

# Semiotics - The heart of Design Theory 8<sup>th</sup> Feb

mind what a program does for a computer. It determines how we read a given text or "situation" ~Johnathan Ros

Semiotics is the study of signs  
anything capable of expressing meaning

- ↳ words
- ↳ clothes
- ↳ symbols
- ↳ gestures

Some signs come together to form codes  
eg: body ↳ language + dress

1 1 1

The language of fashion  
Roland Barthes - 2013

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- Diachronic - history

eg: english being so fucked as a language

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Dog: Hugo the pug  
(me) → terrier → scooby doo  
→ dog doodle  
(others)

Signs are arbitrary, so it tells us nothing about the Our biases tell us Signifier + Signified =

Signified + signifier  
↳ impulse / physical representation      ↳ mental representation

Langue - whole language

Sign - single word

Parole - partial example

Syntagm -

Paradigm - point of subs  
allows for a wo

↑ I'm drunk/pissed/fu

↙  
you can use this to make a

ystem  
snippet  
ution that  
to be swapped  
d/walloped".

you can use this to make it  
associated with word 2.  
eg: Obama HOPE poster can  
be associated with Ho

Myth (not dragon myths)

Sites in mainstream culture

- ↳ dominant ways of thinking
- ↳ cultural stereotypes

9  
20 Jan Barthes'  
a Spectacle of  
ill, gestures

odorless gas.

Alain De Botton AC

## The World of Wrestling

How are the roles of each wrestler  
Costumes, names, body language,  
behavior, the phrasing of  
commentator

What role is played by the com-

Verbal clues to assist c  
building hype / energy

What is the role of the ref  
bit like a conductor, gu  
and assisting in creat  
roles

Crowd response - is the  
Yes, via the over ex  
body language and j

clarification through verbal communication

Is wrestling a sport?

Wrestling fans take pleasure in seeing  
the Moral Mechanism played out.  
These mechanisms <sup>of and Barthes</sup> are not present  
in a real street fight.

is made understandable by reinforcement  
and repetition.

What the fuck was that