

COLLOQUIUM

Edward Doolittle
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Word Puzzles and Games in Plains Cree



Date: Friday November 1, 2019

Time: 3:30 - 4:30 PM

Room: RI 208

Abstract: The construction of word puzzles and games is an important aspect of language curriculum development for endangered Indigenous languages like Plains Cree. However, there are few or no people with enough skill in both a given Indigenous language and in puzzle design to develop such materials. In this talk, Edward Doolittle of First Nations University will show how applied mathematics (statistics, graph theory, dynamical systems theory) and computing (related algorithms, big data) can be used to automatically generate word puzzles (word ladders, word searches) and special designs (palindromes, pangrammatic autograms) in Plains Cree. This work provides an example of how (applied) mathematics can serve Indigenous communities.