

# **Title: Symbolic Language**

**Number of episodes (approx):** 7, each of 25 mins

Script written Jan 2022 to Dec 2023.

## **Synopses:**

1-line:

Explanations of the psychological processes which drive symbol design.

2-para:

I write on a whiteboard a series of symbols of many types.

Samples: English words, non-English tokens, German fairy tales, Egyptian/Greek/Norse myths.

For each I explain in depth the meanings of the symbols and behind that the human instincts, emotions, intentions etc which drove the designers to craft such symbols. This means it is not possible to inject an arbitrary symbol into the script. Only entire, stand-alone, symbolic analyses constitute the script.

1-page:

Each time I select a symbol to concentrate on, I think of that as a new segment in the script.

Symbols can be e.g. a word, a some lyrics from a song, a fairy tale or a non-English token.

The matching explanation can be brief or can perhaps occupy as much as a whole episode.

Segments are combined per episode to fill out the allotted time, e.g. perhaps 25 mins each.

The show does not treat anything as a continuous narrative, but as a sequence of symbols, each one of which gets its own analysis (interpretation).

These interpretations make conscious the normally automatic and unconscious symbolic analysis we perform when we read words, listen to words/poetry/music, or assess craft works.

This presentation of a sequence of symbols is exactly how we dream, and exactly how people craft fairy tales. Dreams and fairy tales are not narratives, but there is a part of our mind which deterministically (inexorably) forces us to pretend they are narratives.

This can lead to surprising results. For examples, the Ancient Greeks bequeathed us the belief that there are just 5 senses, but of course there are rather more than that. One of the latter is a sense of (body) balance and another is a sense of justice. It's odd they missed balance, because it can be easily disturbed in various ways, e.g. via illness, drunkenness, brain trauma.

Likewise, Cinderella is normally viewed as a charming tale for children, but its real purpose is to present to children a list of symbols which they must learn to interpret. Why? Because they are bound to grow up into a society where ceaseless symbolic interpretation is our daily and inescapable task, for that is how we communicate. And who does not want their children to be adroit and fluent communicators?

## **Content segments:**

Episode 1: Title: What are Symbols?

Overview, Advisories, Warnings.  
Symbols: Drugs, milk, water.

Episode 2: Title: Fairy Tales.  
Reference books.

Symbols: Camels, Aschenputtel (known in English by a erroneous translation as Cinderella).  
Note: This mis-translation I assume to be deliberate.

Episode 3: Title: Birth Symbols.  
Warnings.

Symbols: Stork, baby, napkin, and a discussion of the up-to-ten (10) subsymbols therein.

Episode 4: Title: Death Symbols.

Symbols: Tokens from ancient Greece, Egypt, Norse myths and modern English.

Episode 5: Title: Thinking is Abstract but Writing about it is not.

Advisory: How to represent something non-concrete like thinking.

Symbols: To think (verb).

Episode 6: Title: Shocking Symbols.

Warnings.

Symbolic Menstruation. Haven't heard of it? Why not?

Symbolic Murder (which is perhaps not ritual murder).

Episode 7: Title: Appendices.

The Vikings - A long discussion of the Vikings.

Symbols: Atomic structure, batteries, copper wire.

**Talent:**

I have devised the script, and will be presenting all of it.

I have lectured and tutored at Monash and Deakin Universities. Like some but not all others from that environment, I am quite a good public speaker.

**Social Media Strategy:**

I am not on social media and that will not change. But see next item.

**Extra Digital Offerings:**

Downloads to accompany the show: <http://symboliciq.au/> offers two downloadable TiddlyWikis: one called Symbolic.Language.html and the other (less relevant to the show but important in its own way) Personal.Security.html. See also website for link to the home of TiddlyWikis.

**Key creative:**

Ron Savage.

Copyright © Ron Savage 2024 All Rights Reserved

Australian Writers' Guild script (pitch) registration #: 10286