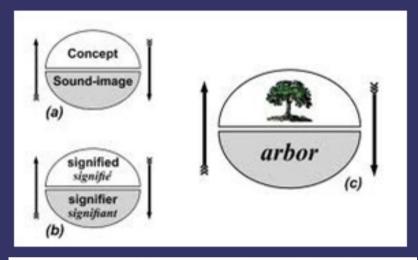
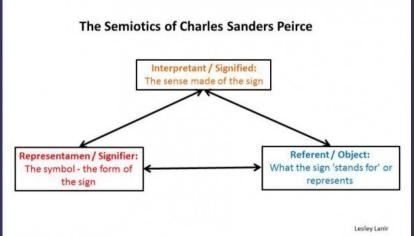
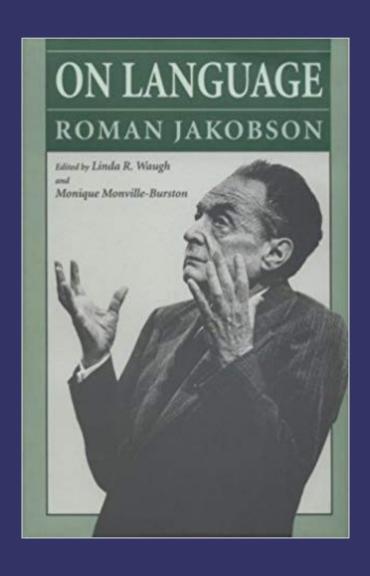
A Little Observation

- According to semiotics, images on a screen are signs: the concept (signified) and the signifier (image/sound).
- We are not the real thing until we meet in the real world.
- Pier Paolo Pasolini: motion pictures are "the language of reality".



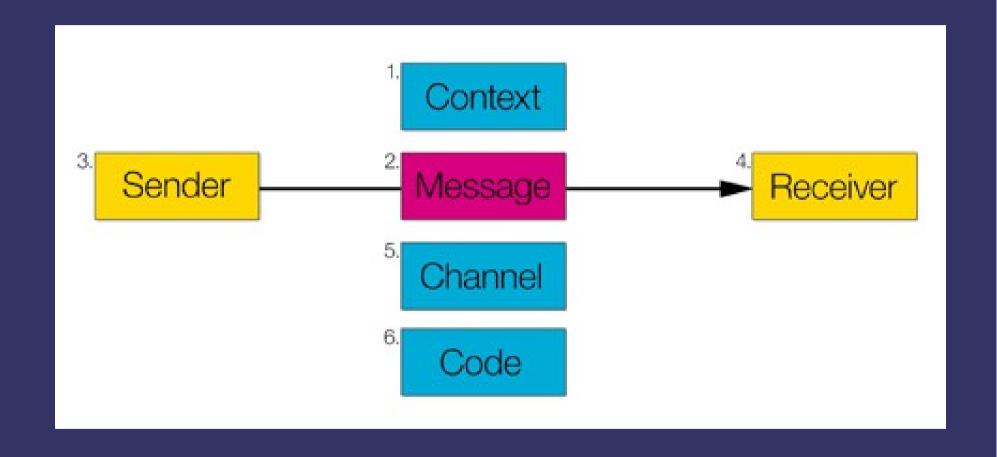






He studied communications theory (Claude Shannon), cybernetics (Norbert Wiener), and the semiotics of Charles Sanders Peirce, using them all to study poetry, music, and films (especially the emergence of sound in films).







The Six Functions of Communication

- 1. The **referential function:** corresponds to the factor of Context and describes a situation, object or mental state.
- 2. The *poetic function*: focuses on "the message for its own sake"
- 3. The **emotive function:** relates to the Addresser (sender) and is best exemplified by interjections and other sound changes that do not alter the denotative meaning of an utterance but do add information about the Addresser's (speaker's) internal state
- 4. The *conative function:* engages the Addressee (receiver) directly and is best illustrated by vocatives and imperatives
- 5. The **phatic function:** is language for the sake of interaction and is therefore associated with the Contact/Channel factor.
- 6. The **metalingual function:** (alternatively called "metalinguistic" or "reflexive") is the use of language (what Jakobson calls "Code") to discuss or describe itself.

Three Principals

Linguistic Typology

- Classification and study of languages in terms of
 - Quality: variance both between and within languages)
 - Quantity: distribution of language structural patterns all over the world)
 - Syntactics: word order, word form, word choice
 - Lexicography: meaning, vocabulary
 - Theory: reasons for these classifications
- Focus upon grammatical features (not necessarily shared origins)
- Goal: to describe and explain the common properties and the structural diversity of languages all over the world.
- Note: this did not include the roughly 150 sign languages found all over the world.



Three Principals

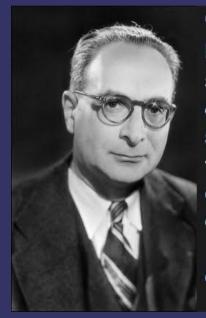
Markedness

- A study of how certain forms of grammatical organization are more "optimized" than others
- Aspects that stand out as being either divergent or unusual (not the "norm") of the language
 - Phonetics
 - Grammar
 - Semantics

Linguistic Universals

- The study of the general features of languages in the world
- A linguistic universal is a systematic pattern that crosses natural languages
 - For example: all languages have nouns and verbs
 - For example: all spoken languages have consonants and vowels
 - For example: all signed languages involve use of the hands and fingers





"Our system is the height of absurdity, since we treat the culprit both as a child, so as to have the right to punish him, and as an adult, in order to deny him consolation."

Claude Levi-Strauss



- Structural Linguistics (à la Ferdinand de Saussure) applied to anthropology
 - Switched the focus of anthropology from the "primary" family unit (father, mother, son, daughter) to the "secondary" family members, analyzing the relations between the units.
 - Marriages between families
 - Marriages between tribes
 - His method allows for the ability to predictive laws about family (and tribal and national) structures



- Structuralist Approach to Mythology
 - Examines and attempts to explain patterns of mythology from (between) vastly different cultures
 - Searched for fundamental units of myths
 - Argued that there is no one "authentic" version of a myth*
 - Argued that the many myths are manifestations of a same language
 - Broke a myth down into a series of sentences consisting of a relationship between a function and a subject
 - Sentences with the same function were bundled together
 - These bundles he called mythemes
 - He then analyzed the relationship(s) between mythemes
 - He discovered that a myth is made up of juxtaposed binary oppositions and their unification
 - *Joseph Campbell's myth studies were different: he sought to find authentic versions of a myth



- Structuralist Approach to Mythology
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Synthesis

Thesis Antithesis

- These are what make meaning a possibility
- It is the job of the myth to be slightly misleading, to create an illusion of control between the thesis and the antithesis, to create a belief that the conflict has been resolved (synthesis), even if it actually hasn't been resolved—a "reconcilable binary opposition"



Oedipus

- The Overrating of blood relations
- The underrating of blood relations
- The autochthonous origin of humans
- The denial of their autochthonous origin

| Kadmos seeks his sister Europa ravished by Zeu s | | 410 | |
|--|---|-----------------------------|--|
| | | Kadmos kills the dragon | |
| | The Spartoi kill each other | | Labdacos (Laios' father) = lame (?) |
| | Oedipus kills his father Laios | | Laios (Oedipus' father) = left-sided (?) |
| | | Oedipus kills the Sphinx | |
| Ocdipus marries his | | | |
| mother Joeasta | Eteocles kills his brother Polynices | | Oedipus = swollen foot (?) |
| Antigone buries her brother Polynices despite prohibition | | | |



"On the one hand it would seem that in the course of a myth anything is likely to happen. . . . But upon the other hand, this apparent arbitrariness is belied by the astounding similarity between mtyns collected in widely different regions. Therefore the problem: if the content of myth is contingent [arbitrary], how are we to explain the fact that myths throughout the world are so similar?"



OBSERVATIONS

- The trickster has a contradictory and unpredictable personality.
- The trickster is almost always a raven or a coyote.

FURTHER OBSERVATIONS

- The trickster mediates the opposition between life and death.
- The relationship between hunting and agriculture is analogous to the relationship between life and death: hunting is focused upon causing death and agriculture is focused upon creating life
- Agriculture: herbivores are concerned with plants
- Hunting: beasts of prey are concerned with catching meat
- Coyote and ravens are half-way between herbivores and beasts of prey:
 - Like herbivores, they don't catch their food, don't kill it
 - Like beasts of prey, they eat meat



THEREFORE

- "The trickster is a mediator. Since his mediating function occupies a psostion halfway between two polar terms, he must retain something of that duality—namely an ambiguous and equivocal character."
- "If it were possible to prove in this instance, too, that the apparent arbitrariness of the mind, its supposedly spontaneous flow of inspiration, and its seemingly uncontrolled inventiveness [are ruled by] laws operating at a deeper level . . . if the human mind appears determined even in the realm of mythology, *a fortiori* it must also be determined in all its spheres of activity."



From "The Structural Analysis of Myth"

| Life | 6 | | |
|-------|---|-------------|----------------|
| | 1 | Agriculture | |
| | | | Herbivores |
| | | | Raven; coyote |
| | | | Beasts of prey |
| | 1 | Hunting | |
| Death | | | |
| | | | |



Story Time!



Roland Gérard Barthes (1915-1980)

⇒ BUT FIRST . . .





Vladimir Propp (1895-1970)

- Soviet Folklorist
- Reduced plots to their simplest elements
- Claude Lévi-Strauss was highly critical of Propp's ideas
- Propp was highly critical of Lévi-Strauss's ideas
- Analyzed in terms of two types of structures (two different pieces of information), in terms of being:
 - Diachronic: a sense of traversing highs and lows of a story
 - Synchronic: the story is absorbed as a whole, as a unity of parts





Vladimir Propp (1895-1970) FUNCTIONS

- Absentation
- Interdiction
- Violation of Interdiction
- Reconnaissance
- Delivery
- Trickery
- Complicity
- Villainy or Lacking
- Mediation
- Beginning Counteraction
- Departure
- First Function of the Donor
- Hero's Reaction
- Receipt of a Magical Agent
- Guidance

- Struggle
- Branding
- Victory
- Liquidation
- Return
- Pursuit
- Rescue
- Unrecognized Arrival
- Unfounded Claims
- Difficult Task
- Solution
- Recognition
- Exposure
- Transfiguration
- Punishment
- Wedding



Vladimir Propp (1895-1970) CHARACTERS (Archetypes)

- Villain
- Dispatcher
- Helper
- Princess/Prize
- Donor
- Hero
- False Hero

