

## Basic Logograms for Shortened Notes



Originally developed as a writing system for faster note taking by creating a low-stroke-number; usually under 6 – less than the number of letters in common words, symbols for frequently used words. It contains a high proportion of technical vocabulary from science and engineering. The writing system further evolved to become its own language with its own grammar.

Creator: Maciej Zajackowski

Type of writing system: Logography, with 44 base sound shape pair abstract-idea letters (based on general concept round, pointy, wide, large small – shape not always the same) Generally voiceless consonants represent thin light objects whereas voiced consonants represent thick dark objects.

Direction: Generally, left to right but can also serve as a 2D/linear writing system for mind mapping

Used to write English and any other language, including itself as a language.

Largely a Priori, few borrowings of characters from Modern and Ancient Chinese (such as 大小火 and 水), Toki Pona  and Blissymbolics.

As a logography, the system also contains a higher variety of strokes compared to an alphabet to decrease repetitive use of the same hand muscle combinations.

### Notable features

-the characters get their pronunciation based on their underlying shapes in a similar way to the buoba-kiki effect.

-A has a large degree of inflection which one can keep at minimal quantity for fast note taking or use to varying degrees depending on need.

-Similar to existing Sign Languages and borrowing ideas presented by E-Prime, Basic Logograms for Shortened notes sparingly uses words such as 'to be, to' and also lacks articles including the and a'.

BLfSN also keep in mind precision, logical and technical, so words such as 'normal' (means: common, healthy, ok) and 'serious' (means: work in focus manner, to do in a strict/formal manner, and trying too hard) and other 'colloquial/ambiguous phrases' split into their specific logical meanings. It also, and hence, lacks tautologies as well as cuts down on ambiguous and imprecise phrases such as: 'it is said that, it is what it is, this is the way of things...'

BLSfSN also contains a variety of language markers not present in English such as the 'disambiguation marker' - like a semicolon by for definitions and 'shape/drawing marker' to clarify the fine boundary between logograms and drawings.

**Phonology and Conceptual Alphabet**

					
rising wide	round-wide	round -simple	square heavy	triangle / ridges	arrows / pointing
[j]	[w]	[p]	[b]	[v]	[ŋ]
					
dot / individual	vertical line	emphasis dot	vertical / block	soft / membrane	spiky / pointed
[d]	[t]	[d]	[t]	[c - ʃ]	[k]
					
deep curve / indent	waves/smooth	narrow / infold	small diminutive	rotation / curl / self-reference	fluid
[g]	[m]	[n]	[ŋ]	[ɹ]	[ʔ]
					
flow / parallel	roughness	cold / sputtering	movement	floating / cloud	sparks / hot
[x - h]	[ʏ-B-R]	[B - br]	[r-r]	[f]	[s]
					
horizontal block	wide sheets	focused points	filaments / thin	horizontal line	wide curves
[z]	[ʃ]	[z]	[ç]	[ʒ]	[l]
					
sonorous stuff	sudden drop	sparks / bits	small spiky	middle sized	large / wide
[ŋ]	[ʔ]	[i]	[i]	[ɛ/e]	[a]



wavy abstract

heavy bulky

empty space

diminutive

concave in bend

abstract idea

1

0

[ɔ/o]

[u]

[ɪ-ɨ-ʌ]

[y]

[ə]

[ʒ]

### Vowel Colours (colour system)

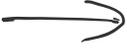
a	ɛ	i	ɨ	u	ɔ
red	magenta	blue	cyan	green	yellow

### Pronunciation Examples

Character	Analysis by Letters	Pronunciation
hand 	 Pointed curved large rising	[klaɨ]
towards 	 Arrow abstract pointed	[ŋok]
brain 	 Heavy wide bulky	[bwu]
`metacognition 	 [bwu] + self ref. 'abstract idea	[bwuɪ-ʒo]
shape 	 Sheet large curved abstract	[ʂamlo]

## Tones

BLFSN borrows the tones of Mandarin to further indicate the shapes of the characters

1- Staying Level	2- Rising	3- Dipping/Wavy	4- Falling	5- Neutral
				
/zāk/	/ńók/	/şamlǒ/	/bozetè/	/bwu/

Logogram categories inspired by Chinese liushu (六书)				
Character type	Example			
<b>Pictogram</b> -simple drawing of object				
	brain	cell	fluid/water	hand
<b>Ideogram</b> -representation of an idea				
	big	near	towards	before
<b>Composite Character</b> -consists of 2+ ideograms put together				
	analogy (parallel+idea)	rub hands together	arbitrary (random choice)	
<b>Phonetic Hint Character</b> -contain a letter to hint at sound -contain many physics concepts -can be used to specify similar looking object such as different types of plants, birds, animals...				
	mass	force	acceleration	approximate
<b>Highly Abstract Ideograms</b> -the idioms and thought experiments of BLFSN -often summaries long sentences into one idea - contain ʒ sound				
	narrow range for success	metacognition to look at one's own actions	limited perspective from limited knowledge	obvious but difficult to explain elephant test

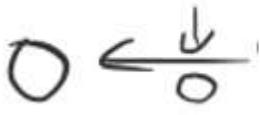
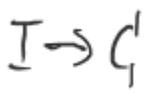
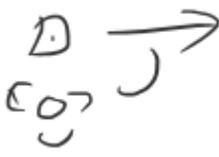
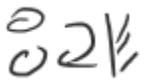
Common elements									
									
Hand Action	Brain Think	Electric	Idea Concept	Time	Space	Definite object	Indefinite Object	Number	Energy
									
Motion	Plane paper	Source purpose	Arrow Change	Choice	Exchange	Information	Imaginary	speech	person

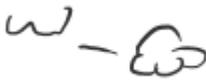
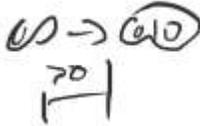
Cases (all optional)								
								
nominative	accusative	genitive	dative	instrumental	locative	causative	agentive	experiential

Inflection Particles					
					
verb	noun	adjective	Noun -> verb (-tion)	Disambiguation marker (meaning specifier)	Shape/drawing marker (distinguishes pictures for logograms)

### Example Characters

also	(be) at	continue	inside	outside	system	electric	Field	become
tipɔ	pɔtɛ	rɛ-rɛ	tokla	kɔtla	pɔɾɛpɔ	tsiki	tɔxɔkt	tɛzɔk
between	and	big	fire	method	cause	need	after	before
tɔkzɔkt	pɔz	da	fɛtɛts	pɔnɔk	tonla	vivwa	pɔlts-rɛ	rɛ-pɔlts
depend on	linked to	example	real	part	speak	biohazard	think	then
bɔzɛtɛ	klajzɪklaj	klajɟaklaj	pɔdɛz	ɟapɛ	pwats	pɔɪɪɪɪ	bwutspɔ	zɔkdidi
affect	colour	paradox	dream	basic	store	contrasting	math	cut
ɲɔkpɔbɔ	pa-aiu	kwaɾɛk	fapɔtɔ	vzɔzi	ɟwaɾɛ	ɟɔtɛdɔzɔ	pwatitizɪzɔ	pɔtɪŋ
cancel-out	response	tangent	mutual	show	use	can	turbulent	according to
pɔttɔ	kazamɛ	zitɔ	tɔɾɛ	ziwa	zɔ	ɾɛl	ɟaxaxa	ɾɛzɪk
focus on	spectrum	cover	info	inspiration	consider	create	overlapping	specific
dɟak	ktɛzɔtɛk	ɟwapɔ	pɔ-ɔi	ɾɛwapɔts	zɾɔbatɛ	klajɾɛts	pɔpwo	pɔz
interesting	P.S.	enjoy	privacy	material	protect	solve	energy	overcome
vɔvɔɟ	bats	ɾɛmlts	pɔgɛɟwa	ɟazɛtɛ	klajpɔɟa	mlɔɲɔk	pɔmlts	ɾaltɛ
itself	Instead of	switch	dual	complex	long	loop	combine	junction
pɔgɛ-rɛ	ɾɛpɔɾɛ	Klaj-kɛɾɛk	xɔmlɔk	lɔlɔɟɔpɔ	mlɔlɔ	ɾɛ-rɛ	pɔpɔzɪkpa	zitɪd

Highly abstract characters	
	To miss the point of something
	Narrow scope of knowledge/understanding E.g occurs when someone asks a question like "If humans evolved from monkeys, then why are there still monkeys?"
	2 characters: Know in theory but not in practice Know in practice but not in theory
	Three blind men and elephant scenario (We can never 'see reality as it really is' due to only ever seeing part of it due to limited perception and our own worldview)
	When the difference between two things becomes clear only when a third, contrasting one, is introduced.
	Scenario where a model's limits become exceeded and no it no longer applies. ie Newtons second law near the speed of light.
	Overlapping ideas/concepts, from mathematics and logic to Spanish and Italian
	Different dimensions/facets of a situation/idea
	When two opposite things become the same. I.e. Fear and enjoyment seem opposite but then there are horror movies and extreme sports
	When a simple or complex method yield the same result (but the complex method reveals many hidden advantages). Ie rote memorization vs actually understanding can both get you a good grade in a test!
	When you let go of a problem and take a temporary break from it does the answer come to you.

	<p>One truth many reflections</p>
	<p>The 'ability' to tolerate something that still does you harm. One person may not feel bothered by cigarette smoke, but is he really better off?</p>
	<p>Different mapping of situations. From cartesian and cylindrical coordinates in mathematics to the '6' vs '9' scenario (both numbers consist of the same shape!)</p>
	<p>Small difference big effect. Can we call things 'small' when they have great effects?</p>
	<p>When having to compensate for a weakness gains you a hidden long-term advantage. E.g. a dyslexic person develops creative ways to learn to read more efficiently. (This does not, however, mean that can romanticize disabilities as this effect comes indirectly)</p>
	<p>Buoba-Kiki effect - the sound shape logogram connection used in this conlang.</p>
	<p>Thinking outside the box</p>
	<p>Blurring 2+ distinct ideas under one word I.e. normal meaning common, expected/'should be' and healthy (as in normal life - free of disease)</p>
	<p>WILD-Wake Induced Lucid Dream A technique in which one falls asleep consciously and directly enters a lucid dream. (not really an abstract character but still depicts a complex process)</p>
	<p>Motivation / purpose in life</p>
	<p>How symbols carry meaning but we cannot consider them the objects they mean themselves. E.g. the map represents the territory but is not itself the territory, and discrepancies can occur between the two.</p>

## Sample texts

Basic Declaration of Human Rights

Ψ ρ ρ \* α:;∞ ⊕ 1⊖1 ∞ ∞ ∞ ⊕

Jwadi poge poz ɓa potsinpo poz kaxpozizini polzpo bwu-pojipwa tsipozge poz

↗. ρd↗ ↗ ↗ ∞ ⊕ ∞! ⊖ ∞ ∞ ∞ ↗

klaj-mlɔg. pɔgetipeda klaj-ɲa klajpe bwaretsɔa poz bwaɓzatslaz tipe-poz vivwa ɲɔk ʃatipo tɔɲ

↗ ↗ ∞ (∞)

klajɲe xɛɲ-ɲa ɓɛmɪtsɛ jwɛpɔgɛɲ-zi.

One's truest life is when we are in dreams awake

Ⓐ ∞! ↗ ↘ ∞ ∞

pwa ɲɛmlɪts tɛzɔk tɔkla fapɔɪpɔ ʃapɔgɛɲɔk