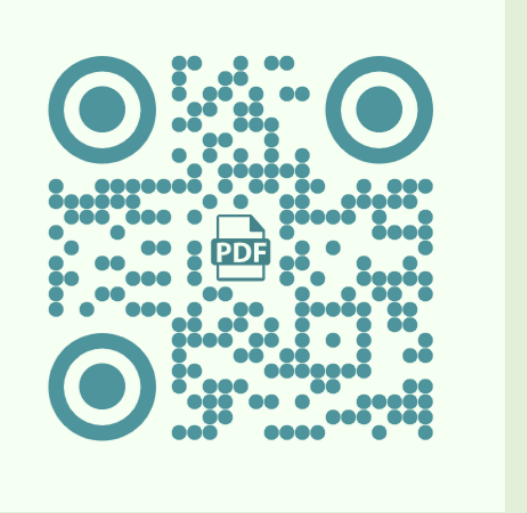


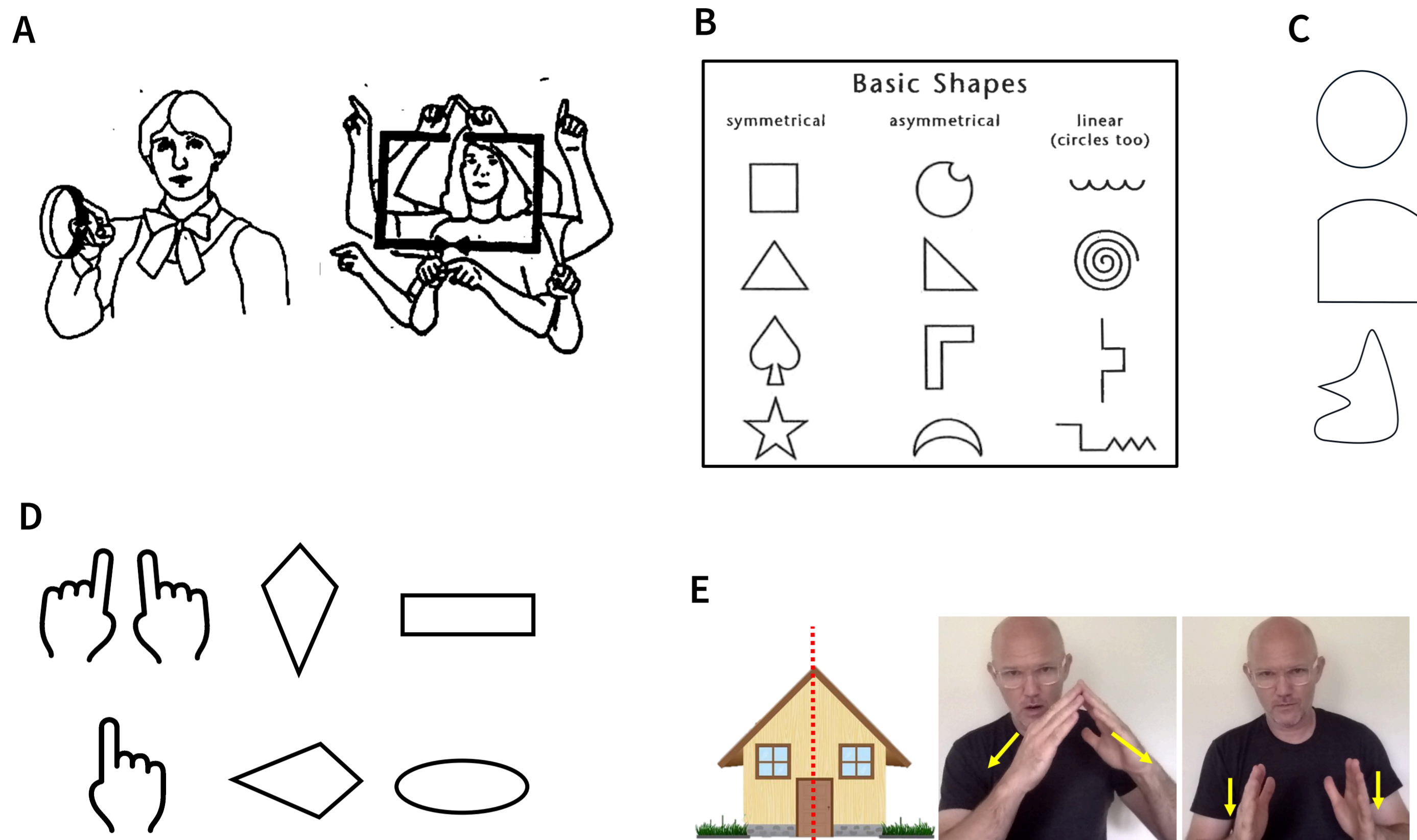
# Handshape, Movement, and Geometry: Communicating shapes in sign languages



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- In ASL and other SLs, signing a shape involves tracing it in the air. Some are traced with one moving hand (“Method 1”), and others with two (“Method 2”).<sup>1</sup>
- Students are taught to sign shapes via categories, such as those in this figure<sup>2</sup>. However, the criteria given are often contradictory and imprecise.
- We assembled a set of both “canonical” and “novel” shapes to identify the relevant geometric principles, and recorded signers producing them.
- The best predictors of Method choice (1 vs 2) were whether a shape had Y-axis symmetry and whether it had any curved edges.
- We then analyzed ASL signs that are iconic of an entity’s shape and found that the same predictors surfaced, as seen in the sign for HOUSE.

## Signer Survey

17 deaf signers (ASL, 12; LIBRAS, 1; LIS, 1; SL of the Netherlands (NGT), 2; Turkish SL, 1) were recorded conveying each of 49 shapes.

A logistic regression revealed **the strongest predictors of one-handed vs two-handed production were whether the shape has any curved edges (one hand) and whether the shape is symmetrical across the Y-axis (two hands).**

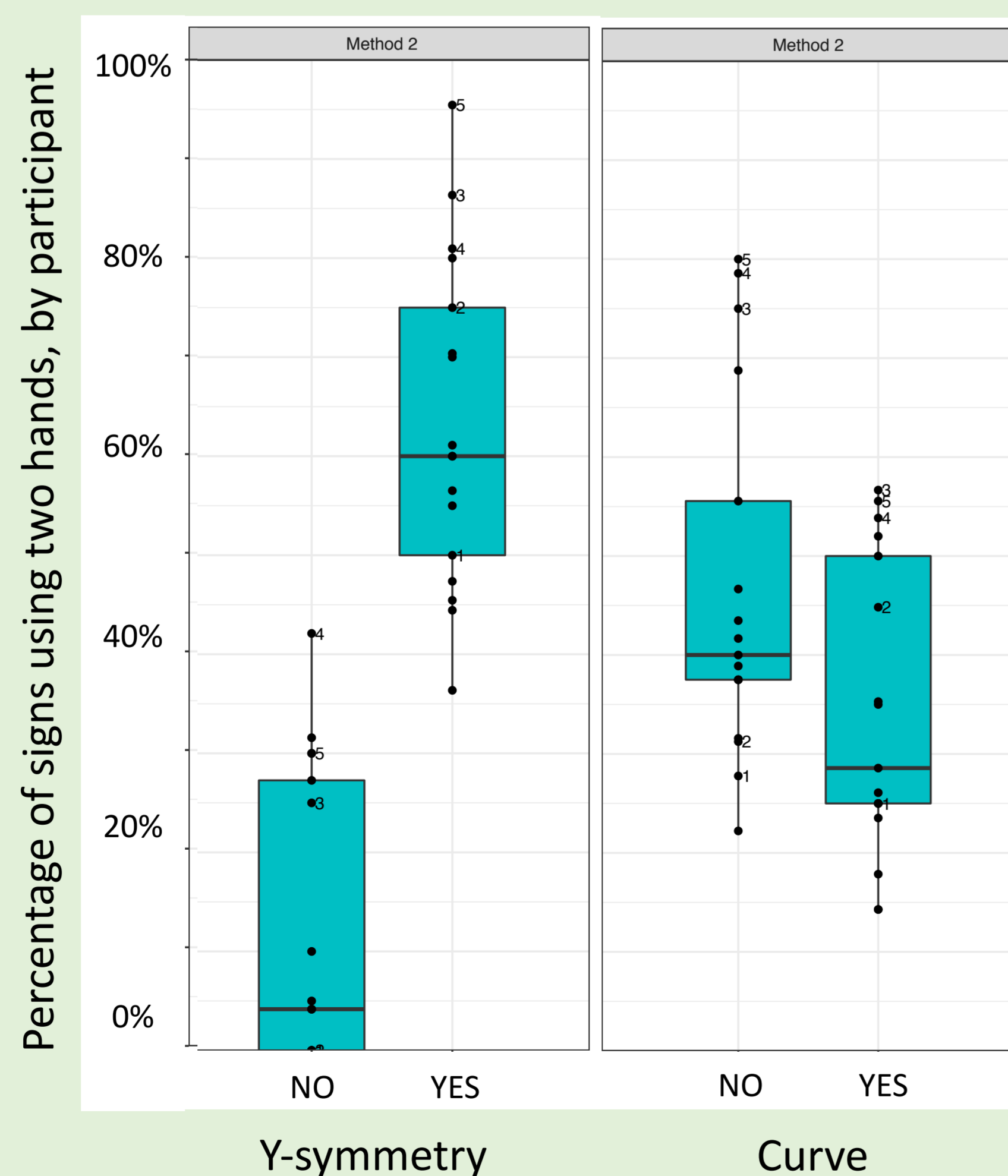
## Dictionary Survey

Box plots of the use of Method 2

One online ASL dictionary<sup>3</sup> was analyzed, along with samplings across three others<sup>4</sup> to find entries with concrete sense whose movement draws the outline of (part of) the object. This yielded a set of 137 distinct signs. Signs fell into one of three categories:

- +Ysym -Curve (HOUSE)
- +Curve (ELEPHANT)
- Ysym -Curve (RHINO)

112/137 signs are consistent with the predictions of the shapes survey.



**Lexical Drawing Principle:** If the primary movement path\* of a lexical item is iconic of an entity's shape, and if that path is +YSym and -Curve, the lexical item is more likely to involve two moving hands; otherwise it is more likely that only one hand will move.

\*Primary movement is the result of shoulder and/or elbow articulation.

## Discussion- Why bother with two hands?

Costs	Expressive advantages in the lexicon:
X biomechanical effort	✓ size relationships (GETTING-BIGGER)
X coordination as a cognitive burden (see brain injury studies) <sup>5</sup>	✓ action of one character on an object or another character (as in FLATTER)
X coordinating movement of multiple muscles around multiple joints on different limbs	✓ reciprocal action (as in LOOK-AT-EACH-OTHER)
	✓ Signers are used to paying those costs
Expressive advantages in shapes	
	✓ Each method is a kind of over-specification
	✓ This redundancy enhances comprehensibility and resolves ambiguity <sup>6</sup>

## What role does handshape play?

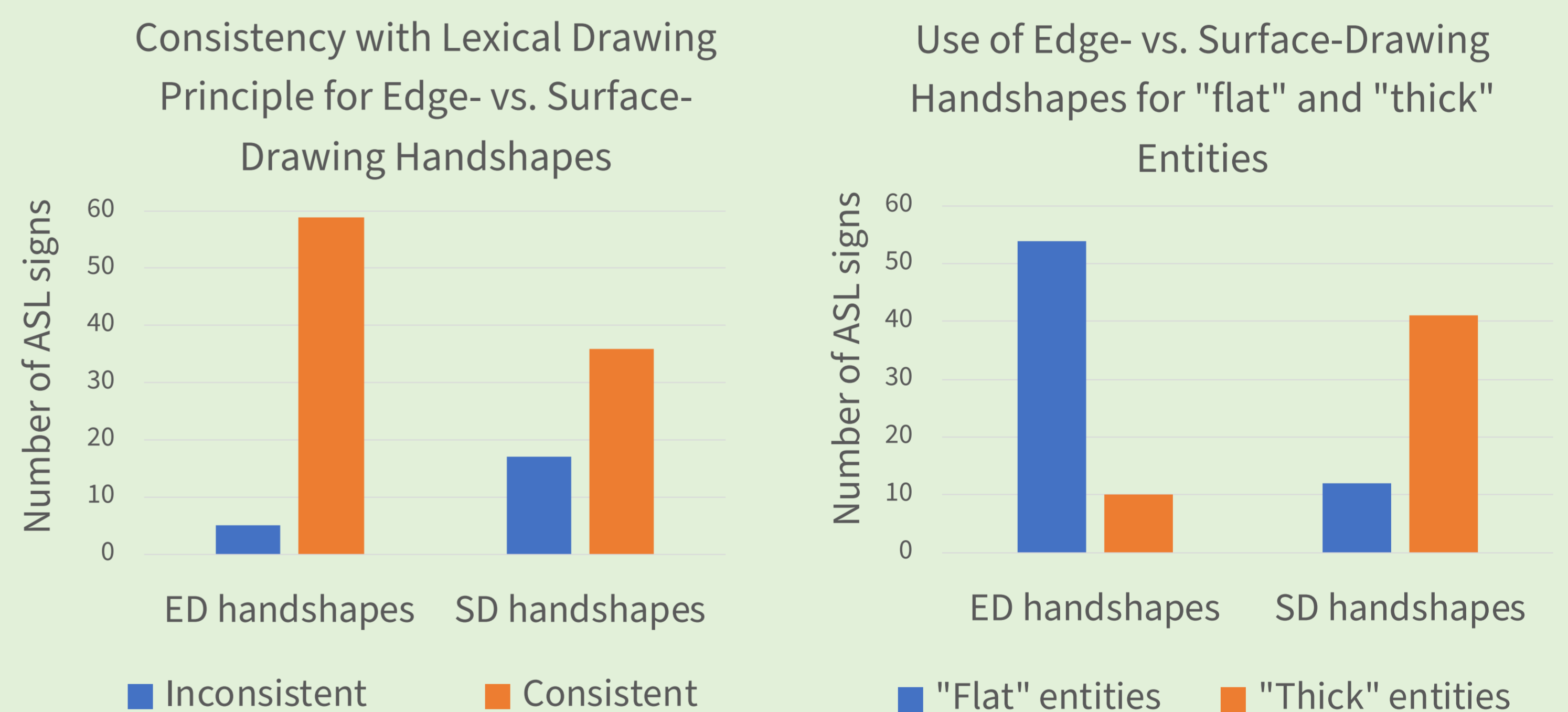
Handshape did not impact Method choice in the shapes survey **BUT** we might expect it to in the dictionary survey (handshape can convey more than just the outline).

### Dictionary Survey 2

We analyzed 120 signs in an ASL online dictionary<sup>3</sup> whose movement draws the shape of the entity.

**surface-drawing** (Flat-B, B, claw, 5, C, O); used with thick entities (a noticeable third dimension)

**edge-drawing** (1, l, h, baby-C, 4, v, 1-l); used with flat entities (“two-dimensional”)



**Dimension Principle:** If path movement is iconic in that it draws (part of) the signified entity, then edge-drawing handshapes should be used for two-dimensional entities, whereas surface-drawing handshapes should be used for three-dimensional entities.

Lexical Drawing Principle holds more strongly with signs that use edge-drawing handshapes than with signs that use surface-drawing handshapes.

## Highlights

- The way shapes are signed in ASL (and several other SLs) relies on **consistent geometric principles**.
- Curved edges and Y-axis symmetry** are the strongest predictors of one vs. two-handed signing of shapes (respectively).
- For signs that are iconic of an entity’s shape, the same predictors apply (**Lexical Drawing Principle**).
- If path is iconic, edge-drawing handshapes should be used for 2-D entities, and surface-drawing handshapes should be used for 3-D entities (**Dimension Principle**).

## References

- Figure taken from Costello, E. (1994). *American Sign Language Dictionary*. New York: Random House.
- Figure taken from Smith, Lentz, & Mikos, 1998, p. 103, reprinted with permission of Dawn Sign Press
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