# Signs, symbols and icons

Pre-history to the computer age

# ROSEMARY SASSOON ALBERTINE GAUR

intellect™

# Contents

## Preface

# PART 1 THE HISTORY OF NON-VERBAL SCRIPTS

Chapter 1 A history of symbols and iconography Early uses of icons Iconography and memory aids Maps and property marks

### Chapter 2

Iconography and writing From icons to phonetic scripts Abbreviations in handwritten texts Numerals and music

# Chapter 3 Iconography in calligraphy, religion and art Secret communications Calligraphy Religious symbolism Symbols in secular art

## PART 2 ICONOGRAPHY IN THE COMPUTER AGE

Chapter 4 Extending the subject of iconographies Preconceptions to be dispelled Learning from history Designing icons

# Chapter 5 Symbols and special needs Computers and special needs Symbol systems and special needs Working with words and symbols

79

63

11

29

43

#### Chapter 6

Symbol systems for visually impaired Moon and other codes Unified Braille Code Guidelines and objectives Balancing issues

#### Chapter 7

105

A new iconography for deaf signers The use of sign graphics in bilingual education for deaf children Sign graphics – sociolinguistic issues

#### Chapter 8

121

Music Notation Computers and music notation The many ways that music has been created; from manuscript to computer graphics Music and typography

Chapter 9 139 Movement notation Dance notation Movement notation for clinicians

Chapter10

155

The way forward Designing icons for the screen Design considerations for a visual language The Atlantis InterArc research programme A prototype for an interactive iconic hotel booking system An educational multimedia network in Chile Conclusions – implications for designers today

Postscript	176
References	179
Index	184