manmade implements, three animals and three plants. But note that, yet again, your people have begun to speak their language in a slightly different way. The following changes have taken place (in order):*

1. Final Consonant Loss:  $C > \emptyset / \sigma \dots \_ \#$
2. Final Vowel Addition:  $(C^+)V_1C^+ > (C)V_1C^+V_1$

Note to Group Leader: The notation in the first rule indicates that the change does *not* occur with monosyllabic words. Additionally, the second rule indicates that monosyllabic words ending in a consonant pick up a copy vowel at the end. The plus symbol means "one or more".

# Epoch 7

*As a final challenge: Attempt to translate the Article I of the Universal Declaration of Human Rights. Namely:*

*“All human beings are born free and equal in dignity and rights. They are endowed with reason and conscience and should act towards one another in a spirit of brotherhood.”*

*Good luck, and thanks for participating!*









