

Verbal Proxemics Course

by
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at
English Department
Kazimierz Wielki University



gamified course description

Verbal Proxemics Course, 2013/14

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Mission Briefing

We are the **proud race of slime-cores**, who have dominated hundreds of worlds with dozens of semi-intelligent life forms. Every time, our actions are swift and our victory decisive. Tributes paid by the inferior races are considered a mere justification for their existence. For we are the telepaths! We are the slime! We are green!

A long time ago in a galaxy far, far away... our scouts located a new disobedient race of so called humanoids. Their communication channels are so rudimentary that we cannot impose our superior ideas on those weak minds. **Humanoids still communicate by resorting to sound waves, spatial arrangement of their appendices, and artificial odours...** Our Hegemon demands from us nothing more but overpowering success. For this reason we shall lower ourselves to the level of those simple skin-clad creatures and try **understanding, adopting, and mastering their primitive communication channels** in order to subdue the masses to our will. We need to make them understand -- resistance is futile!

Our **mission** has been divided into **three stages of theoretical studies followed by practical experiments** to be conducted on the living tissue of humanity. Abductions are allowed as long as their outcomes can yield satisfactory results fulfilling Hegemon's grand scheme of conquests and exploitation.

Each of the three stages consists of **three discussion panels** aimed at devising best **field tests** in the following week. Field tests are to be carried out by a possibly large groups of slime-cores for safety reasons. Humanoids are unpredictable so attempting communication and submission may be dangerous in initial stages. Some of you may die, but that is a sacrifice Hegemon is willing to make. If you do, you shall be remembered by our brethren from the **Federation of Amiable Intelligent Lifeforms** aka F.A.I.L.

Towards the end of our short mission, and before departing back to **Evaluatory X-rays of Available Missions** aka E.X.A.M.s, I, the major slime-core of this mission will require you to face me in a **final duel** to prove your **skills and wisdom**. Those who perish will be forgotten (unless F.A.I.L. decides otherwise), while those who pass.... shall pass... You may choose between **written assignment, knowledge test, and presentation / discussion** of your **wisdom and abilities** based on collected data and conducted field tests.



General Mission Plan:

- 1) **briefing**
- 2) **stage 1**
 - a) reading & discussion panel 1
 - b) reading & discussion panel 2
 - c) reading & discussion panel 3
 - d) *field tests 1*
- 3) **stage 2**
 - a) reading & discussion panel 1
 - b) reading & discussion panel 2
 - c) reading & discussion panel 3
 - d) *field tests 2*
- 4) **stage 3**
 - a) reading & discussion panel 1
 - b) reading & discussion panel 2
 - c) reading & discussion panel 3
 - d) *field tests 3*
- 5) **final duel & grades**

In threesome we trust:

On the basis of previous scouting missions and conquers our Hegemon devised the great three rules of the thumb:

- three stages, three panels, three field tests in one mission
- three groups, three slime-core members, three presentations in every panel
- three paths to the heavenly pool of slime: participation, presentation, wisdom

Every week each group decides if they want to **prepare the discussion for the next week**. From the abundance of the **selected reading materials on humanoid communication**, they choose 1-3 texts. It is up to the team to decide how much reading, knowledge, skills, and field test plans they want to present. Presentations must be accompanied by group discussion, so questions must be supplied at the end of the presentation. Up to three 30-minute discussions per meeting can take place without disrupting the grand mission plan bestowed on us by Hegemon.

Each group is awarded **G.L.I.T.T.E.R.** (Grades-based Levelling Inclining Turnip-heads To Everlasting Resolve) for their performance. Only those slime-cores who collect enough G.L.I.T.T.E.R. and level up in our ranks can prepare **F.T.As** (Field Test Agenda) - detailed plans of experiments to be carried out on skin-clad humanoids at the end of each stage. Those **F.T.As together with actual experiments will bring even more G.L.I.T.T.E.R.** In case of **slime-core outcasts** who, for whatever reason, cannot participate in group discussions and



presentations, who do not collect G.L.I.T.T.E.R. in time... They also have the option of taking extremely active part in field tests and human abductions for **better-later-then-never G.L.I.T.T.E.R. collection.**

G.L.I.T.T.E.R. allocation:

- 0 - pathetic
- 1 - you leave me speechless
- 2 - you shall not pass
- 3 - seedlings of knowledge
- 4 - I can see you're sprouting finally
- 5 - slime is strong in this one
- 6 - Hegemon's kin

Every stage *can* be followed by a **W.H.A.T.** (Wisdom Hoax Analytical Test). Each inclined slime-core can choose at least one text from every discussion panel as the basis for a W.H.A.T. There are three possible attempts (one every week of every stage), but each next is penalised with a 1/3 drop in the amount of awarded G.L.I.T.T.E.R. There are three stages, there are three optional W.H.A.T.s, each with three attempts.

Towards the end of our mission it is up to every developed slime-core to decide on the mode of **the final duel:**

1. **written assignment** - analytical essay; 500-750 words; quoting required; referring to F.T.A.s and experiments on humanoids required.
2. **knowledge test aka open book exam** - a massive W.H.A.T. in a form of joint smaller W.H.A.T.s from stages 1, 2, and 3. You can have your resources with you, but expertise \neq ability to read.
3. **presentation / discussion** - a 10-minute individual multimedia or poster presentation followed by a 10-minute discussion.

G.L.I.T.T.E.R. distribution:

- | | | |
|------------------------|---|----------|
| ● attendance | max. 2 GLI x 13 meetings (short for G.L.I.T.T.E.R.) | = 26 GLI |
| ● participation | max. 4 GLI x 12 meetings | = 48 GLI |
| ● presentation | max. 6 GLI x 9 discussion panels | = 54 GLI |
| ● F.T.A. | max. 12 GLI x 3 stages (x2 multiplayer) | = 36 GLI |
| ● W.H.A.T. | max. 12 GLI x 3 stages (x2 multiplayer) | = 36 GLI |
| ● Final Duel | max. 24 GLI x 1 mission (x4 multiplier) | = 24 GLI |

MAX TOTAL = 224 GLI

SLIMY (5 in humanoid standards) = 108 GLI

Bask in slime!

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Names / Titles for levels?

Hegemon's kin
 Green Lantern
 Green Hulk
 sprout
 shoot
 bud
 seedling
 slime
 moist moisturizer
 sleaze
 blob
 muck
 mucus

Mission Plan & G.L.I.T.T.E.R. Distrobution

MISSION PLAN

GLITTER distribution	BRIEF	PANEL 1	PANEL 2	PANEL 3	F.T.A. 1	PANEL 1	PANEL 2	PANEL 3	F.T.A. 2	PANEL 1	PANEL 2	PANEL 3	F.T.A. 3	DUEL
attendance	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	0-2	
participation		0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	0-4	
presentation		0-6	0-6	0-6		0-6	0-6	0-6		0-6	0-6	0-6		
<i>F.T.A.</i>					0-12				0-12				0-12	
<i>W.H.A.T.</i>						0-12	0-9	0-6		0-12	0-9	0-6		0-12
<i>FINAL</i>														0-24
expected growth / F.T.A. access		+3	+6	+6	= +15	+3	+6	+6	= +15	+3	+6	+6	= +15	
PASS	1	3	9	15	18	21	27	33	35	38	44	50	52	68
<i>SLIMY</i>	1	9	17	25	29	37	45	53	57	65	73	81	85	108
MAX	2	14	26	38	56	80	92	104	122	146	158	170	182	218

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Mission plan is based on the writings of some surprisingly interesting humanoids:

1. Hall, Edward T. *The Silent Language*.
2. Hall, Edward T. *The Hidden Dimension*.
3. Scollon, Ron, Suzie Wong Scollon. *Discourses in Place. Language in the Material World*.
4. Yule, George. *Pragmatics*.

Polish safety valve:

1. Furdal, Antoni. *Językoznawstwo otwarte*.
2. Goffman, Erving. *Rytuał Interakcyjny*
3. Grabias, Stanisław. *Język w zachowaniach społecznych*.
4. Nęcki, Zbigniew. *Komunikacja międzyludzka*.
5. Van Dijk, Teun. *Dyskurs jako struktura i proces*.

Week by week mission plan:

BRIEFING: PRAGMATICS & LINGUISTIC STUDIES

Yule, George. <i>Pragmatics</i>	
1. Definitions & Background	3-8
Goffman, Erving. <i>Interactional Ritual</i>	
Introduction	1-4
Grabias, Stanisław. <i>Język w zachowaniach społecznych</i> .	
Wstęp	9-12
I. Socjolingwistyka czy socjologia języka?	13-62
Pisarkowa, Krystyna. <i>Językoznawstwo Bronisława Malinowskiego. Tom I.</i>	
IV.3. Uzależnienie lingwistyki od nauki o kulturze i psychologii społecznej	159-162

STAGE 1 / PANEL 1: BASIC ELEMENTS

Jakobson, Roman. in <i>Semiotics: An Introductory Reader</i>	
Closing statement: Linguistics and Poetics	150-156
de Beaugrande, Robert-Alain, Wolfgang U. Dressler. <i>Introduction to Text Linguistics</i>	
I. Basic Notions	1-12
Yule, George. <i>Pragmatics</i>	
9. Discourse & Culture	83-89
Hall, Edward T. <i>The Silent Language</i>	
5. Culture Is Communication	94-101
Leech, Geoffrey. <i>Principles of Pragmatics</i> .	
1. Introduction	1-18



STAGE 1 / PANEL 2: PHATIC COMMUNICATION

Malinowski, Bronisław. <i>The Meaning of Meaning</i> by C.K. Ogden & I.A. Richards	
IV. Language as a mode of action	309-316
V. The problem of Meaning in primitive languages	316-326
Hall, Edward T. <i>The Silent Language</i>	
6. The Pervasive Set	105-112
Scollon, Ron, Suzie Wong Scollon. <i>Discourses in Place</i>	
10. Indexicality, Dialogicality and Selection in Action	197-207
Goffman, Erving. <i>Rytuał Interakcyjny</i>	
4. Zaangażowanie i wyobcowanie	114-137

STAGE 1 / PANEL 3: CONVERSATION IMPLICATURES

Yule, George. <i>Pragmatics</i>	
5. Cooperation & Implicature	35-46
Cialdini, Robert B. <i>Influence. Science and Practice.</i>	
2. Reciprocation: The Old Give and Take . . . and Take	19-49
Leech, Geoffrey. <i>Principles of Pragmatics.</i>	
4. The Interpersonal Role of the Cooperative Principle	79-103

STAGE 1 / FIELD TEST 1:

Hall, Edward T. <i>The Silent Language</i>	
Appendix I. Schema for Social Scientists	191-192

STAGE 2 / PANEL 1: DEIXIS / INDEXICALITY

Scollon, Ron, Suzie Wong Scollon. <i>Discourses in Place</i>	
2. Indexicality	25-44
Verschueren, Jef. <i>Understanding Pragmatics</i>	
1.1.1 Deixis	18-22
Yule, George. <i>Pragmatics</i>	
2. Deixis & Distance	9-16
Sebeok, Thomas. <i>Signs: An Introduction to Semiotics</i>	
3. Six Species of Signs	39-64
5. Indexical Signs	83-102
Hall, Edward T. <i>The Hidden Dimension</i>	
IX. The Anthropology of Space	101-112



<i>Handbook of Pragmatics</i>	
Deixis & Pragmatics (S.C. Levinson)	1-63
Deixis (J. Sidnell)	1-26

STAGE 2 / PANEL 2: SEMIOSPHERE

Hall, Edward T. <i>The Hidden Dimension</i>	
IV & V. Perception of Space	41-63
X. Distances in Man	113-129
Lotman, Juri. in <i>Sign Systems Studies</i> 33.1	
On the Semiosphere	205-225
von Uexküll, Jacob. in <i>Semiotica</i> 42-1	
<i>The Theory of Meaning</i>	25-78
von Uexküll, Jacob. in <i>Instinctive Behaviour</i>	
Stroll Through the Worlds of Animals & Men	5-80
Deely, John. in <i>Sign Systems Studies</i> 32. 1/2	
Semiotics and Jakob von Uexküll's Concept of Umwelt	11-30
Berger, John. <i>Ways of Seeing</i> .	
1. Seeing comes before words	7-34
Hall, Edward T. <i>The Silent Language</i>	
10. Space Speaks	162-185
Scollon, Ron, Suzie Wong Scollon. <i>Discourses in Place</i>	
1. Geosemiotics	1-24

STAGE 2 / PANEL 3: SPEECH ACTS

Austin, John L. <i>How to Do Things with Words</i>	
Lecture I	1-11
Lecture XII	147-163
Yule, George. <i>Pragmatics</i>	
6. Speech Acts & Events	47-57
Hall, Edward T. <i>Beyond Culture</i>	
5. Rhythm & Body Movement	71-84
Leech, Geoffrey. <i>Principles of Pragmatics</i> .	
8. Performatives	174-197 (book)
9. Speech-act Verbs in English	198-228 (book)

STAGE 2 / FIELD TEST 2:

Hall, Edward T. <i>The Hidden Dimension</i>	
III. Crowding and Social Behaviour in Animals	23-40



XIII. Cities & Culture	165-180
XIV. Proxemics & the Future of Man	181-190

STAGE 3 / PANEL 1: CONVERSATION ANALYSIS

Levinson, Stephen C. <i>Pragmatics</i>	
6.2 Conversation Analysis	294-318
Yule, George. <i>Pragmatics</i>	
8. Conversation & Preference Structure	71-82
Hall, Edward T. <i>Beyond Culture</i>	
4. Hidden Culture	57-69
Scollon, Ron, Suzie Wong Scollon. <i>Discourses in Place</i>	
3. Interaction Order	45-81
5. Interlude on Geosemiotics	106-115

STAGE 3 / PANEL 2: POLITENESS

Brown, Penelope, Levinson S.C. <i>Politeness. Some Universals in Language Usage</i>	
3.1 & 3.4 - Face Threatening Acts (FTA)	60-78
5.5 - FTA Strategies	221-227
Goffman, Erving. <i>Interaction Ritual</i>	
I. On Face-work	5-45
Yule, George. <i>Pragmatics</i>	
7. Politeness & Interaction	59-69
Scollon, Ron, Suzie Wong Scollon. <i>Discourses in Place</i>	
4. Visual Semiotics	82-105
Leech, Geoffrey. <i>Principles of Pragmatics.</i>	
6. A Survey of the Interpersonal Rhetoric	131-151

STAGE 3 / PANEL 3: DISCOURSE ANALYSIS

van Dijk, Teun. in <i>Discourse as Structure & Process</i>	
1. The Study of Discourse	1-34
Cassirer, Ernst. <i>An Essay on Man</i>	
2. A Clue to the Nature of Man: the Symbol	41-44
3. From Animal Reactions to Human Responses	44-62
Scollon, Ron, Suzie Wong Scollon. <i>Discourses in Place</i>	
6. Place Semiotics: Code Preference	116-128
7. Place Semiotics: Inscription	129-141
8. Place Semiotics: Emplacement	142-165
9. Place Semiotics: Discourses in Time & Space	166-196

STAGE 3 / FIELD TEST 3:

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Hall, Edward T. <i>Handbook for Proxemics Research</i> Appendix D: Proxemics (fragments)	1-11
van Dijk, Teun. <i>Discourse as Structure & Process</i> Pragmatics of Discourse?	?

FINAL DUEL: END OF MISSION

Additional Literature:

- Austin, J.L. *How to Do Things With Words*.
 Barthes, Roland. *Mythologies*.
 Barthes, Roland. *The Death of the Author*.
 Berger, John. *Ways of Seeing*.
 Cialdini, Robert B. *Influence. Science and Practice*.
 Goldewski, Grzegorz, Andrzej Mencwel, Roch Sulima. *Antropologia słowa. Zagadnienia i wybór tekstów*.
 Grzegorzczkova, Renata. *Wprowadzenie do semantyki językoznawczej*.
 James, William. *Pragmatism. A New name for Some Old Ways of Thinking*.
 Levinson, Stephen C. *Pragmatics*
 Pisarkowa, Krystyna. *Językoznawstwo Bronisława Malinowskiego Tom I i II*.
 Sztompka, Piotr, Marek Kuć. *Socjologia. Lektury*.
 van Dijk, Teun. *Dyskurs jako struktura i process*.
 Watts, Richard J. *Politeness*
- + *Handbook of Pragmatics*
 + anything understandable on Ch.S.Peirce → icon & index & symbol

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