TRANSPISTIONAL GRAMMAR (Apr22)

Meaning (ontology)

			SOME EXAMPLES	SOME DIGITIZED ONTOLOGIES AND NOTES
Form (media)				
	Speech		*Phoneme, Breath Group, Conversation*	Speech Synthesis Markup Language, Ethnologue
	Sound		*Audible Resemblance, Consonance/Dissonance*	MP3
	Body		*Gesticulation, Appearance, Enactment*	ICD, other medical ontologies in Bioportal
	Object		*Tangible/Remote, Active/Inert*	ISO standards, museum standards
	Space		*Kinesthetics-proxemics, Architectonics, Geography, Physics, Astrophysics*	NLP markers
	Image		*Dimension, Color, Line, Shape*	ICC Color Profiles, JPEG standards
	Text		*Grapheme > Phoneme/Ideograph, Head/Section, Whole Text, Exotext Link*	Unicode, DocBook, HTML
Function (message)				
	Reference			
		Specification		
		Instance	*One, Singularity*	1, Singular; Proper Noun
		Absence	*Zero, Negation*	0, Ellipsis
		Concept	*More Than One, Abstraction, Generality, Plurality*	2+, Plural; Common Noun
		Property		
		Quality	*Measure, Condition, Sensation, Emotion*	Adjectives, qualia
		Quantity	*Count, Calculation*	Math ML, distance, size
	Agency			
		Circumstance		
		Entity	*Object, State, Being*	Instances or concepts
		Action	*Movement, Process*	Verbs
		Role		
		Self	*I/we*	Person identifiers, NLP markers
		Other	*You/They*	NLP markers
		Thing	*It/They*	NLP markers
		Participation		
		Representation	*Envisioning, Anticipating, Figuring, Planning*	Mindsight, Inner Speech, Identity (re self), pre-wayfinding
		Communication	*Expressing, Framing*	Materialization in meaningful media, including computing transpositions, feats of telepresence
		Interpretation	*Comprehending, Reframing*	Making one's own sense
		Event		
		Predication	*Given/New, Precedent/Consequent*	Verbs/action being what connects subjects and predicates; this is about the traffic between entity and action; this composite is agency
		Transactivity	*Cause/Effect, Active/Passive*	If/then
		Conditionality		
		Assertion	*Affirmation/Negation, Empirical Fact, Logical Reason*	True/false, Yes/No, And/Or/Not
		Requirement	*Command, Confinement, Allowance, Promise, Warning*	Computer actions are commands, if/then
		Possibility	*Potential, Affordance, Opening, Imaginary*	Modal logic, probability

Structure				
	Media			To the extent that form gives meaning to function, the meaningful affordances of the forms of meaning: speech, sound, body, object, space, image, text
	Cohesion			
		Border	*Edge, Entry, Beginning/End of a Meaning Artifact*	Bibliography, work metadata (Dublin Core, ONIX, MARC)
		Arrangement	*Ordering of Contents*	Indexing standards
	Relations			
		Aspect	*Part of*	Parent/child part relations in ontologies, an ordinal number
		Representative	*Kind of*	Parent/child kind relations in ontologies
		Origin	*Cause of*	Parent/child cause relations in ontologies
	Association			
		Seriality	*Juxtaposition, Ordering*	NLP markers
		Scaling	*Sizing*	Measurement, NLP markers
		Expressive Causality	*Part-Whole Association*	NLP markers
	Design			
		Found Designs	*Available Resources for Meaning*	NLP markers
		Design Work	*Meaning-Making Activity*	NLP markers
		Designed Artifacts	*Uniquely Reconstituted Traces of Meaning*	NLP markers
	Ontology			
		Material Structures	*Discoverable Meanings in Nature and Society, Empirical Epistemology*	NLP markers
		Ideal Structures	*Conceivable Meanings in Nature and Society, Theoretical Epistemology*	NLP markers
Context				
	Position			
		Time	*Moments/Durations, Completing/Completed, Past/Present/Future*	Network Time Protocol, iCal, Prepositions
		Place	*Spaces/Boundaries, Axes, Distances, Directions, Proximity, Present/Virtual*	GPS, GeoNames, Prepositions
	Materialization			
		Likeness	*Resemblance, Similitude*	Matching processes, NLP markers
		Directedness	*Situatedness, Deixis*	Hyperlinks, NLP markers
		Abstraction	*Symbolism, Convention*	NLP markers
	Epistemology			
		Experience	*Experiencing the Known, Experiencing the New*	Learning by Design Knowledge Processes
		Conceptualization	*Classifying, Theorizing*	Learning by Design Knowledge Processes
		Analysis	*Analyzing Functionally, Analyzing Critically*	Learning by Design Knowledge Processes
		Application	*Applying Appropriately, Applying Innovatively*	Learning by Design Knowledge Processes
	Genre			
		Resemblance	*Parallel Patterning*	Matching processes, NLP markers, CCSS for text
		Contrast	*Pattern juxtaposition*	Matching processes, NLP markers
		Hybridity	*Pattern Mixing*	Matching processes, NLP markers

Interest			
Rhetoric		*Explicit meanings*	
	Closed Rhetoric	*Narrative, Lyric, Information, Argument, Algorithm > Discourse, Paradigm, Ideology*	NLP markers
	Open Rhetoric	*Discussion, Interaction > Methodology, Discipline*	NLP markers
Reification		*Implicit meanings*	
	Activation	*Objectifications Compatible with Interests*	NLP markers
	Alienation	*Objectifications Contrary to Interests*	NLP markers
Learning			
	Cognitive		Bloom's Taxonomy, Research Classifications, Subject Classifications
	Socio-material		Affective and Psychomotor taxonomies
Program			
	Assimilation	*Absorption, Elision*	NLP markers
	Differentiation	*Distinguishing (Material, Embodied, Symbolic), Distancing*	Demographic, employment, socio-economic classifications
Sociability			
	Social, Solidary Interests	*Mutuality, Reciprocity, Alignment, Empathy*	NLP markers
	Anti-Social, Antagonistic Interests	*Disliking, Deception, Mistrust, Aggression,*	NLP markers
Transformation			
	To Parse	*Grammar, Meaning*	NLP markers
	To Change	*Replication, Iteration, Paradigm Change, Justice (Recognition/Redistribution)*	NLP markers