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Role of phonetics and spelling in LOLspeak

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Michaela Mrázová

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Zásady pro vypracování:

Cílem práce je analýza textů využívajících prostředků "LOLspeaku", a to především efektu abnormálních variant vztahu pravopisu a fonetické realizace slov, včetně jejich kategorizace podle slovních druhů. Studentka na základě studia odborné lingvistické literatury shrne podstatné charakteristické rysy "LOLspeaku", bude se především obecně zabývat vztahem grafické a zvukové podoby slov v angličtině, zvláštní pozornost bude též věnovat slovům zvukomalebným a jejich funkci v textu. V následné analytické části se bude zabývat autentickými texty, převedenými do tohoto specifického jazyka, především parafrázemi biblických textů. Na základě posouzení vytipovaných úryvků se studentka pokusí zobecnit postupy využívané v "LOLspeaku", vysvětlit motivaci autorů k jejich použití a posoudit jejich vliv na čtenáře těchto textů.

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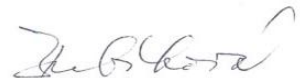
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Abstract

The aim of this thesis is to provide an insight into LOLspeak (an internet language used by people to create funny pictures of cats) and to investigate a relation between phonetics and spelling in forming LOLspeak. First, aims of this thesis and a hypothesis are established. Next, a brief introduction to the world of LOLspeak is given. Definitions of key linguistic terms and phenomena, such as phoneme, grapheme, ortoghraphy, or inflectional –s, follow afterwards. Description of methods of data gathering and their analysis, followed by the presentation of findings of said analysis, is given in the next part. Confirmation or refutation of previously established hypothesis along with a brief summary of findings is provided in the conclusion of this thesis.

Keywords

LOLspeak, phonetic transcription, plural, present tense, phoneme, spelling, internet slang, silent e, inflection, grapheme

Abstrakt

Cílem této práce je zprostředkovat náhled do LOLspeaku (internetového jazyka užívaného lidmi k vytvoření vtipných obrázků koček) a vyšetření vztahu fonetiky a pravopisu při jeho tvoření. Nejprve jsou vytýčeny cíle práce a je stanovena hypotéza. Dále je v krátkosti představen svět LOLspeaku. Následně jsou definovány důležité lingvistické pojmy a jevy, například foném, grafém, ortografie, či inflekční přípona –s. V další části jsou popsány metody postupu při shromažďování a analýze dat a následně jsou v další části závěry této analýzy prezentovány. V závěru práce je pak diskutováno potvrzení či vyvrácení stanovené hypotézy a jsou zde shrnuty výsledky analýzy dat.

Klíčová slova

LOLspeak, fonetická transkripce, množné číslo, přítomný čas, foném, pravopis, internetový slang, nevyslovované e, skloňování, grafém

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1 Introduction

This thesis is dedicated to analyzing LOLspeak, specifically to determining the effect of phonetics on spelling in formation of LOLspeak. The author chose this topic because she had numerous experiences with LOLspeak in both reading and creating. And her natural curiosity made her wonder whether there are any rules to this strange language.

The thesis is divided into two parts, theoretical and practical. In the beginning of the theoretical part LOLspeak and the environment of its origin are introduced. Basic description of LOLs, *ICHC*, and a brief overview of the cat cult and major cat characters are given. Afterwards theoretical background of orthography, graphemes, graphs is introduced. Next, basic terms of phonetics, vowels, consonants and their representation in graphemes are described. Attention is also paid to phonetic transcription and onomatopoeia.

The practical part first describes the methodology used for finding, gathering and analyzing data. Afterwards the findings and outcome of the analysis is presented. Graphs and tables are provided to make the data presentation more comprehensible. The data presentation is divided not according to classification of parts of speech as intended, but based on the outcome of the analysis the author decided to rather divide the findings according to the investigated change as the changes do not apply only to certain parts of speech. The author also briefly discusses other changes discovered during data analysis and presents examples.

At the end of the thesis, a brief summary of the outcome of the analysis along with short contemplation about the future of LOLspeak is given.

2 LOL Universe

The Internet has revolutionised the way people all around the world communicate. It is a very powerful global medium, which is used every day in almost every household or every company in the world. With a single click of a button you are instantly able to access various websites with the content you want to see. People use internet to get the latest news, to find various kinds of information, to socialize and most of all to entertain themselves.

The first idea of a data-sharing network was first conceived by Murray Leinster in 1946 in his story *Logic Named Joe*, where he describes devices similar to personal computers connected to a storage unit containing all data known to man. (Leinster, 1946)

With the first real data-sharing network ARPANET, introduced in 1969, an idea became reality. (Leiner, c2011) Establishment of the first commercial internet service provider in 1985 launches internet to the world. Only 27 000 comupters had been connected in the first two years, but this number has been growing exponetialy. Now, over 2,3 billion users worldwide access the internet at least once a day. (Internet Growth Statistics, c2001)

With more and more people accessing the Internet, various Internet forums allowing people to talk to each other and to share their ideas, experiences, stories and to ask for and give advice on various matters, were founded. Soon, using only words was not enough and people started to share photos and various pictures. Not long after that, first websites and imageboards focused only on sharing funny photos and pictures were created and people accessed these websites to get their daily dosage of fun. The first LOLs were created, became extremely popular and gave rise to some very popular websites providing people their daily batch of new and fresh material. Some very popular websites of today are for example *9gag, 4chan, Something Awful, Reddit* and *I can has cheezburger (ICHC).*

2.1   LOLs and the cat cult

The definition of a LOL is clear. It is a picture or a photograph accompanied by few words, i.e. caption, which is very often idiosynchratic. The purpose of such a picture or a photograph is to entertain either by captioning an already funny photograph to increase wittiness, or by captioning an ordinary photograph to add wittiness. Probably the best known and the most accessed website featuring LOLcats is *I can has cheezburger?*

I can has cheezburger? (often referred to as *ICHC* for short) was created by Hawaiian blogger Eric Nakagawa and his girlfriend in 2007 as a "weblog featuring LOLcats". With more than 16.5 million hits every month, Cheezburger is "one of the largest humor publishers in the world" (Cheezburger, Inc., 2007).

The content of *ICHC* is created by its users, every site's visitor can create a funny picture, so called LOL, via "LOL Builder". Each picture then travels into the voting section, where all registered users vote for them. Only pictures with the most votes get to the front page of *ICHC*. This way, the site encourages people to be creative and established one of the biggest Internet communities. Nakagawa himself said "It's like you're creating a story supplied by people in the community, and then the people in the community supply the next part of the story" (Cheezburger, Inc., 2007). The popularity of the site inspired its creators and a sister site *Cheezburger network,* with lots of spin-off sites, was created. Twenty five most popular spin-off sites are linked to each other.

This website features a significant amount of LOLcat pictures. But surprisingly it is not the home of the very first LOLcat. The first LOLcat ever first appeared on a previously mentioned website *4chan*. *4chan* started as a bulletin board for sharing ideas and pictures, but nowadays is frowned upon for the extensive amount of adult content.

The first LOLcat ever posted on *ICHC* weblog was Happy cat, a picture of smiling British Shorthair with a caption saying "I can has cheezburger?" This caption inspired the name of the site. (Cheezburger, Inc., 2007)

Happy cat (Source:http://icanhascheezburger.com/2007/01/11/i-can-has-cheezburger-3/)

LOLs became very popular and thanks to the simplicity in making them, virtually any cat could become a LOLcat. Internet was flooded with pictures of cats. Users were able to caption photos or pictures provided by others and very soon there were many captions of the same pictures. The best of them spread through the Internet like an infection. And very soon a cult started to form.

Happy Cat gained brothers. One the early ones was Monorail cat – a cat lying on top of a flat screen television with her legs tucked underneath her resembling a monorail on its track. Long cat – a cat held by under her front paws with the rest of its body hanging down to appear long, and Hover cat – a picture of a cat lying on a glass table taken from below to give the impression of hovering in mid-air, followed short after. (Cheezburger, Inc., 2007)

In their captions people started to exaggerate cats' qualities and actions. Probably the best known is *"I made you ...., but I eated it"* which makes fun of cats' big appetite. Their popularity grew and grew and people started to build a whole world around cats. They promoted cats to a position of rulers of the household and adjusted the captions to cats' natural personality.

But because cats are not the only animals "ruling" our households, it was just a matter of time before first LOLdogs appeared. And not only dogs. There is a LOLrus and his *bukkit*. LOLrus is a LOL name given to an elephant seal mistaken for a walrus. Minazo,

the elephant seal, was a celebrity in his home Aquarium in Japan for his famous pose with a bucket he would hold against his body with his tongue sticking out. (Cheezburger, Inc., 2007)

Boom of LOLspeak even resulted in ceration of a programming language with commands based on special LOLspeak phrases was created. This programming lanuguage was created in 2007 by a researcher at Lancaster University Adam Lindsay. (Silverman, 2007)

Popularity of LOLcats and LOLspeak inspired Martin Grodin to start a LOLcat Bible Translation Project, a website similar to wikipedia not only by its layout but mainly by the principle of contribution. The only thing needed to become a part of this project is to create an account and acquaint oneself with some basic rules of LOLspeak. This project has been running since 2007 and by 2010 there had been enough material to be published as a book. And thus *LOLcat Bible* was compiled.

The name LOLcat Bible is no marketing strategy; it is in fact a Bible rewritten from the point of view of a cat in a cat culture. A foreshadow of the cat culture has been already discussed in previous chapters. Let's now focus on the characters in the book.

The first character we meet is the Ceiling Cat, the equivalent of God. The first chapter describes how Ceiling Cat created Earth, various animals and eventually humans. The obvious question 'why humans and not cats' arises. The answer is simple "Let us maek peopul kind ov liek us, cuz we so cyoot. An dey gunna cleen teh howses an bring teh fud. Dey also haf fumbs to opun teh can openers". In translation "Let us maek people kind of like us, because we are so cute. And they are going to clean the houses and bring the food. They also have thumbs to open the can openers".

Even though Ceiling Cat created a man and a woman, they only appear in the first three chapters. We see them acquaint and then we watch them commit the primal sin. As in the original Bible story, snake tricks Eve into eating a forbidden fruit from a tree in the Garden of Eden. And as in the original story, Ceiling Cat banishes the man and the

woman from Eden, curses the Earth and punishes them and the snake.

The rest of the chapters deals with various Biblical characters represented by cats. We can read about Noah and how he saved pairs of animals (except for unicorns and dragons, Ceiling Cat did not like them) from the big flood. We see all ten biblical plagues Ceiling Cat sends on Egypt to make Pharaoh release Jews from slavery. We witness the suffering of Job, who is severely tested by Ceiling Cat and his rival Basement Cat - the equivalent of Lucifer.

And we are there when Happy Cat is born. Happy Cat represents Jesus. We follow his story from the Immaculate Conception, through his first miracle of turning water in wine, bringing a girl back from the dead, feeding five thousand people with five breads, to the last cheeseburger feast and his crucifixion. A list of all the chapters as well as an excerpt of one chapter along with pictures of LOLcats can be found in Appendix 1. (Grodin, 2010)

Two years have passed since the *LOLcat Bible* was published. And during those two years new LOLcats have been introduced. The most popular of the new LOLcats are Grumpy Cat and Sam, the constantly worried cat. They took the Internet by the storm and Grumpy Cat was even featured in numerous talkshows and news on TV.

3   So, what is LOLspeak?

When we look at LOLspeak, its origins are very clear. It is some kind of derived English. It is not a dialect, because dialect does not affect spelling. And is not a jargon either, because jargon affects only vocabulary. Could it be some sort of a new language? Crystal in his *The Cambridge Encyclopaedia of the English Language* names newly forming languages as *pidgin* and *creole*. We also find these two terms in Qurik's *A Comprehensive Grammar of the Engslih Language*. Both gentlemen disscus these terms very thouroughly. Contrary to this Chalker in her *Oxford Dictionary of English Grammar* provides very clear and comprehensible definitions.

She defines pidgin as "a grammatically simplified form of a language with a restricted vocabulary [....] used as a means of communication between people not sharing a commong language" (Chalker, et al., 1998, p. 298) and creole as "a pidgin that has become a mother tongue" (Chalker, et al., 1998, p. 101)

So far all we know about LOLspeak is that it is an English language with what appears to be a certain set of rules, its own culture and idiosyncratic phrases. More exactly

1) It is a language used mainly on the internet.
2) Its vocabulary is limited and centred around cats.
3) To understand LOLspeak, basic knowledge of phonetic English is required.
4) It is nobody's mother tongue.
5) Its model is English.
6) It might appear incomprehensible at first sight.
7) Appears to have a set of rules concerning its formation.
8) Uses idiosyncratic phrases.

Concerning all the given know facts, LOLspeak is most certainly a pidgin. Even thou it does not comply with all the criteria for a pidgin, it cannot be a creole simply because it is nobody's mother tongue.

4   Graphic and phonetic form of a language

Virtually every language has its graphic and phonetic form, i.e. it is written and spoken. Linguistic discipline dealing with written language, more specifically the way words are spelt, is called orthography. (Quirk, 1985)

Quirk further specifies that the unit of orthography is a *grapheme*. In his *The Encyclopedia of the English Language*, David Crystal states that graphemes are "an abstract units, and appear in a variety of forms [...] each of these possible forms is known as a *graph*." (Crystal, 2003, p. 257) He also intorduces the term *digraph* which means that "two letters represent a single sound" (Crystal, 2003, p. 257). Chalker provides the following definition of a grapheme in her *Oxfor Dictionary of English*

Grammar: "the smallest meaningful contrastive unit in the writting system" (Chalker, et al., 1998, p. 179) and accopmanies it with the definiton of a graph as following "the smallest discrete unit of writing, especially a letter." (Chalker, et al., 1998, p. 179) In this respect, Chalker's definiton is the most clear one.

Chalker also draws attention to the fact that the term *graph* overlapses with the term *allograph* which she defines in two ways. Either as "a particular printed or written form of a grapheme" or as "one of a number of letters or letter combinations representing a phoneme." (Chalker, et al., 1998, p. 19)

Moving to the phonetic form of a language. Chalker, Crystal, Roach in his *Phonetics*, and Jones in his *Outline of English Phonetics* agree, that the language discipline studying phonetic form of a language is called phonetics. They all introduce the term *phoneme*. Chalker defines it as "(a) the smallest meaningful unit in the sound system of a language or (b) a 'family'of similar sounds" (Chalker, et al., 1998 p. 294). Jones's and Crystal's definitions are very similar to Chalker's. Roach chose a little simpler definition and defines them as "symbols we use to write English in a way that tells you exactly which sounds are pronounced" (Roach, 2001 p. 7). Somehow, Roaches definitions seems too simple to the author to be regarged as useful.

And just like with allomorph, allophone is also introduced. Again, definitions are very similar to each other, but probably the best one is by Chalker "any of the variants in which a phoneme is actually realized" (Chalker, et al., 1998 p. 20)

Gimson in his *An Intorduction to the Pronunciation of English"* then divides phonemes into vowels and consonants" (Gimson, 1970, p. 53). These will be dealt with in following chapters.

Roach further discusses phonemes in terms of writing. He defines this process as *phonetic transcription* and states that "we use phonetic symbols to represent a sound that could belong to any language, or a sound which is a special way of pronouncing a phoneme." (Roach, 2001 p. 7) Chalker alaso defines phonetic transcription as "the

representation of spoken language in phonetic symbols" (Chalker, et al., 1998 p. 402)

Phonetic symbols are internationally recognized symbols and together they create IPA – International Phonetic Alphabet. For IPA, please, see Appendix 2.

To sum up and clarify what has been said in this chapter let us demonstrate all terms on an example. A good example might be the word *think* [θɪŋk]. By definition, the word *think* consists of 4 graphemes, one of which is a digraph. The graphemes are ⟨*th*⟩, ⟨*i*⟩, ⟨*n*⟩, ⟨*k*⟩, where ⟨*th*⟩ is the before mentioned digraph, because it consist of two letters representing one sound. It also has 4 phonemes, i.e. consist of 4 sounds noted down in 4 phonetic symbols representing each sounds. These sounds and their phonetic symbols are [θ], [ɪ], [ŋ] and [k].

4.1 Vowels

There are two types of vowels – pure vowels and diphthongs. Pure vowel is a vowel without a change in their quality. Diphtongs are vowel glides, or vowels with a change of quality, in transcription represented by a group of vowels. (Crystal, 1990, pp. 94, 251) Gimson and Roach, who also recognize these two types of vowels, further classify them according to lip position and tongue position in the moment of heir production, but such classification is not necessary for this thesis.

Gimson then further states division of vowels into three groups according to their length (Gimson, 1970, p.90). He recognizes three lengths of vowels:

Short - ɪ, e, æ, ɒ, ʊ, ə, ʌ
Long - iː, uː, ɑː, ɔː, ɜː
Diphtongial - eɪ, aɪ, ɔɪ, ʊɪ, əʊ, ɑʊ, ɪə, ɛə, ɔə, ʊə

4.1.1 Representation of vowels in graphemes

Gimson was the one the author could find, who illustrated representation of vowel phonemes in graphemes. These illustrations are borrowed from his *An Introduction to the Pronunciation of English* (Gimson, 1970, pp. 99-144)

iː - *e, ea, ie, ei, i, ee*   ɑː - *a, ar, ear, er, al, au*   ɔɪ - *oi, oy*

ɪ – *i, y, e, ie, a*   ɒ - *o, a, ou, ow, au*   əʊ - *o, oa, oe, ou, ow*

e – *e, ea, a*   ʊ - *u, o, oo, ou*   aʊ - *ou, ow*

æ – *a, ai*   eɪ - *a, ai, ay, ei, ey, ea*   ɛə - *are air, ear*

ʌ - *u, o, ou, oo, oe*   aɪ - *i, y, igh, eigh, ie, ye, ei, ai*   ʊə - *oor, ure, ur, ewer, our*

ɔː - *or, aw, ou, au, a, ore, oor, oar, our*   uː - *oo, o, ou, u, ew, ue, ui, oe*

ɜː - *ir, yr, er, ere, ear, ur, urr, w+or, our*   ɪə - *eer, ear, ere, eir, ier, ir, ea, ia, eu, eo*

ə (schwa) as a single vowel can represent almost all vowel representing graphemes and their combinations. (Gimson, 1970, p. 123)

From this given list it is obvious that no vowel representing grapheme, or their combination on that matter, has only one phonetic transcription and in consequence cannot be pronounced in only one manner. Proper pronunciation thus has to be learned, not derived or guessed.

4.2 Semivowels

Semivowels function as consonants, yet, the manner of their production is of vowels. The English Language recognizes two semivowels. (Roach, 2001)

j – *y, i,* /juː/ - *u, ew, eu, eau, ui*   w – *w, wh,* or *u a*fter *q, g*

4.3 Consonants

Crystal defines these phonemes as "sounds made by a closure or narrowing in the vocal tract so that the airflow is either completely blocked, or so restricted that audible friction is produced." (Crystal, 1990, p. 67)

According to Roach (2001, p. 20) consonants can be classified according to 4 criteria from which only the criterion of voicing is important for the purpose of this thesis. Both Roach and Jones agree that voice distinguishes voiced a voiceless consonants, i. e. consonants produced with either breath or voice (force of exhalation when producing the consonants) and they classify them as follows: voiceless – /f/, / θ/, /s/, /ʃ/, /p/, /t/ /tʃ/,/k/, /h/, /ʍ/; voiced - /v/, / ð/, /z/, /ʒ/, /b/, /d/,/dʒ/, /g/, /m/, /n/, /ŋ/, /l/ ,/j/, /w/. Jones then adds that "each voiced consonant has its unvoiced counterpart: *v ~ f, z ~ s, d ~ t,* etc." (Jones, 1947, p. 20)

4.3.1 Representation of consonants in graphemes

Representation of consonants in graphemes is generally not as complicated as with representation of vowels – most phonetic symbols describing consonant phonemes have the same form as their grapheme (/p/ - *p*). Representations are borrowed from *An Introduction to the Pronunciation of English* (Gimson, 1970, pp. 161 - 216)

p – *p*	dr - *dr*	ʒ - -*si-, s, z* before *u, -ge*
b – *b*	f – *f, ff, ph, gh*	h – *h, who*
t – *t, tt, th, ed* in past tense	v – *v, f, ph*	m – *m, mm, mb*
d – *d, dd, ed* in past tense	θ - *th*	n – *n, nn, kn, gn, pn*
k – *c, k, oc + a o u, qu, ch*	ð - *th*	ŋ – *ng, n* followed by *k, g*
g – *g, gg, gh, gu*	s – *s, ss, c, sc, x*	r – *r, rr, wr, rh*
tr - *tr*	z – *s, ss, z, zz, x*	dʒ - *j, g, dg, gg, dj, de, di, ch*

tʃ - *ch, tch, t+ure, t+eous,t+ion*

ʃ - *sh, ch, sch, s* or *ss* before *u, -ti-, -si-, -sci-, -ci-, -ce-*

Unlike vowels, consonants are easier to distinguish as almost no overlaps exist.

4.4 Phonetic transcription

Phonetic transcription is a consistent method of writing down the spoken language. In English, phonetic transcription is very important as English is one of the languages where spelling of a word and its pronunciation differ and sometimes greatly. Phonemes are represented by various phonetic symbols; through them, all alterations to the sounds can be seen. (Chalker, et al., 1998, p. 402)

Phonetic symbols are internationally recognised symbols organised in IPA – International Phonetic Alphabet. For the IPA table, please see Appendix 2.

Phonetic transcription is capable of distinguishing so called strong and weak forms of words. This change can be implemented by a change in the quality of a vowel, or by a complete omission of a sound (both vowel and consonant sound). (Jones, 1947, p. 115) The most used phoneme in weak forms is the vowel schwa - ə. (Gimson, 1970, p. 123)

We have looked at representation of all phonemes in graphemes, but in the following chapters we will focus on three specific graphemes - *-s, -e* and *th* – and their representation in phonemes.

4.5 Number

Number is a grammatical category related to nouns. English system recognises two types of number, singular and plural. The term singular denotes that the amount of the entity described by the noun is just 'one', the term plural on the other hand denotes
more than one and is expressed by various grammatical means. (Dušková, c2012)

Whether a noun has both singular and plural form depends on to which number class it belongs. According to Quirk (*A Comprehensive Grammar of the English*

Language,

1985, p. 297), there are three number classes

      I.   Singular invariable nouns

      II.   Plural invariable nouns

      III.   Variable nouns

(I) Singular invariable nouns occur only in singular, i.e. they do not have a plural form. Invariable nouns are all nouns naming "materials, liquids, abstract qualities, collections and other things, seen as masses without clear boundaries". (Swan, c2005, p. 128) Most proper nouns (*the Thames*) and abstract adjectival heads (*the supernatural*) also belong among the singular invariable nouns. Some singular invariable nouns can sometimes occur in plural form (i.e. with the *–s* suffix) where they are used to express different types of the invariable noun. (Quirk, 1985, p. 129) For example, *butter* (as in "Please, pass the butter.") and *butters* (as in "I don't know which one to choose, there are so many butters!"). Note that *news,* as well as names of diseases and some games, is always singular despite the fact that it ends with *–s* which usually indicates plural. However, in American English, diseases are variable if they are used to refer to specific attacks of pain, e.g. *headache*. (Quirk, 1985, pp. 299-300)

(II) Plural invariable nouns are in contrast with the single invariable nouns, i.e. they have a plural form, but not a singular form. Among this type of nouns belong tools, instruments, and pieces of clothing always consisting of two parts joined together. A special group of plural invariable nous are nouns called 'pluralia tantum' (Quirk, 1985, p. 300), i.e. nouns that in particular situations occur only in plural form (e.g. *arms* meaning weapons). Nouns like *police, staff* or *people* have no plural marking, yet are
used as plurals and belong to this group of nouns as well. (Quirk, 1985, pp. 300 - 303)

Many abstract nouns can be used both as variable and invariable according to their reference to more 'general' or 'specific' meaning. (Swan, c2005, p. 130)

(III) Variable nouns are nouns that always have both singular and plural form. Although the vast majority of variable nouns forms plural regularly by adding the inflectional

–*(e)s* suffix, a small group of nouns forms plural either by taking another suffix, by mutation to the stem vowel, or by mutation to the final consonant. (Dušková, c2012)

4.6 Inflectional –*s*

This inflectional morpheme is one of the bound morphemes that tell various grammatical categories of a word, such as gender, number, case etc. This particular morpheme tells number (regular plural –*(e)s*), person (third person singular –*s*) and case (possessive –*s*).

When we consider this morpheme from an orthographic point of view, we come to the conclusion that it is a grapheme that can be represented in different morphemes. In other words an allophone. Crystal, Dušková in her *Mluvnice současné angličtiny* and Bieber in *Longman Grammar of Spoken and Written English* all agree on the same phonemic representation, which is following:

> I. /s/ after voiceless consonants other than /s, ʃ,ʧ/
> II. /z/ after vowels and voiced consonants other than /z,ʒ,ʤ/
> III. /iz/ after /s,ʃ,ʧ,z,ʒ,ʤ/

Both Dušková and Bieber explicitly used illustrated phonetic symbols representing phonemes, whereas Crystal used a name for these phonemes – sibilants. Dušková further states that the inflectional –*(e)s* is also added while forming plural of nouns ending with –*y*. In this case the –*y* into –*i* and –*es* is added to it to form plural. (Dušková, et al., 1964)

4.7 –e ending

The letter *e* is not actually any form of an inflectional or derivational suffix. It is just an ordinary letter at the end of words. An ordinary grapheme. When written it does not look any different, suspicious or even problematic. But everything changes when the word is pronounced. There are hundreds and hundreds of words in English that end with so called *silent –e*. The term silent denotes that it is written but not pronounced. In other words, this grapheme on this particular place is not represented by a phoneme.

Jones states that even though not pronounced, the *–e* has a very important function. (Jones, 1947) Apart from its ability to prolong a vowel in front of it, it can also soften vowels and prevent singular words being mistaken for plural ones. It also serves as a "dummy vowel" in syllables that otherwise would not have any. (Jones, 1947)

The improtance of silent *–e* to this thesis will be proved later.

4.8 The digraph th

Just like previously mentioned silent *–e*, the digraph *th* does not seem to be anything special. It's neither suffix nor prefix, neither inflectional nor derivational. It is just a simple digraph. But just like with silent *–e*, its importance lies with its phonemic representation.
In English, the digraph *th* represents phonemes found in a very restricted number of languages. Their phonemes are voiced /ð/ and voiceless /θ/. If we take a look at previously presented chart with graphemic representations of consonants, we can clearly see that both can be represented by only one digraph – *th*. So why is it so important?

As mentioned before, / ð/ and /θ/ do not occur in every language and learners of English unfamiliar with these sounds tend to substitute them with /t/, /d/, /f/ or even /s/[1]. Dušková mentions that these consonants are non-existent in Czech and the only difference between them is voice.

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[1] Author's personal experience as a tutor

4.9 Onomatopoeia

So far we have been focusing on a relationship between graphic and phonemic realizations of words without considering their meaning. *Onomatopoeic* words are words, mostly interjections, in which the sound is related to their meaning. Both Chalker and Crystal state, that the sound in a way imitates what they are referring to, i.e. there is a connection to the outside world. Crystal defines this link as "sound symbolism" and specifies that onomatopoeia is a "use of sound in poetry". Onomatopoeic words can be found very commonly in for example comic books. The author of the comic writes the sound next an object that makes the sound to stimulate readers' mind and make them imagine they hear the sound while reading the word.

5 Methodology

In this part of the paper the author would like to focus on the description of the data collection, its analysis and drawing conclusions interpreted later in the paper.

The first step in data gathering was searching for resources. LOLspeak is very popular on the Internet, therefore a wide selection of LOLs and LOLcat picture had been found. But because the sources were more or less scattered and each had a different author, one rather cohesive source had to be selected. *LOLcat Bible Translation Project* seemed as a good source at first. There was a lot of material to choose from and it could be accessed easily. But because it is user controlled, it very soon became apparent that the content is changed on daily basis and that was has been analyzed before could be gone any moment.

After a careful evaluation of each source, a book version of *LOLcat Bible* has been selected as a primary source for data analysis. Its contents actually are selected chapters from the *Translation Project* but with the advantage of being published in a printed form and therefore non-changeable. Not only it contains almost every LOLspeak phenomenon, it also shows its culture, variety, and, in a way, autonomy.

Next, the book was read cover to cover to ensure that every single word is understood and to avoid misinterpretation or failure to understand. Some words, for example *tamales,* had to be researched because of cultural difference or author's nescience of the word. After ensuring that every word is understood properly, a sample selection has to be done. The content of the book was examined again and judging by the inconsistencies in translation, the author came to the conclusion that each chapter (or more, max. 3) was translated by a different person. This conclusion was supported by Grodin's expression of thanks in the final chapter.

The author then searched Martin Grondin and tried to make contact with him on a social network in order to gain a list of names of the people taking part in making the book. Her intent was to select chapters done by one person, analyze them and contrast them with chapters from another person. Unfortunately, Martin Grodin never replied to the message. Thus a bold decision had to be made. The author decided to analyze the whole book to provide objective insight into all possible variations and changes. Thus the book became a corpus.

Each non-standard English word from first two chapters has been noted down and carefully examined. Some patterns in changing became obvious. The author the established preliminary groups based on the ongoing change. Preliminary groups were following:

Words ending in *–e*	Past forms of verbs
Words ending in *–y*	Wordings ending in *-le*
Plural	W inserted before l
Third person singular	Phonetic based spelling
Th	Onomatopoeic

Each of these categories was then closely studied to determine the frequency of occurring and those with lowest occurrence frequency were dropped.

After that, all cases of individual change were noted down and counted. All words in the

book were counted in order to ensure ability to express the occurrence of the individual change to total word count ratio.

All data was then sorted into tables and processed into organized graphs.

Primary intention was to categorise analyzed words according to the part of speech they belong to. But after careful analysis this sort of categorisation occurred to be inconveniently chosen as the occurring changes do not apply to particular parts of speech but rather to specific groups of words with a common feature i.e. words ending in silent *–e,* or words with inflectional *–s*. If the before intended presentation had been preserved, the presented data would have been incomprehensible and scattered, many things would have repeated in different chapters. This categorization according to the change is more logical and not at all complicated.

6   How LOLspeak is created

After careful analysis and numerous hours of counting, the author chose three most frequent changes which indicated application of some sort of a rule. These three changes were words ending in *–e*, words with inflectional *–s*, and words containing digraph *th.* Special attention will be paid to onomatopoeic words as well, because their use in LOLspeak is rather curious. Other changes will be mentioned as well, but not in some much detail as those stated above.
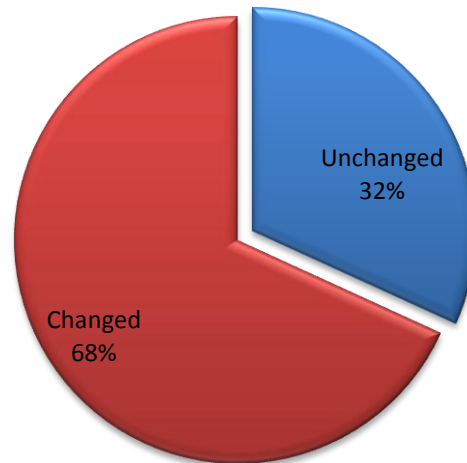
Graph 1 – Changed words to unchanged words ratio

Total word count in the whole book is 22040 words, 7011 of which remained unchanged. Among unchanged words were mostly short prepositions (in, on, at), personal pronouns (I, he, she) and words which could have been mistaken for another if changed. The graph above show the ration of changed words to the unchanged words. For a complete list of word count divided into chapters, please, see Appendix 3.

6.1 Inflectional –*s*

The most frequent change with the word count of total 1917 is the change concerning inflectional –*s*. That means 8,7% of all words end with inflectional morpheme –*s*.

As stated in previous chapters, inflectional –*(e)s* tells us number of a noun, tense of a verb and case of a noun or pronoun. From the total 1917 words with inflectional –*(e)s*, 1109 (57%) were pluralised words, 766 (40%) regarded third person singular and 61 (3%) expressed genitive.
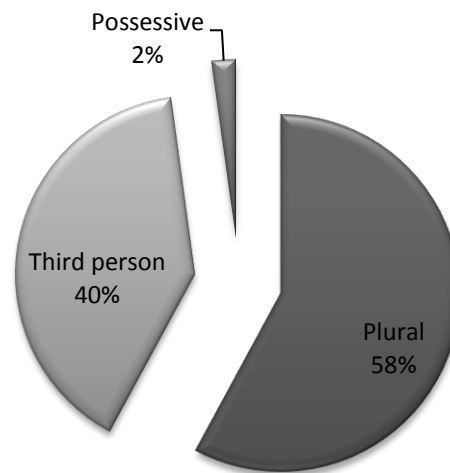
Graph 3 – Distribution of –*(e)s*

The correct graphic form of this morpheme in all three cases is –*s*. It has also been stated that there are three phonemes represented by this morpheme and those phonemes are as following:

      I.   /s/ after voiceless consonants other than /s, ʃ,ʧ/

      II.   /z/ after vowels and voiced consonants other than /z,ʒ,ʤ/

      III.   /iz/ after /s,ʃ,ʧ,z,ʒ,ʤ/

The analysis shown that in LOLspeak there are 4 different morphemes, namely {s}, {z}, {es} and {ez}. The graph below shows the occurrence ratio of these morphemes.
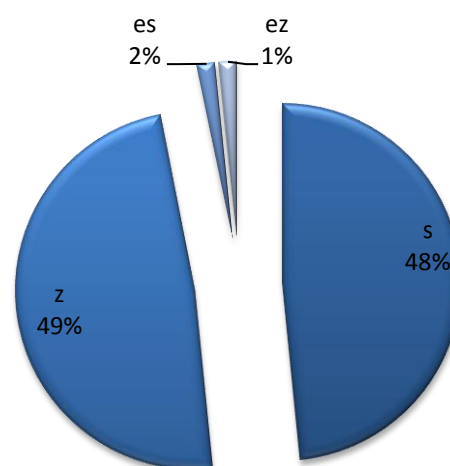
Graph 2 – Occurrence ratio of morphemes {s}, {z}, {es} and {ez}

As we can see the most frequent morpheme is {z} with word count of 930 (49%). The morpheme {s} is right behind him with 928 (48%). The morpheme {es} occurred in the whole book 30 times (2%), and the morpheme {ez} only 29 times (1%). For a full list of words with inflectional –s along with the number of their occurrence, please, see Appendix 3B.
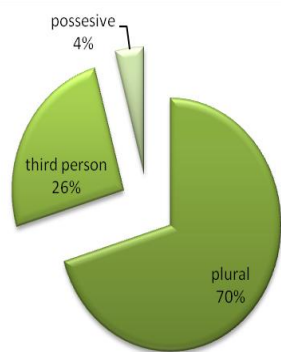
Graph 3– Distribution of –s   Graph 4 – Distribution of -z
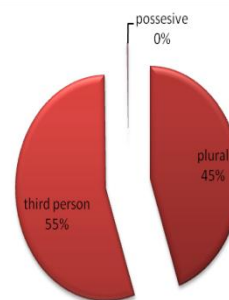
Let us now closely examine each grammatical category separately.

6.2 Plural

As mentioned previously, plural is a grammatical category regarding nouns. By adding the inflectional –(e)s after the nouns, we express that the quantity of the noun is more than one. The number of pluralised words was 1109. That is 57,8% of all words with inflectional –(e)s. Phonemic representation stays still the same, i.e. /s/, /z/ and /iz/.

Top 10 most frequent pluralised words are following:

Noun	Count		Noun	Count
kittehs	121		stuffz	18
doodz	52		cookiez	16
aminals	26		bros	16
cheezburgers	23		cows	15
cats	19		israelites	14

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All four LOLspeak graphemes are used to make plural. The most frequent plural suffix is –s. With the number of occurrence of 653, it makes up 59% of all plurals. The second most frequent is –z. This plural suffix occurred 417 times. The suffixes –es and –ez occurred 17 and 22 times.
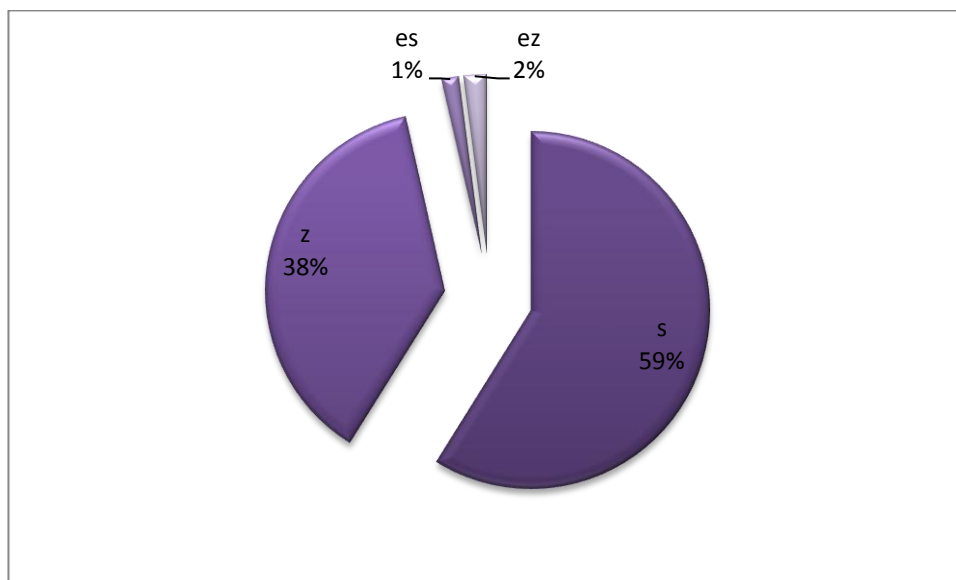
Graph 5- Distribution of plural graphemes in LOLspeak

Now, let's investigate what caused these 4 suffixes to occur by analyzing representative of each suffix from the top 10 or a full list of affected words.

We will start with the word *kittehs*. The singular form of this noun is *kitteh*, a word with 5 graphemes, one of which is a digraph, and 4 phonemes. Phonetic transcription of this word would probably be [kɪteh]. The consonant *h* is voiceless, which means that the plural phoneme should be *s*. The phonetic transcription of the plural should then be [kɪtehs]. It is up to us to decide whether we will believe that the word *kittehs* has been spelled correctly according to English rules or because one of graphic representations of the phoneme /s/ is the graph *s*. Considering the fact, that LOLspeak is a language of cats and cats learn words only phonetically by hearing them from their masters, it is to be suspected that the second option is more likely to be true.

Next word to analyze is a word with the suffix –z, *doodz.* This word, which means *dude* in English, appears to have 4 graphemes, one of which is again a digraph, and 3 phonemes. Singular form of this word is *dood* with phonetic transcription [duːd]. Normally, plural form of dude would be dudes, according to English grammar rules.

But in LOLspeak, we have to first take a look at the phonetic transcription. The phoneme /d/ is voiced and that means, that plural morpheme should be pronounced as /z/. The phonetic transcription of the plural form would thus be [duːdz]. Because this phonetic form is the only thing cats would hear, it is to be presumed that the suffix –z was used intentionally to really point out the connection of phonetics to spelling. Let us verify our theory on another word.

This time let us take a word with a suffix –es. This suffix occurs in English when the singular noun ends with /s,ʃ,ʧ,z,ʒ,ʤ/ or -y. Unfortunately, there is no such word in our top 10, so we will borrow one from the full list of affected words. Good word to analyze would be the word *partiez*. Original English word is obviously *parties* which phonetic transcription is [ˈpɑːtɪz]. As we can see, this word has 5 graphemes and the phoneme representing plural is /z/ and thus can be inferred, that one of the graphemes is digraph. Obviously it has to be the digraph⟨*ie*⟩. But then a question arises. Why is it –*ez* and not –*iz*, the phonetic transcription suggests it should be –*iz*. Here the author dares to say that the –*e* is some kind of attempt to preserve at least something from the original –*es* suffix, when the s grapheme is changed according to the phonetic form of the word.

A very peculiar thing was discovered during the analysis and it was that even invariable nouns were pluralized. To name some examples *stuffz, Urfs, wawters*.

6.3 Third person singular

The next grammatical category that should be investigated is person. In third person singular in present tense verbs gain the inflectional suffix –*s*. Its phonetic realization stays still the same. Total count of verbs in third person singular is 766.
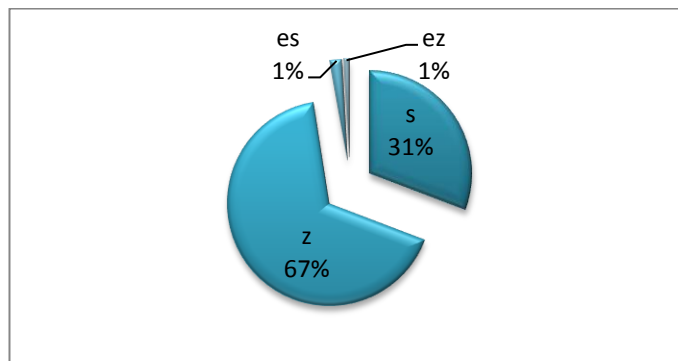
Graph 6 – Third person singular endings

The analysis has shown that 67% of verbs occur with inflectional *–z*. In this case *–s* is far behind with its 31%. Top 10 most frequent verbs is:

Verb	Count
sez	171
iz	144
has	100
is	58
getz	18

Verb	Count
haz	17
pwnz	11
seez	11
letz	10
fings	10

As it is obvious from the graph, again, all four LOLspeak morphemes are present. Let us look at some examples.

The most frequent word is according to the analysis the word *sez*. It has 3 graphemes and it very probably 3 phonemes. Even at first sight it looks more like a phonetic transcription of its English counterpart *says*. The transcription indeed is [sez] and it is clearly visible that the *–z* grapheme is the same as the phoneme. This ending has been spelt according to the transcription. To prevent any dispute, there is a form *sayz* that occurs 4 times in the book. This form clearly shows that the grapheme was spelt according to its phoneme.

One of the words ending with *–s* is *eets*. Just like its English counterpart *eats*, *eets* has 3 morphemes, one of which is a digraph. Even though the digraph in one word is ⟨*ee*⟩ and ⟨*ea*⟩ in the other, considering the presentation of vowels in graphemes, it is safe to say that they both can represent the same phoneme /i:/ and therefore are a perfect example of allograph. Phonetic transcription of both then would be [i:ts]. And again, it could be spelt correctly for some unknown reason, but considering that cats cannot spell, it is again presumed that the grapheme took its for after the phoneme.

6.4 Genitive

There have not been many cases of genitive, only 41. 39 of them ended with *–s* and the remaining 2 with *-z*.

They are mostly names so there is no point in establishing top 10. One of the most frequent words was *kitteh's*. The consonant *h* is voiceless, which means that the plural phoneme should be *s*. The phonetic transcription of the plural should then be [kɪtehs]. And just like in the previous cases, it is presumed that it was not spelt correctly on purpose but based on the phoneme.

One of the two genitives ensing in *-z* is *farmerz*. Thank to absence of the apostrophe it could evoke the impression of plural. But context*"farmerz werk unyonz"* clearly states it to be a genitive. Luckily, the noun *farmer* has not been affected by any other change, which could make it easier to analyse. Phonetic transcription of the word is [fɑːmə]. In chapter 4.1.1 it is stated that ə (schwa) can represent any vowel phoneme or their combination. It is known that /m/ is a voiced consonant and it is very probable that this voiced consonant affects the ə at the end making it also voiced. The phonetic transcription then would be [fɑːməz]. The grapheme is yet again in conformance with the phoneme.

6.5 Silent –*e*

The curious case of the silent –*e*. The grapheme without a phoneme. The number of occurrence of words ending with silent –*e* was rather surprising – 1859. That is 8,5% of all the words in the book. The most frequent words are:

Word	Count
Teh	1033
Liek	202
Maek	102
Coem	52
Maed	48

Word	Count
Taek	42
Tiem	42
Caem	31
Niec	27
Naem	26

As you can see, the change occurring with silent –*e* is rather curious. Every word appears to have changed its ending. At first it gave the impression of a typo, when the typo was repeated again and again, a certain rule was considered. On the position where -*e* would normally be, there is a consonant that should precede it. Let's take a look at the phonetic transcription of the words.

Teh [ð]*, liek* [laɪk]*, make* [meɪk]*, coem* [kʌm]. All o the indeed end with silent *-e*. But why the change, why not just drop it? Because of the qualities of the silent *-e*. If we take for example the word *make* with its phonetic transcription [meɪk] and dropped the *–e*, suddenly the word would be *mak* [mʌk] with no reason to keep the vowel long. But if we change the last two letters, the word becomes *maek* and the length of the vowel is preserved. For a full list of analysed words and their word count, please, see Appendix 3C.

A very special cases of silent *–e* were found during the analysis. 146 special cases to be exact. They are special because they do not just shift last two letters, but because they also appear in another forms. These special words are *some* [səm]*, were* [wə] and *more* [mɔː]. All three of them end with silent *–e* just like the previous did, but there is something different. Suddenly, with these words, *e* does not need to be kept because there is actually nothing the *e* can "offer". *Some* (2) then takes forms of *sum* (40)*, som* (1)*,* or eventually *soem* (11) which complies with the rule of letter shifting. *Were* (11) takes form of *wer* (39)*,* and *more* (0) takes the form of *moar* (24) and *mor* (1)*.*
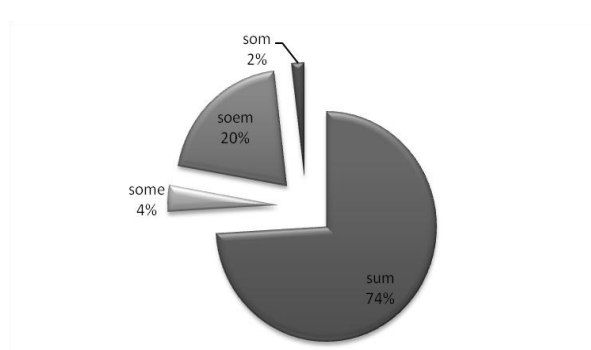
Graph 7 – Forms of *some*   Graph 8 - Forms of *more*
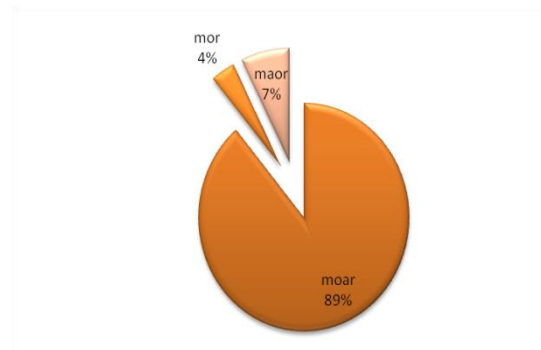
6.6 The digraph *th*

Unlike silent *–e,* which does not have a phoneme representative, *th* digraph is a grapheme for two phonemes /θ/ and /ð/. Distinguishing between them can be sometimes

very hard as they only differ in voice. Students of English unfamiliar with these sounds often replace them with /t/ or /d/. And as it seems, cats do too.

1101 cases of grapheme *th* was recorded. In 785 cases the *th* digraph has been replaced by ⟨*d*⟩, in 130 by ⟨*f*⟩, in 1 case by ⟨*t*⟩ and in the remaining 185 the digraph stayed the same. For a full list of analyzed words and their word count, please, see Apendix.

The most frequent words were:

Word	Count		Word	Count
dey	268		der	80
den	158		dis	77
dat	152		baf	11
dem	104		fing	8
wif	91		they	8

It was a little tricky with the word *der* s it meant both *their* and *there*. After careful counting it was revealed that *there* had been used 51 times, whereas *their* only 27 times.

To find the cause of such replacement, phonetic transcription of words must be provided. The word *dey* originates from English *they* [ðeɪ]. It is apparent that the voiced consonant /ð/ has been replaced by also voiced /d/ which is easier to pronounce.

It goes similarly for *wif* and its English counterpart *with* [wɪθ]. A voiceless consonant /θ/ has been replaced by also voiceless /f/ to ease pronunciation. For a full list of words, please, see Appendix 3D.

6.7 Onomatopoeia

Findings for this chapter are actually a real surprise. Based on the hypothesis that LOLspeak is mostly phonetically based and that there is a strong link between graphic and phonetic forms of language, it had been presumed that the book would be filled with onomatopoeic words. On the contrary, the book included only 52 cases of onomatopoeia. The word count is following:

Word	Count
meow	1
nom	23
moo	23

rip	1
bark	1
mew	2
blargh	1

Words *meow* and *mew* were used to express cat's attempt to talk. These words could have been used much more, but were replaced by "more human" *sez*.

The word *nom* expressed the act of eating, the sound cats make when they eat and want to protect their food.

The word *moo* was used in a very curious manner. It actually gave a closer specification of a cow, or a *moo-cow*. Only one case of a word *cow* without *moo* had been noted.

The word *rip* was used to express tearing of clothes, *bark* to express sounds that a dog makes, and *blargh* to express a certain form of disgust. *"Blargh, Iz ded!"*

6.8   Other changes

There have been other changes distinguished during the analysis, but they were either too few in number or too complicated to generalize.

Such change was for example borrowing a part of spelling from words with similar or same phonetic transcription. The best example for illustration is perhaps the word *awl*. *Awl* oeiginating from the English *all* is phonetically transcribed as [ɔːl]. A word with almost the same phonetic transcription is for example *crawl* [krɔːl]. What happened then was very interesting. The part of the word *crawl* with the same phonetic transcription was then taken and implemented into the original *all* and *awl* sprung into existence. The extra grapheme ⟨w⟩ makes no difference in pronunciation of the word, with or without it, the pronunciation will still be the same.

Perhaps that is what happened to the before mentioned word *moar*. It sounds a little bit like *boar*. If we compare their phonetic transcriptions [mɔː] and [bɔː], the only difference is the first phoneme. Borrowing of spelling definitely could be the change *more* went through.

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Other changes were rather of morphological manner. For example grade of adjectives was used wrongly *more different = moar differunter.* This change occurred approximately 8 or 10 times throughout the whole book.

Next noteworthy change was formation of past simple and past participle of verbs. Normally, verbs are divided into two groups on regular and irregular. Regular verbs obtain inflectional suffix *–ed* for both past simple and past participle. Irregular verbs then have special forms that have to be learned. LOLspeak completely destroyed this set of rules. Irregular verbs had regular suffix, regular were exaggerated and there even were some irregular verbs in their right form of past simple with a regular suffix added to them to secure extra past. One example for all - *maeded.*

Of course many words were affected by more than one change which made them even more difficult to categorize or analyze. Some words or morphemes (most prepositions and prefixed) were not affected at all.

7   Conclusion

Main purpose of LOLspeak is to entertain. It is meant to be a playful language used to provide a view of the world from the point of a cat. Over time this playful picture site has become a legend. Now with thousands of hits a day, 25 spin-off sites and a daily updated gallery of LOLs it has become a cult. It has become a lifestyle.

This thesis dealt with investigating the link between graphic and phonetic form of language. Basic terms and definitions were provided to ensure later understanding of practical part.

Phonemes, morphemes, graphemes as well as allophones and allomorphs were discussed. Vowels and consonants were defined and their detailed representation in graphemes was given.

Number is discussed as well, to provide an insight into the system of plural and its regularity.

Phonetic transcription and rules of phonetic representation of inflectional –*s* were given for plural, case and tense.

Attention was also paid to silent –*e* and its function in words. Digraph th and his phonetic presentation as well as definition of onomatopoeic words were given.

Then, methodology used for gathering data was described.
In the practical part, analyzed data were presented. It has been stated that there are 22040 words, only 7011 of them remained unchanged, the rest is always affected by some change.

First the inflectional –*s* was presented. It has been counted that there are 1917 words. From the total, 1109 (57%) were pluralised words, 766 (40%) regarded third person singular and 61 (3%) expressed genitive.

Plural was presented first. It was discovered that the most frequent plural suffix was –*s*. With the number of occurrence of 653, it makes up 59% of all plurals. The second most frequent was –*z*. This plural suffix occurred 417 times. The suffixes –*es* and –*ez* occurred 17 and 22 times. By demonstrating on an example, it has been found that the graphic form of a word closely depended on its phonetic form.

The analysis has then shown that 67% of verbs occur with inflectional –*z*. In this case –*s* is far behind with its 31%. Just like with plural, the graphic form also depended on the phonetic form.

There have not been many cases of genitive, only 41. 39 of them ended with –*s* and the remaining 2 with -*z*.

Then silent –*e* was demonstrated. The number of occurrence of words ending with silent –*e* was rather surprising − 1859. That is 8,5% of all the words in the book. Every analyzed word has been changed according to the stated rule.

1101 cases of grapheme *th* was recorded. In 785 cases the *th* digraph has been replaced by ⟨*d*⟩, in 130 by ⟨*f*⟩, in 1 case by ⟨*t*⟩ and in the remaining 185 the digraph stayed the same.

Given the presented data in the practical part, the link between graphic and phonetic form of language had been confirmed. Mostly the demonstration on examples showed that in LOLspeak the graphic for of a language really depends on its phonetic form. Even though there are some deviations to every rule. LOLspeak is a new language that is still evolving, still finding its own way. Maybe one day we will be able to read news written in LOLspeak or listen to the radio in LOLspeak. Until then, we have to rely on our cats to provide it for us.

8 Resumé

Tato práce je věnována vyšetření vztahu mezi fonetickou a grafickou podobou jazyka u takzvaného LOLspeaku. Snaží se nalézt určité vzorce v tvorbě tohoto jazyka a stanovit jejich obecná pravidla na základě analýzy autentických textů. Práce je rozdělena na část teoretickou, ve které jsou popsány jevy objevené při analýze z hlediska teoretického, a na část praktickou, ve které jsou pak všechny jevy uvedené v části teoretické uvedeny do praxe a demonstrovány na příkladech.

Nejprve je čtenář uveden do prostředí LOLspeaku. Dozvídá se, co to jsou takzvané LOLs, odkud se vzaly LOLcats, kdo je to LOLrus a Basement Cat a tak dále. Je zde i popsána *LOLcat Bible*, jediná ucelená publikace psaná kompletně v LOLspeaku. V této knize sledujeme Ceiling Cat, kočičí ekvivalent Boha, jak během šesti dní stvoří Zemi, zvířata a lidi. Jsme svědky prvotního hříchu a následného vyhnání z Ráje. Pak již sledujeme různé biblické příběhy jako například příběh Noeho, Joba či Jonáše. Kniha nás také provede pár kapitolami ze života Happy Cat, ekvivalentu Ježíše Krista, a končí po jeho ukřižování.

Při své práci čerpala autorka z předních lingvistických příruček jako *Introduction to the Pronunciation of English* A. C. Gimsona, *A Comprehensive Grammar of the English Language* R. Quirka, *Mluvnice současné češtiny na pozadí současné češtiny* L. Duškové, *Longman Grammar of Spoken and Written English* D. Biebera.

Nejprve je podle definic pidginu, nového jazyka s omezenou slovní zásobou využívaného pouze ke komunikaci v určitém prostředí, a creole, pidginu, který se stal mateřským jazykem, LOLspeak klasifikován jako pidgin, neboli nově vzniklý jazyk.

Je specifikováno, že se práce bude zabývat vztahem grafické a fonetické stránky jazyka. Dále jsou představeny důležité lingvistické pojmy. Je definována ortografie neboli disciplína zabývající se pravopisem. Je představen pojem foném – nejmenší jednotka zvukové stránky jazyka s rozlišovací funkcí.

Je představen grafém jako jednotka ortografie. Je to nejmenší abstraktní jednotka a jakákoliv její realizace se nazývá graf. Také je popsán pojem dvojgraf, který znamená, že dvě písmena reprezentují jediný zvuk. Graf je dále blíže specifikován jako nejmenší jednotka nejčastěji v podobě písmena.

Je upozorněno, že se pojmy graf a allograf překrývají definicí a je třeba je správně rozlišovat.

Dále se přechází z grafické stránky jazyka ke zvukové. Je definována fonetika jakožto vědní disciplína zabývající se zvukovou stránkou jazyka. Je uveden pojem foném, nejmenší jednotka zvukového systému.

Poté se práce začne zabývat fonetickými jevy, důležitými pro tvorbu LOLspeaku. Jsou definovány základní pojmy fonetiky, jsou představeny samohlásky a souhlásky a jejich reprezentace ve spellingu. Je také představen pojem allofon, což je vlastní realizace fonému.

Pozornost je věnována také fonetické transkripci, která hraje při tvorbě LOLspeaku velkou roli. V této části jsou také zmíněna slova libozvučná.

V praktické části jsou pak jevy analyzovány, popsány z hlediska LOLspeaku a demonstrovány na názorných příkladech.

U tvorby množného čísla se ukazuje tendence tvořit ho pravidelně, i když základní slovo je invariabilní. Podstatnější ale je výskyt koncovek množného čísla založených na jedné z variant fonetické transkripce inflekční přípony –s.
Před samotnou analytickou částí je uvedeno, že kniha obsahuje 22040 slov, z toho 15029 podléhá nějaké změně. To je kolem 68% slov.

V kapitolce Inflekční –s je uvedeno, že celkový počet slov s inflekčním –s je 1917, z toho 1109 jsou slova v možném čísle, 766 slova ve třetí osobě jednotného čísla v čase prostém a 61 přivlastňovacích.

Dále je více rozvedeno, že z 1109 slov v množném čísle jich má 930 koncovku –z, 928 koncovku –s, 30 koncovku –es a 29 koncovku –ez.

V další části se práce zabývá demonstrací a rozebráním příkladu na množné číslo.Uvádí 10 nejfrekventovanějších slov i s počtem jejich výskytu

Udává, že nejčastější kocovkou je konsovka –s s výskytem 653, za ní je s výskytem 417 krát koncovka –z, koncovky –es a-ez se vyskytly pouze 17 krát a 22krát. Poté jsou rozebrány příklady.

Dále se práce zabývá rozborem slov ve třetí osobě čísla jednotného v přítomném čase. Uvádí 10 nejfrekventovanějších slov i s počtem jejich výskytu

Poté se zabývá přivlastňováním. Uvádí 10 nejfrekventovanějších slov i s počtem jejich výskytu a rozebírá příklady.

Dále práce postupuje k problematice nevyslovovaného koncového e. udává, že slov s touto koncovkou se v analýze vyskytuje 1857. Uvádí 10 nejfrekventovanějších slov i s počtem jejich výskytu a rozebírá příklady.

Poté práce rozebírá dvojgraf th. Uvádí 10 nejfrekventovanějších slov i s počtem jejich výskytu a rozebírá příklady. Udává, že slov s tímto dvojgrafem se v analýze vyskytuje 1101, z toho u 785 bylo nahrazen grafémem d, u 130 grafémem f a v jednom případě grafémem t. abytek si dvojgraf ponechal v původní podobě.

Následuje rozbor onomatopoeických slov. Těch se v analýze vyskytlo pouze 51.

Dále se autorka zabývá dalšímy změnami jako půjčování pravopisu od slov se stejnou fonetickou skladbou. Tyto změny demonstruje názorně na příkladech.

V závěru práce pak shrnuje poznatky z analýzy a potvrzuje hypotézu, že existuje spoení mezi fonetikou a pravopisem při tvoření LOLspeaku

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List of Appendices

9 APPENDICES

Appendix 1A - Excerpt

NOAH'S REELY BIG BOWT

Genesis 6

An Ceiling Cat saw dat awl ov teh kittehs ov teh Urf wer wikkid an stuff. An dey rip up awl ov teh toylet papur an trie an pretend dey no do it. An dey riet wikkid-pedia to teech awl teh othur kitteh hao to be bad kittehs.

An Ceiling Cat wuz rly rly sad he maed to kittehs and teh Urf. He wuz awlso very mad at dem fer bein so bad!

An Ceiling Cat sez, "Iz gunna pwn teh Urfz. Cuz dey so gunna pwn teh moo- cows, teh creepie tings, teh burdz, anawl of teh life. Iz so sry I maed dem, srsly."

But Ceiling Cat thawt Noah wuz wun kewl cat, rly.

Dis is teh store ov Noah. Noah wuz wun ritechus dood, an like mor ritechus den aniwun else. Noah hung out wif Ceiling Cat a lot an lissend tu tunez an played Pokemons and stuff. And sumtiem Ceiling Cat vene letz him winz cu he lieked him a lot.

An Ceiling Cat sez tu Noah, "Iz gunna pwn teh whoel URF cuz teh Urf has moar evilz an bad stuffz den WoW and GTA putz togedder. So iz gunna pwnz dem an teh whoel Urf. Awl teh fliez in kittehs heds ish awl messed up wif viruses an dey keep emailin em tu awl der frendz. Iz shud have kept it in Beta longah an maeded anti-viruz an stuff to keep owt teh viruses an rootkitz an stuff like dat. Srsly. Maek gynormous boat cawled a Ark ov gophur wud an maek rumz in teh ar, an cover it wif tar n teh insiedz an outsiedz.

Genesis 7

Ceiling Cat de sez "Noah, Goes into teh ark, yu an yer kittenz, cuz yu kewl an ritechus an stuff in dis generashun. Taek wif yu sevun ov evri kind ov clean moo- cowm ale an wief, an two of evri kind of unclean moo-cow, male an its wief. An awlso sevun ov evri kind of burd, male an female cuz teh burds are scaredz of teh comitmunts, an awlso sevun ov evri kind ov burd, male an female (fer teh saem reesun) tu keep der kindz livin thruowt teh urfs. Fer seven daiz frum nao Iz gunna sedn teh wetness on teh Urf. A littul advise, it probably a gu ide to keep 'em seperit so teh moo-cows don't have an episode ov secksy tiem until joo get der. Fer fowty daiz and fowty nites, it gunna be wet and Iz gunna pwn some n00bs."

Appendix 1B – List of chapters

Chapter 1 – Ceiling Cat Maek Awl teh Stuffz

Chapter 2 – Adam and Eve

Chapter 3 – Oh Noes, Teh Fall

Chapter 4 – Noah's Reely Big Bowt

Chapter 5 – Teh Towur ov Babel

Chapter 6 - Joseph

Chapter 7 – Moses an teh Scari Burnin Bush

Chapter 8 – Teh Ten Bad Plagues

Chapter 9 – Teh Plague ov Blud

Chapter 10 – Teh Plague ov teh Frogz

Chapter 11 – Teh Plague ov teh Gnats

Chapter 12 – Teh Plague ov teh Fliez

Chapter 13 – Teh Plague ov teh Ded Moocows

Chapter 14 – Teh Plague ov Owchie-Blisturs

Chapter 15 – Teh Plague ov teh Big Ice

Chapter 16 – Teh Plague ov teh Flyin Buggies

Chapter 17 – Teh Plague ov teh Dark

Chapter 18 – Teh Plague ov teh Ded Furstborn

Chapter 19 – „Leev Egypt, Nao!"

Chapter 20 – Crossin teh ReedSea

Chapter 21 – Teh Ten Big Roolz

Chapter 22 – David and Goliath teh Giunt

Chapter 23 – Elisha Git Maed Fun ov...

fer teh Last Tiem

Chapter 24 – Ceiling Cat Be Mah Shepherd

Chapter 25 – Song ov Solomon

Chapter 26 – Teh Story ov Job

Chapter 27 – Teh Writin on teh Wall

Chapter 28 – Daniel an teh Pooch's den

Chapter 29 – Jonah an teh Big Fishie

Chapter 30 – Happy Cat is Born

Chapter 31 – John teh Baptist

Chapter 32 – Wawter into Booze

Chapter 33 – Happy Cat an teh Leppurkitteh

Chapter 34 – STFU Storm

Chapter 35 – Demunz in Piggehs

Chapter 36 – Teh Ded Dawter

Chapter 37 – Parable ov teh Seedz

Chapter 38 – Feeding teh 5,000

Chapter 39 – Happy Cat Walks on Wawter

Chapter 40 – Parable ov teh Niec Samaritan Dood

Chapter 41 – Martha an Mary

Chapter 42 – Parable ov teh Rich Dood

Chapter 43 – Parable ov teh Prodigal Son

Chapter 44 – Teh Lamp under teh Jar

Chapter 45 – Lolrus

Chapter 46 – Happy Cat Goed 2 Jerusalem

Chapter 47 – Parable ov teh Two Kittehz

Appendix 1C - LOLcats

Picture 1 – Monorail Cat (Source http://i0.kym-cdn.com/entries/icons/original/000/001/298/monorailcat.jpg)

Picture 3 – Hover cat (Source http://www.mazeforge.com/Words/wp-content/uploads/2007/12/hovercat-700.jpg)

Picture 2 – Long Cat (Source http://i1.kym-cdn.com/photos/images/newsfeed/000/002/110/longcat.jpg)

Picture 4 – Grumpy Cat (Source http://i2.kym-cdn.com/photos/images/newsfeed/000/406/325/b31.jpg)

Picture 5 – Sam (Source http://i3.kym-cdn.com/entries/icons/original/000/012/198/1320.jpg)

Appendix 2 – IPA table

THE INTERNATIONAL PHONETIC ALPHABET (2005)

CONSONANTS (PULMONIC)

	LABIAL		CORONAL				DORSAL			RADICAL		LARYNGEAL
	Bilabial	Labio-dental	Dental	Alveolar	Palato-alveolar	Retroflex	Palatal	Velar	Uvular	Pharyngeal	Epi-glottal	Glottal
Nasal	m	ɱ		n		ɳ	ɲ	ŋ	N			
Plosive	p b	ƥ ɓ		t d		ʈ ɖ	c ɟ	k g	q ɢ		ʡ	ʔ
Fricative	ɸ β	f v	θ ð	s z	ʃ ʒ	ʂ ʐ	ç ʝ	x ɣ	χ ʁ	ħ ʕ	ʜ ʢ	h ɦ
Approximant		ʋ		ɹ		ɻ	j	ɰ				
Trill	ʙ			r					ʀ		ʁ	
Tap, Flap		ⱱ		ɾ		ɽ						
Lateral fricative				ɬ ɮ		ɭ	ʎ̝	ʟ̝				
Lateral approximant				l		ɭ	ʎ	ʟ				
Lateral flap				ɺ		ɺ̢						

Where symbols appear in pairs, the one to the right represents a modally voiced consonant, except for murmured ɦ.
Shaded areas denote articulations judged to be impossible. Light grey letters are unofficial extensions of the IPA.

CONSONANTS (NON-PULMONIC)

Anterior click releases (require posterior stops)	Voiced implosives	Ejectives
ʘ Bilabial fricated	ɓ Bilabial	' Examples:
ǀ Laminal alveolar fricated ("dental")	ɗ Dental or alveolar	p' Bilabial
! Apical (post)alveolar abrupt ("retroflex")	ʄ Palatal	t' Dental or alveolar
ǂ Laminal postalveolar abrupt ("palatal")	ɠ Velar	k' Velar
ǁ Lateral alveolar fricated ("lateral")	ʛ Uvular	s' Alveolar fricative

CONSONANTS (CO-ARTICULATED)

ʍ	Voiceless labialized velar approximant
w	Voiced labialized velar approximant
ɥ	Voiced labialized palatal approximant
ɕ	Voiceless palatalized postalveolar (alveolo-palatal) fricative
ʑ	Voiced palatalized postalveolar (alveolo-palatal) fricative
ɧ	Simultaneous x and ʃ (disputed)
k͡p t͡s	Affricates and double articulations may be joined by a tie bar

VOWELS

Front Near front Central Near back Back
Close: i y · ɨ ʉ · ɯ u
Near close: ɪ ʏ · ɪ̈ ʊ̈ · ʊ
Close mid: e ø · ɘ ɵ · ɤ o
Mid: ə
Open mid: ɛ œ · ɜ ɞ · ʌ ɔ
Near open: æ · ɐ
Open: a ɶ · ɑ ɒ

Vowels at right & left of bullets are rounded & unrounded.

SUPRASEGMENTALS

ˈ	Primary stress
ˌ	Secondary stress [ˌfoʊnəˈtɪʃən]
ˑ	Long eː
	Half-long eˑ
	Short e
	Extra-short ĕ
.	Syllable break
‿	Linking (no break)

INTONATION

ǀ	Minor (foot) break
ǁ	Major (intonation) break
↗	Global rise
↘	Global fall

TONE

Level tones		Contour-tone examples	
e̋ ˥	Top	ě ˩˥	Rising
é ˦	High	ê ˥˩	Falling
ē ˧	Mid	e̋ ˦˥	High rising
è ˨	Low	e̩ ˩˨	Low rising
ȅ ˩	Bottom	ê ˥˧	High falling
	Tone terracing	ê ˩˨	Low falling
ꜛ	Upstep	e̋ ˦˥˦	Peaking
ꜜ	Downstep	ě ˧˩˧	Dipping

DIACRITICS

Diacritics may be placed above a symbol with a descender, as ŋ̊. Other IPA symbols may appear as diacritics to represent phonetic detail: tˢ (fricative release), bʱ (breathy voice), ʔa (glottal onset), ᵊ (epenthetic schwa), oʷ (diphthongization).

SYLLABICITY & RELEASES		PHONATION		PRIMARY ARTICULATION		SECONDARY ARTICULATION	
n̩ l̩	Syllabic	n̥ d̥	Voiceless or Slack voice	t̪ b̪	Dental	tʷ dʷ	Labialized	ɔ̹ x̹	More rounded
e̯ ʊ̯	Non-syllabic	s̬ d̬	Modal voice or Stiff voice	t̺ d̺	Apical	tʲ dʲ	Palatalized	ɔ̜ x̜	Less rounded
tʰ ʰt	(Pre)aspirated	n̤ a̤	Breathy voice	t̻ d̻	Laminal	tˠ dˠ	Velarized	ẽ z̃	Nasalized
dⁿ	Nasal release	n̰ a̰	Creaky voice	u̟ t̟	Advanced	tˤ dˤ	Pharyngealized	ɚ ɝ	Rhoticity
dˡ	Lateral release	n̼ a̼	Strident	i̠ t̠	Retracted	ɫ z̴	Velarized or pharyngealized	e̝ o̝	Advanced tongue root
t̚	No audible release	n̼ d̼	Linguolabial	ä j̈	Centralized	ü	Mid-centralized	e̞ o̞	Retracted tongue root

e̞ β̞	Lowered (β̞ is a bilabial approximant)	e̝ ɹ̝	Raised (ɹ̝ is a voiced alveolar non-sibilant fricative, ɾ̝ a fricative trill)

Picture 5 - International Phonetic Alphabet (Source: http://www.translationdirectory.com/images_articles/wikipedia/IPA_chart_2005.png)

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Appendix 3 – Word count

Appendix 3A – Total word count

	Total	Unchanged	Changed		Total	Unchanged	Changed
chapter 1	710	228	482	chapter 31	427	147	280
chapter 2	325	126	199	chapter 32	241	82	159
chapter 3	722	198	524	chapter 33	71	24	47
chapter 4	1174	356	818	chapter 34	135	48	87
chapter 5	168	37	131	chapter 35	165	55	110
chapter 6	961	286	675	chapter 36	257	87	170
chapter 7	655	215	440	chapter 37	349	117	232
chapter 8	207	48	159	chapter 38	263	91	172
chapter 9	104	37	67	chapter 39	196	63	133
chapter 10	162	58	104	chapter 40	178	49	129
chapter 11	63	22	41	chapter 41	63	15	48
chapter 12	242	67	175	chapter 42	126	43	83
chapter 13	136	47	89	chapter 43	234	75	159
chapter 14	60	18	42	chapter 44	63	17	46
chapter 15	280	70	210	chapter 45	805	275	530
chapter 16	188	63	125	chapter 46	568	159	409
chapter 17	91	39	52	chapter 47	170	46	124
chapter 18	228	71	157	chapter 48	368	136	232
chapter 19	198	59	139	chapter 49	349	109	240
chapter 20	567	168	399	chapter 50	249	84	165
chapter 21	678	217	461	chapter 51	368	128	240
chapter 22	1000	350	650	chapter 52	371	116	255
chapter 23	117	41	76	chapter 53	400	136	264
chapter 24	126	39	87	chapter 54	360	116	244
chapter 25	693	241	452	chapter 55	524	158	366
chapter 26	909	316	593	chapter 56	85	31	54
chapter 27	635	198	437	chapter 57	171	66	105
chapter 28	890	246	644	chapter 58	169	53	116
chapter 29	944	279	665	chapter 59	452	147	305
chapter 30	630	198	432	**Total**	**22040**	**7011**	**15029**

Appendix 3B – Inflectional -s

Word	Count	Word	Count	Word	Count
sez	171	frendz	8	weetz	4
kittehs	121	gets	8	cheryits	4
has	100	goes	8	goliaths	4
lz	92	sheepz	8	wunz	4
is	58	bukkitz	8	sunz	4
iz	52	frogz	8	sayz	4
doodz	52	hoomins	8	pooches	4
aminals	26	tings	7	pwns	4
cheezburgers	23	eetz	7	cheefs	4
cats	19	gotz	7	guiz	4
getz	18	pharos	7	crowdz	4
stuffz	18	peeps	7	teers	4
haz	17	stufs	7	jewz	4
cookiez	16	piggehs	7	skys	3
bros	16	wiefs	6	noms	3
cows	15	wantz	6	eets	3
israelites	14	goez	6	bonez	3
lotz	13	armys	6	frootz	3
disiplz	13	munniez	6	hurtz	3
stuffs	12	lites	5	winz	3
cloths	12	howses	5	putz	3
cheezburgerz	12	dotters	5	kindz	3
egyptians	12	haetz	5	daiz	3
fudz	12	tellz	5	mowntins	3
pwnz	11	meenz	5	kickz	3
seez	11	cookies	5	sitz	3
doods	11	demunz	5	sellz	3
letz	10	seedz	4	puts	3
kittens	10	leefs	4	baffs	3
fings	10	burdies	4	taeks	3
peepulz	10	kittenz	4	peepuls	3
wawters	9	days	4	guys	3
dayz	9	towerz	4	gnats	3

Word	Count	Word	Count	Word	Count
flies	3	openers	2	rockz	2
sheeps	3	naps	2	cutz	2
blisturs	3	takez	2	watterz	2
slaves	3	ribs	2	kissus	2
locusts	3	meatz	2	flockz	2
watters	3	clothes	2	tingz	2
demselfs	3	froots	2	internets	2
wuns	3	babehz	2	rhinoceruseses	2
eyes	3	owies	2	servnts	2
peepz	3	plantz	2	jobs	2
menz	3	things	2	servunts	2
bukkits	3	burdz	2	lifez	2
wimps	3	evilz	2	hopes	2
armies	3	nites	2	stealz	2
wiskurs	3	sons	2	tiems	2
gifs	3	yeerz	2	triez	2
eyez	3	pots	2	songz	2
beemz	3	cars	2	eatz	2
lieks	3	dreems	2	does	2
paws	3	dreemz	2	demuns	2
bokses	3	taekz	2	thingz	2
sleepz	3	goatz	2	disiples	2
poochs	3	goats	2	bredz	2
sailors	3	tells	2	luvz	2
callz	3	powerz	2	jars	2
weedz	3	sees	2	lots	2
sendz	3	fliez	2	needz	2
disihpawls	3	triks	2	wieps	2
followrz	3	maeks	2	says	2
hartz	3	buggies	2	pawz	2
maidz	3	guyz	2	catz	2
sisturs	3	howsez	2	bringz	2
LOLspeaks	3	bockses	2	jackitz	2
discipuls	3	gurlz	2	gaiz	2
fishies	2	kittes	2	kittehz	2
burds	2	stufz	2	hookerz	2
monstahs	2	nitez	2	relacks	2
bebehs	2	rocks	2	clofes	2

Word	Count	Word	Count	Word	Count
deds	2	unicornz	1	aarons	1
meetz	2	Noahz	1	drinkz	1
snaeks	2	creechurs	1	meeses	1
burnz	2	nowstuls	1	frogeez	1
eats	2	dais	1	kitchens	1
soundz	2	d00dz	1	tadpoels	1
hoomans	2	farmerz	1	piles	1
shayps	1	thinkz	1	frogpilez	1
fallz	1	roadz	1	asks	1
fruitzors	1	wais	1	roks	1
vegbatels	1	heardz	1	orders	1
dings	1	pointz	1	sacurfices	1
jazzhands	1	Ishmealites	1	horsies	1
nails	1	camels	1	dawnkees	1
floors	1	herbz	1	kamels	1
cares	1	cantipz	1	magishuns	1
tamahlayz	1	midianites	1	servents	1
somefings	1	moniez	1	feelds	1
lievs	1	killz	1	hebrews	1
snakez	1	josephs	1	trees	1
plaets	1	son's	1	faces	1
nuez	1	trys	1	midnites	1
furs	1	feelz	1	fixs	1
booshes	1	levis	1	waterz	1
pantz	1	crocodielz	1	fites	1
legs	1	lolrusz	1	sofas	1
legz	1	storyz	1	cleenz	1
babez	1	riverz	1	coems	1
beers	1	fires	1	lolrus	1
its	1	shoos	1	armorz	1
sammiches	1	dadz	1	suckz	1
itz	1	milks	1	brotherz	1
thornies	1	honeys	1	philistines	1
littuhbocks	1	heerz	1	bearz	1
tunez	1	pyramids	1	forgetz	1
pokemons	1	ferevrs	1	ears	1
filez	1	eers	1	chikz	1
heds	1	snaekz	1	chamburz	1

Word	Count	Word	Count	Word	Count
likez	1	namez	1	meakes	1
delitez	1	problumz	1	offrings	1
couches	1	womanz	1	loots	1
praiz	1	groundz	1	sushis	1
curtains	1	mommiez	1	throwz	1
ballz	1	pasts	1	waevs	1
vineyardrs	1	calanders	1	splashus	1
trailz	1	drinks	1	clawz	1
tents	1	tons	1	trufs	1
shepurdz	1	meows	1	yowls	1
pomehgranitz	1	reeders	1	roebs	1
strings	1	nobels	1	fishz	1
jewelz	1	rubz	1	calls	1
plays	1	napz	1	davids	1
ringz	1	posishuns	1	jacobs	1
studz	1	tempulz	1	knowz	1
smellz	1	cups	1	abrahams	1
brests	1	provinsuns	1	munfz	1
clusterz	1	problums	1	news	1
vineyardz	1	windowz	1	luffs	1
berdz	1	folows	1	angelz	1
winez	1	tinks	1	laiks	1
babies	1	scraches	1	partiez	1
boobies	1	wiefz	1	rinkles	1
mones	1	strayz	1	elizabeths	1
mowtens	1	saevs	1	futurez	1
deers	1	packs	1	profetz	1
gazeles	1	tikkits	1	bulliez	1
mices	1	pieces	1	daddiez	1
camelz	1	manz	1	errors	1
turns	1	minits	1	shinez	1
favrits	1	sends	1	liets	1
donkiez	1	mans	1	comez	1
anguls	1	makez	1	momz	1
giggulz	1	askes	1	willz	1
betz	1	winds	1	selfs	1
hitz	1	knows	1	gallonz	1
boneses	1	drowns	1	wentz	1

Word	Count	Word	Count	Word	Count
singz	1	wuffs	1	camez	1
revealedz	1	toldz	1	jews	1
soerz	1	othurz	1	walls	1
starts	1	branchiz	1	dogz	1
shoutz	1	comz	1	lifes	1
rownz	1	jumpz	1	pups	1
frends	1	beleevz	1	flowurs	1
jairus	1	preestz	1	wings	1
parintz	1	loyerz	1	burgers	1
ladiez	1	rainz	1	hills	1
birdz	1	hides	1	mountins	1
noobz	1	hoomanz	1	lolz	1
coemz	1	makers	1	piels	1
tunaz	1	tanks	1	cowches	1
fullz	1	cootiez	1	cratches	1
walks	1	mowsies	1	bagz	1
landz	1	spiritz	1		
sawz	1	akyoosashuns	1		
windz	1	crimnals	1		
gosts	1	thornz	1		
matz	1	naemes	1		
gits	1	meens	1		
roolz	1	yellz	1		
brainz	1	rises	1		
payz	1	robes	1		
sistahs	1	harbls	1		
ordurz	1	tongues	1		
zillions	1	heads	1		
gives	1	partz	1		
lukz	1	blanketz	1		
fishes	1	worshipz	1		
luvs	1	foundz	1		
bedz	1	womenz	1		
smells	1	foodz	1		
cleens	1	saintz	1		
hairs	1	followz	1		
similes	1	kingz	1		
luks	1	worriez	1		

A ppendix 3C – Silent –*e*

Word	Count
the	/ðɪ/
like	/laɪk/
make	/meɪk/
come	/kʌm/
made	/meɪd/
take	/teɪk/
time	/taɪm/
came	/keɪm/
nice	/naɪs/
name	/neɪm/
some	/səm/
wife	/waɪf/
save	/seɪv/
hide	/haɪd/
home	/həʊm/
snake	/sneɪk/
love	/lʌv/
care	/keə/
gave	/geɪv/
place	/pleɪs/
fire	/faɪə/
write	/raɪt/
alone	/əˈləʊn/
gone	/gɒn/
late	/leɪt/
same	/seɪm/
wake	/weɪk/
done	/dʌn/
life	/laɪf/
rose	/rəʊz/
whole	/həʊl/

Word	Count
face	/feɪs/
female	/ˈfiːmeɪl/
five	/faɪv/
live	/lɪv/
safe	/seɪf/
while	/waɪl/
wipe	/waɪp/
broke	/brəʊk/
cave	/keɪv/
fine	/faɪn/
hate	/heɪt/
have	/hæv/
hole	/həʊl/
hope	/həʊp/
chase	/tʃeɪs/
inside	/ɪnsaɪd/
lake	/leɪk/
lame	/leɪm/
move	/muːv/
poke	/pəʊk/
robe	/rəʊb/
rode	/rəʊd/
shine	/ʃaɪn/
shore	/ʃɔː/
tore	/tɔː/
trouble	/ˈtrʌbəl/
alive	/əˈlaɪv/
became	/bɪˈkeɪm/
before	/bɪˈfɔː/
case	/keɪs/
dice	/daɪs/
episode	/ˈepɪˌsəʊd/
escape	/ɪˈskeɪp/

Word	Count
fake	/feɪk/
game	/geɪm/
give	/gɪv/
choke	/tʃəʊk/
line	/laɪn/
little	/ˈlɪtəl/
mine	/maɪn/
none	/nʌn/
note	/nəʊt/
outside	/aʊtsaɪd/
overtime	/ˈəʊvətaɪm/
pile	/paɪl/
pride	/praɪd/
prove	/pruːv/
ride	/raɪd/
shade	/ʃeɪd/
side	/saɪd/
size	/saɪz/
slave	/sleɪv/
slide	/slaɪd/
sometime	/səmtaɪm/
sore	/sɔː/
spoke	/spəʊk/
stole	/stəʊl/
stone	/stəʊn/
suppose	/səˈpəʊz/
sure	/ʃɔː/
wave	/weɪv/
when	/wen/
wise	/waɪz/
woke	/wəʊk/

Appendix 3D – Digraph th

Word	Count	Word	Count
dey	268	deir	2
den	158	taht	2
dat	152	da	2
dem	104	them	2
wif	91	oder	2
der	80	then	2
dis	77	ding	1
baf	11	fird	1
fing	8	fif	1
they	8	fumbs	1
dese	6	anotha	1
thru	6	deth	1
deez	6	toof	1
othah	5	burf	1
othur	5	tis	1
three	5	thorn	1
dere	5	togedder	1
tings	4	nething	1
thawt	4	sevunteenth	1
thing	4	monf	1
with	4	thro	1
tehy	4	eether	1
sevunf	3	tho	1
fink	3	thundur	1
think	3	anuther	1
thar	3	oter	1
mouf	3	fadder	1
diz	3	thurd	1
ther	3	tehm	1
clothes	2	paff	1
otha	2	clofes	1
togethr	2	faddur	1
this	2	there	1
thot	2	that	1
tink	2	tehn	1
thurty	2	dees	1
thrown	2	close	1
fayf	2	truf	1
deh	2	forf	1