# Glossary of terms

**Onomatopoeia**

*In our project we understand onomatopoeias as words that are imitations of sounds of extra-linguistic reality*.

There are three keywords in this simple definition: words; imitations; sounds. By assigning the *word* status to onomatopoeias we suggest that they are free (independent) morphemes. By *imitations* we point out the iconic nature of these words. By claiming that these words imitate *sounds* we exclude imitations of any other sensual perceptions. Our main interest lies in *primary onomatopoeia*.

**Primary onomatopoeia**

*Primary onomatopoeias are proper sound imitations*.

The meaning of such a word can be interpreted as *sound of …* . For example, *buzz* is a sound imitation of a low, continuous humming or murmuring sound, made by or similar to that made by an insect.

**Secondary onomatopoeia**

*Secondary onomatopoeias are words derived from primary onomatopoeias*.

For example, the verb *to buzz* (meaning ‘to make a low, continuous humming sound’) is derived from the primary onomatopoeia *buzz* by means of conversion. *Buzzer* (meaning ‘an electrical device that makes a buzzing noise and is used for signaling) is a noun derived from the primary onomatopoeia by suffixation. Hence, *to buzz* and buzzer are secondary onomatopoeias.

**Sound types**

*Sound type is a category of sounds usually represented by the sound source/event at some level of generalization*.

In our project, sound types are specified in Data sheet 2. The first level of generalization is the division of sounds into Natural sounds and Artifacts. Natural sounds are further divided into 4 elements, Animals, and Humans. Each of these categories is further divided. For example, 4 elements are represented by WATER, AIR, EARTH, FIRE; Animals are divided to BIRDS, MAMMALS, REPTILES AND AMPHIBIANS, INSECTS and FISH AND SEA CREATURES; the Human category has two subcategories: BODY and VOICE. In Data sheet 2, Natural sounds have 5 levels of categorization and the label *sound type* is used for the third level. The category of Artifacts has 4 levels and *sound types* are specified at level 2.

**Sound source**

*Sound source is a generalized source of sound that is imitated by an onomatopoeia.*

**Sound event**

*Sound event is a generalized event that produces a sound.* *This sound is imitated by an onomatopoeia.*