

Anthropology 1100
Language and Communication

Design Features of Language

Discreteness	
Arbitrary and Symbolic	
Duality of Patterning	
Productivity	
Displacement	
Channel	
Learned	
Rapid Fading	
Interchangeability	
Feedback	
Reflexivity	
Broadcast Transmission	
Directional Receptivity	

Communication

Roman Jakobson's Model

6. _____
4. _____
1. _____
2. _____
3. _____
5. _____

Applicability of Human Language Design Features to Other Forms of Communication
 (adapted from Crystal, *Language*)

Design Feature	Bee Dance	Western meadowlark song	Vervet Monkeys	Instrumental Music
Vocal-auditory channel	No	Yes	Yes	Auditory, not vocal
Broadcast transmission and directional reception	Yes	Yes	Yes	Yes
Rapid fading	?	Yes	Yes, but repeated	Yes
Interchangeability	Limited	?	No	?
Feedback	?	Yes	Yes	Yes
Arbitrariness	No	?	No	?
Discreteness	No	?	Yes	In part
Displacement	Yes	?	No	?
Productivity	Yes	?	No	Yes
Learned	Probably not	?	?	Yes
Duality of Patterning	No, gestures themselves are meaningful	?	No	Unclear

The Dane-zaa
Anthropologist: Robin Ridington

General Questions

Why is it important for the Beaver to save their language?	
What is the value of the Beaver Language for you? Are all languages worth trying to save?	
How are songs, dreaming, and language related for the Beaver? If there are no dreamers left, will the language die?	
How does the way in which the elders speak about their language and culture sound like Sapir-Whorf? Why can't you teach the culture without the language?	
What is the role of the home, school, and camps in the preservation of the Beaver language?	
What problems/difficulties do the Beaver educators face when trying to preserve the language?	
What do Dane Zaa people think of tape recording their language? Can a language be taken from where it is used and still be a socially functioning language?	

General Observations about the Dane-zaa

Geographical Location	
Mode of Production (Economic System)	
Political System	
Leadership	
Types of Exchanges	
Religion	
Kinship and Descent (Families and Marriages)	
Other Observations	