The Language Construction Kit Mark Rosenfelder

The Art of Language InventionLangmakerEats, Shoots & LeavesWorld Lexicon of GrammaticalizationStaring Down the WolfThe Conlanger's LexipediaThe Routledge Companion to Imaginary WorldsTrader Construction KitVideo Game WritingIndia Construction KitProgramming Embedded SystemsGoldman Fristoe 2A Fan's Guide to Neo-SindarinAdvanced Language ConstructionNatural Language Processing with PythonRedefining Children's Ministry in the 21st CenturyNo HeroOur Magnificent Bastard TongueThe Complete Lojban LanguageIntroducing SyntaxThe Planet Construction KitDialectToki PonaThe Language Construction KitPicture Book with Bliss-WordsDescribing MorphosyntaxThe Lost SymbolThe Syntax Construction KitVerbal BehaviorThe Unfolding of LanguageIn the Land of Invented LanguagesChina Construction KitThe Dictionary of Made-Up LanguagesFrom Elvish to KlingonThe Waters RisingAgainst Peace and FreedomStory-Based Inquiry: A Manual for Investigative JournalistsTen Strategies of a World-Class Cybersecurity Operations CenterDomain-driven DesignThe World's Major Languages

The Art of Language Invention

An engaging introduction to India (and all of South Asia) for conlanger, conworlders, linguists, and anyone who'd like to learn more about the world. It

starts with the topography and history of India, deals with all its major religions, and goes on to cover astronomy, mathematics, daily life, cuisine, clothing, and architecture. In addition there are meaty grammatical sketches of Sanskrit, Hindi, and Tamil, and a discussion of the writing systems that have been used in the subcontinent.

Langmaker

A companion volume to the Language Construction Kit, this book explains everything you need to know about creating your own world with its own geology, creatures, cultures, religions, technology, and styles of war- plus how to create maps, illustrations and 3-D models. An essential whether you're writing science fiction or fantasy, designing RPGs, creating movies or video games, or remodeling a spare asteroid.

Eats, Shoots & Leaves

The sequel to the Language Construction Kit: learn more about constructed languages and about linguistics: logic, pidgins and creoles, sign languages, the linguistic life cycle, and a meaty step-by-step survey of morphosyntax. Create detailed and plausible languages for RPGs, fantasy and science fiction, movies, or video games or just learn more about how languages work with the same accurate yet fun approach as the original LCK.

World Lexicon of Grammaticalization

Based on analysis of more than 1,000 languages, this volume reconstructs more than 500 processes of grammatical change in the languages of the world.

Staring Down the Wolf

An accessible but incisive introduction to modern syntax and generative grammar, for conlangers and anyone interested in languages or linguistics. Syntax can be frustrating, because there are multiple schools that seem to fight over inessential things. I hope I can show you that this is normal for a new field, and that it actually makes syntax fun. New discoveries are being made, and you can participate- something that's a lot harder to do in, say, quantum mechanics. The emphasis here is on doing syntax-- learning how to make and how to evaluate syntactic arguments.What's in it? An introduction to the Chomsky Hierarchy, a classification of grammars that's used both in linguistics and computer science, as well as a comparison to other generative techniques, such as Markov text generators. A tour of Chomsky's methods- production rules and transformations- with overnight stays in the Syntactic Structures, X-bar, and Minimalist stages in his thought. A leisurely stroll through interesting bits of syntax: the English verbal complex, pronouns and other anaphors, relative clauses, quantifiers and more. The emphasis is on doing syntax- not just learning rules and drawing trees, but learning how syntactic arguments are made. An overview of alternatives to Chomsky's approach: generative syntax, cognitive linguistics, relational grammars,

word grammar, construction grammar, Jackendoff's Simpler Syntax, and Comrie's universals. A chapter on production which asks, how real are these grammars? Do we really have syntactic categories and transformations in the brain, or in the genome? A chapter on how you can apply all this to your conlangs. The Syntactic Bestiary- an annotated list of transformations and constraints, which you can think about for conlanging, or use to evaluate syntactic theories. Plus, unlike most syntax textbooks, this one comes with a set of web toys so you can see the rules in action and write your own. It makes the ideas come alive much more than mere diagrams can.

The Conlanger's Lexipedia

"Toki Pona was my philosophical attempt to understand the meaning of life in 120 words.I first published my micro-language on the Web in 2001.In this book, I hope to present the language in its completed form."--From the preface.

The Routledge Companion to Imaginary Worlds

An essential and very readable resource for conlangers and writers who want to create a non-European world, and anyone who wants to know more about our planet's leading civilization. A concise but meaty overview of the history, philosophy, and literature of China, and much more: clothing, architecture, technology, cosmology, medicine, cuisine, and more. Plus grammatical sketches of both

Mandarin and Old Chinese, and a discussion of the writing system. The history and literature sections are written for people interested in the Chinese languages, with key terms in both pinyin and hanzi.

Trader Construction Kit

"This book is an essential reference on creating words. It's packed with etymologies, ideas on derivation, places you can diverge from English, and fascinating things to think about. Plus it contains the real-world knowledge you need to name everything from colors to elements, from kinship systems to guilds" -- Back cover.

Video Game Writing

The World's Major Languages features over 50 of the world's languages and language families. This revised edition includes updated bibliographies for each chapter and up-to-date census figures. The featured languages have been chosen based on the number of speakers, their role as official languages and their cultural and historical importance. Each language is looked at in depth, and the chapters provide information on both grammatical features and on salient features of the language's history and cultural role. The World's Major Languages is an accessible and essential reference work for linguists.

India Construction Kit

Enchanted with Elvish? This is Neo-Sindarin, the

language as it has flourished on the Internet using Tolkien's creation as a roadmap. This book functions as a friendly introduction to the Neo-Sindarin community. Included is the most current information available to fans. Within explore Neo-Sindarin academics, learn simple linguistic concepts, practice useful phrases while studying grammar, and look at the world through Elven eyes: from how they count on their fingers to how they organize the cosmos. Govano ven! (Join us!)

Programming Embedded Systems

Blending the spirit of Eats, Shoots & Leaves with the science of The Language Instinct, an original inquiry into the development of that most essential-and mysterious-of human creations: Language Language is mankind's greatest invention-except, of course, that it was never invented." So begins linguist Guy Deutscher's enthralling investigation into the genesis and evolution of language. If we started off with rudimentary utterances on the level of "man throw spear," how did we end up with sophisticated grammars, enormous vocabularies, and intricately nuanced degrees of meaning? Drawing on recent groundbreaking discoveries in modern linguistics, Deutscher exposes the elusive forces of creation at work in human communication, giving us fresh insight into how language emerges, evolves, and decays. He traces the evolution of linguistic complexity from an early "Me Tarzan" stage to such elaborate single-word constructions as the Turkish sehirlilestiremediklerimizdensiniz ("you are one of

those whom we couldn't turn into a town dweller"). Arguing that destruction and creation in language are intimately entwined, Deutscher shows how these processes are continuously in operation, generating new words, new structures, and new meanings. As entertaining as it is erudite, The Unfolding of Language moves nimbly from ancient Babylonian to American idiom, from the central role of metaphor to the staggering triumph of design that is the Semitic verb, to tell the dramatic story and explain the genius behind a uniquely human faculty.

Goldman Fristoe 2

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

A Fan's Guide to Neo-Sindarin

Advanced Language Construction

The discovery of a mysterious object in the U.S. Capitol building and a subsequent kidnapping lead Harvard symbologist Robert Langdon into a web of mysterious codes, secret locations, and hidden knowledge.

Natural Language Processing with Python

Can you converse in Klingon? Ask an Elf the time of day? Greet a speaker of Esperanto? These are among the more than 100 constructed languages you'll find in this book. For each one, author Stephen D. Rogers provides vocabulary, grammatical features, background information on the language and its inventor, and fascinating facts. What's more, easy-to-follow guidelines show you how to construct your own made-up language--everything from building vocabulary to making up a grammar. So pick up this dictionary! In no time, you'll be telling your friends, "Tsun oe nga-hu ni-Na'vi pangkxo a fì-'u oe-ru prrte' lu." ("It's a pleasure to be able to chat with you in Navi.")

Redefining Children's Ministry in the 21st Century

This Picture Book with Bliss-Words is a picture dictionary for the Bliss or Blissymbols language. It contains 450 Bliss words from daily life, explained with pictures in 35 categories. In the back of the book, there is an exercise section to practise a selection of Bliss symbols.

No Hero

This lively textbook introduces readers to the formal theory of syntax, presenting contemporary insights without unnecessary technical detail.

Our Magnificent Bastard Tongue

This companion provides a definitive and cutting-edge guide to the study of imaginary and virtual worlds across a range of media, including literature, television, film, and games. From the Star Trek universe, Thomas More's classic Utopia, and J. R. R. Tolkien's Arda, to elaborate, user-created game worlds like Minecraft, contributors present interdisciplinary perspectives on authorship, world structure/design, and narrative. The Routledge Companion to Imaginary Worlds offers new approaches to imaginary worlds as an art form and cultural phenomenon, explorations of the technical and creative dimensions of world-building, and studies of specific worlds and worldbuilders.

The Complete Lojban Language

We all know the basics of punctuation. Or do we? A look at most neighborhood signage tells a different story. Through sloppy usage and low standards on the internet, in email, and now text messages, we have made proper punctuation an endangered species. In Eats, Shoots & Leaves, former editor Lynne Truss dares to say, in her delightfully urbane, witty, and very English way, that it is time to look at our commas and semicolons and see them as the wonderful and necessary things they are. This is a book for people who love punctuation and get upset when it is mishandled. From the invention of the question mark in the time of Charlemagne to George Orwell shunning the semicolon, this lively history makes a powerful case for the preservation of a system of printing conventions that is much too

subtle to be mucked about with.

Introducing Syntax

Ten Strategies of a World-Class Cyber Security Operations Center conveys MITRE's accumulated expertise on enterprise-grade computer network defense. It covers ten key qualities of leading Cyber Security Operations Centers (CSOCs), ranging from their structure and organization, to processes that best enable smooth operations, to approaches that extract maximum value from key CSOC technology investments. This book offers perspective and context for key decision points in structuring a CSOC, such as what capabilities to offer, how to architect large-scale data collection and analysis, and how to prepare the CSOC team for agile, threat-based response. If you manage, work in, or are standing up a CSOC, this book is for you. It is also available on MITRE's website, www.mitre.org.

The Planet Construction Kit

Chronicles various efforts to create new languages, discussing their intended purposes, creators, and varying degrees of success.

Dialect

Trader Construction Kit is a practical guide to developing the skills and techniques employed by professional traders at a bank, hedge fund or financial institution: ? Fundamentally and technically analyzing

a market. ? Assessing the volatility and risk characteristics of the market. ? Developing a view, an actionable perspective on the future of price. ? Evaluating directional, spread, option & quantitative trading strategies. ? Weighing the inherent risk and reward in potential positions. ? Efficiently executing trades and managing the resulting exposures. ? New - Data Science & Programming Appendix

Toki Pona

Issued for use as a kit, consisting of 4 components, tracks articulation skills from preschool through primary and secondary school years and into young adulthood.

The Language Construction Kit

From master language creator David J. Peterson, creator of Game of Thrones' (HBO) Dothraki language, comes a creative guide to language construction. Peterson begins with a brief history of constructed languages, from Tolkien's creations to Klingon to the thriving global community of language construction. Then, using examples from a variety of languages including his own creations, Peterson offers a captivating and lucid overview, providing a basic foundation of essential linguistic tools for inventing and evolving one's own lexicon.

Picture Book with Bliss-Words

Describing Morphosyntax

Research shows that by the time many children are thirteen years old they feel they know everything there is to know about the Bible and God, and feel no further need of attending church. Could this be because we have underestimated their spiritual potential, and been content to feed them a repetitive spiritual diet of basic Bible stories over and over again? Just how many ways can we repackage Noah's Ark anyway? It's time the collective body of Christ re-evaluate children's ministries and redefine what valid, disciple-making, equipping children's ministry really is.

The Lost Symbol

A survey of the English language's usage mysteries considers the ways in which English developed and how it may reflect cultural values, in a reference that covers such topics as Celtic and Welsh influences, the origins of specific syntax patterns, and the role of language in forming early Britain. 25,000 first printing.

The Syntax Construction Kit

This book is a guide for linguistic fieldworkers who wish to write a description of the morphology and syntax of one of the world's many underdocumented languages. It offers readers who work through it one possible outline for a grammatical description, with many questions designed to help them address the

key topics; and appendices offer guidance on text and elicited data, and on sample reference grammars which readers might wish to consult. This will be a valuable resource to anyone engaged in linguistic fieldwork.

Verbal Behavior

Jeffrey Henning's Langmaker was a key resource for conlangers in the early 2000s. This book, from Yonagu Books, contains most of his writing for the site: All the issues of his Model Languages newsletter which introduced conlanging and linguistics to newcomers. Reviews of major conlangs that influenced this generation of conlangers, from Tolkien to Edgar Rice Burroughs to Richard Adams. Descriptions of Jeffrey's own languages, including Fith, Dublex, Kali-sise, Tev'Meckian, and Ilish. The material includes an entirely new chapter on case and a new conlang, Denju.In addition, the Conlangs at a Glance section of Langmaker has been reproduced and corrected. This is the listing of 1100 conlangs that were described on the site as of 2005- a wide variety of historical auxlangs, professional languages, and those contributed by readers during the heyday of the site. Your name may be here! "The best thing about Langmaker was its universality. From the beginning, conlanging and the conlang community have been prone to factionalism (cf. the Conlang-Auxlang schism of 1996). Langmaker somehow transcended that. Every conlanger from every conlang community-or from no conlang community-was welcome there, and every conlanger found value in it. It was the Rick's of

conlanging." -from the preface by David J. Peterson, creator of Dothraki and author of The Art of Language Invention This book is part of conlanging history. If you've read the Language Construction Kit, it takes a naturalistic approach to conlanging. Jeffrey casts a wider net, being interested in philosophical languages (like his Roxhai), logical languages (such as the fascinating stack-based Fith), and auxlangs (Kali-sisi, Simpenga). And don't miss his playful Tev'Meckian, the language of Galaxy Quest.Though you can seek out much of this material by judicious use of the Wayback Machine, all the material has been edited, errors corrected, phonemes converted to IPA, and extra material included, such as more on how Fith works, and the Tev'Meckian lexicon. The Conlangs at a Glance section was largely rewritten to give more and better information on the languages included.

The Unfolding of Language

Describes ways to incorporate domain modeling into software development.

In the Land of Invented Languages

A leadership book by former Navy SEAL and New York Times bestselling author Mark Divine, Staring Down the Wolf focuses on harnessing the principles of purpose and discipline in life to achieve success. What does it take to command a team of elite individuals? It requires a commitment to seven key principles: Courage, Trust, Respect, Growth, Excellence, Resiliency, and Alignment. All of these are present in

an elite team which commits to them deeply in order to forge the character worthy of uncommon success. Retired Navy SEAL Commander, entrepreneur and New York Times bestselling author Mark Divine (founder of SEALFIT, NavySeal.com, and Unbeatable Mind) reveals what makes the culture of an elite team, and how to get your own team to commit to serve at an elite level. Using principles he learned on the battlefield, training SEALs, and in his own entrepreneurial and growth company ventures, Mark knows what it is to lead elite teams, and how easily the team can fail by breaching these commitments. Elite teams challenge themselves to step up everyday to do the uncommon. Developing the principles yourself and aligning your team around these commitments will allow you to thrive in VUCA (volatility, uncertainty, complexity, ambiguity) environments, no matter your background or leadership experience. Drawing from his twenty years leading SEALs, and twenty five years of success and failure in entrepreneurship and ten years coaching corporate clients, Mark Divine shares a very unique perspective that will allow you to unlock the tremendous power of your team. "Mark Divine has a gift for creating highly effective dynamic teams. Mark interleaves key aspects of leadership, mental toughness, resiliency and cultivating higher plains of existence into a foundational concept of being an authentic 'Leader of leaders.' This book is indispensable for anyone looking to lead, build and foster an elite culture." –Mike Magaraci, retired Force Master Chief of Naval Special Warfare "From his time as a Commander in the SEAL Teams to building several successful multimillion dollar businesses,

Mark Divine is an authority on building elite teams and leaders capable of tapping their fullest potential." –David Goggins, Retired Navy SEAL, author of New York Times Bestseller Can't Hurt Me "To grow to your fullest capacity in your life and as a leader, we need to challenge ourselves. There's no one I know who's challenged himself more than Mark Divine. He's the perfect visionary to help get you out of your comfort zone and shattering the status quo." –Joe De Sena, Founder and CEO of Spartan

China Construction Kit

The Dictionary of Made-Up Languages

From Elvish to Klingon

A guide to creating realistic languages for RPGs, fantasy and science fiction, movies or video games, or international communication or just an unusual way to learn about how languages work.

The Waters Rising

It's the 50th century. Socionomics makes the fifty human worlds of the Incatena prosperous and stable, if a bit raucous on Saturday nights. But socionomics doesn't cover crises, such as the dictatorship that's taken over Okura, or the unscrupulous tycoon who's plotting something over on New Bharat. For that we have Diplomatic Agents. Like Morgan. Is Morgan up to

the task? The boss isn't sure. The station AI is doubtful. But our best Agents are out of town; time to see what Morgan can do. "A science fiction comedy, set in a future where the speed of light is respected, though grudgingly, and lives are measured in centuries."

Against Peace and Freedom

Mark Owen's instant #1 New York Times bestseller, No Easy Day: The First-Hand Account of the Mission that Killed Osama Bin Laden (Penguin, 2013), focused on the high-profile targets and headline-grabbing chapters of the author's 13 years as a Navy Seal. His follow-up, No Hero, is an account of Owen's most personally meaningful missions, missions that never made headlines, including the moments in which he learned the most about himself and his teammates in both success and failure.

Story-Based Inquiry: A Manual for Investigative Journalists

A dreadful, awesome killing power is resurrected from the past . . . Powers are invoked and curses are being laid . . . Great waters are rising and changing the world . . . Long ago was the "Big Kill," horrible, apocalyptic events that destroyed nearly every living thing on earth. Since then the last of humankind has scattered into widespread small kingdoms separated by superstition, war, and fear. And now, while facing a natural catastrophe that threatens to drown a world, an ancient evil resurfaces and may prevent any

chance of survival. With the future of humankind at stake, a small band of disparate characters—a lonely child, a loyal servant, a mysterious wanderer, and a most unusual horse—sets out on a journey fraught with peril and wonder . . . a sacred mission that leaves no room for failure. . . . Deeply original in scope and vision, The Waters Rising is a daring and remarkable work of speculative fiction—a tour de force from one of the most revered writers of our time.

Ten Strategies of a World-Class Cybersecurity Operations Center

This insightful, revised book explores the challenging and evolving world of the games writer. Part I provides a fascinating overview of the history of games writing following its humble roots in the '60s to today's triple-A titles; Part II asks and answers the key question: what does a games writer do and how do they do it? Especially useful reading for novice game writers, its chapters cover a broad range of topics including contracts, NDAs, creative collaboration, narrative design, editing, adaptations, and environmental storytelling. Part III, of particular value for more advanced students of writing, addresses deeper theoretical questions increasingly relevant in today's games titles, including: "Why have story at all? What is plot and how does it work? How best can a writer use agency?" Finally, Part IV presents readers with hard-earned nuggets of wisdom from today's game writers working in the US, Europe, and Japan. Packed with practical samples, case studies, and

exercises, this book is essential reading for anyone interested in the world of games writing. Features: • Covers history of games writing, narrative design, storytelling, plot, contracts, and packed with practical samples, case studies, and exercises • Presents readers with opinions and suggestions from today's game writers who are working in the US, Europe, and Japan • Includes a broad range of topics e.g., creative collaboration, editing, adaptations, and environmental storytelling • Mentions games such as Elder Scrolls V: Skyrim, Borderlands 2, The Walking Dead, L.A. Noire, Grand Theft Auto V, Mass Effect 3, The Stanley Parable, The Last of Us, Alien Isolation, The Witcher 3: Wild Hunt, Life is Strange, Until Dawn, Quantum Break, BioShock, World of Warcraft, and more.

Domain-driven Design

This book offers a highly accessible introduction to natural language processing, the field that supports a variety of language technologies, from predictive text and email filtering to automatic summarization and translation. With it, you'll learn how to write Python programs that work with large collections of unstructured text. You'll access richly annotated datasets using a comprehensive range of linguistic data structures, and you'll understand the main algorithms for analyzing the content and structure of written communication. Packed with examples and exercises, Natural Language Processing with Python will help you: Extract information from unstructured text, either to guess the topic or identify "named entities" Analyze linguistic structure in text, including

parsing and semantic analysis Access popular linguistic databases, including WordNet and treebanks Integrate techniques drawn from fields as diverse as linguistics and artificial intelligence This book will help you gain practical skills in natural language processing using the Python programming language and the Natural Language Toolkit (NLTK) open source library. If you're interested in developing web applications, analyzing multilingual news sources, or documenting endangered languages -- or if you're simply curious to have a programmer's perspective on how human language works -- you'll find Natural Language Processing with Python both fascinating and immensely useful.

The World's Major Languages

How are languages invented? Why are they invented? Who uses them? What are the cultural effects of invented languages? This fascinating book looks at all manner of invented languages and explores the origins, purpose, and usage of these curious artefacts of culture. Written by experts in the field, chapters discuss languages from Esperanto to Klingon and uncover the motives behind their creation, and the outcomes of their existence. Introduction by Michael Adams Linking all invented languages, Michael Adams explains how creating a language is intimidating work; no one would attempt to invent one unless driven by a serious purpose or aspiration. He explains how the origin and development of each invented language illustrates inventors' and users' dissatisfaction with the language(s) already available

to them, and how each invented language expresses one or more of a wide range of purposes and aspirations: political, social, aesthetic, intellectual, and technological. Chapter 1: International Auxiliary Languages by Arden Smith From the mythical Language of Adam to Esperanto and Solrésol, this chapter looks at the history, linguistics, and significance of international or universal languages (including sign languages). Chapter 2: Invented Vocabularies: Newspeak and Nadsat by Howard Jackson Looking at the invented vocabularies of science fiction, for example 1984's 'Newspeak' and Clockwork Orange's 'Nadsat', this chapter discusses the feasibility of such vocabularies, the plausibility of such lexical change, and the validity of the Sapir-Whorfian echoes heard in such literary experiments. Chapter 3: 'Oirish' Inventions: James Joyce, Samuel Beckett, Paul Muldoon by Stephen Watt This chapter looks at literary inventions of another kind, nonsense and semi-nonsense languages, including those used in the works of James Joyce and Samuel Beckett. Chapter 4: Tolkien's Invented Languages by Edmund Weiner Focussing on the work of the accomplished philologist J.R.R. Tolkien, the fifteen languages he created are considered in the context of invented languages of other kinds. Chapter 5: Klingon and other Science Fiction Languages by Marc Okrand, Judith Hendriks-Hermans, and Sjaak Kroon Klingon is the most fully developed of fictional languages (besides Tolkien's). Used by many, this chapter explores the speech community of 'Trekkies', alongside other science fiction vocabularies. Chapter 6: Logical Languages by Michael Adams This chapter introduces conlangs, 'constructed languages'. For

example, Láaden, created to express feminine experience better than 'patriarchal' languages. Chapter 7: Gaming Languages and Language Games by James Portnow Languages and games are both fundamentally interactive, based on the adoption of arbitrary sign systems, and come with a set of formal rules which can be manipulated to express different outcomes. This being one of the drivers for the popularity of invented languages within the gaming community, James Portnow looks at several gaming languages and language games, such as Gargish, D'ni, Simlish, and Logos. Chapter 8: Revitalized Languages as Invented Languages by Suzanne Romaine The final chapter looks at language continuation, renewal, revival, and resurrection - in the cases of Gaelic, Welsh, Cornish, and Breton - as well as language regulation.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION