



**Response to Andrew West on feedback on emoji submissions ([L2/18-219](#))****Eduardo Marin Silva****20/07/2018**

**Colored squares and circles.** I agree with Andrew West.

**Yawning face.** Andrew West repeats the same flawed argument that Charlotte Buff did on her document ([L2/18-191](#)), which I responded to in [L2/18-192](#). Basically, he claims that the TIRED FACE () can be used instead of yawning face, however this is entirely not true. As I have said before this face is more intended to represent the feeling of being overwhelmed not representing someone being bored, someone unimpressed or about to sleep. And one can clearly see that the glyphs differ by more than the hand; the mouth and eyes are different.


**Standing Person.** While I agree that this emoji will most likely be perceived as just a person, but showing the whole body, this in fact is an argument in favor of encoding it, since it has multiple usages. Of course, users will expect to be able to personalize this emoji, but that is not an argument against encoding, since the consortium is not obligated to support all possible combinations of modifiers, that is up to the choice of the vendors; and new IRG sequences can be added without compromising other Unicode activities anyway.

**Kneeling person.** I agree that the kneeling person should not be encoded because the set of body postures is an open set. However, if it must be encoded using the PLACE OF WORSHIP sign () is not a good replacement, since it is already classified as emoji but does not depict a person with clothes or skin. Modifying the glyph would be problematic for vendors, who may want both a generic sign and a more realistic person.



**Probing cane.** While I agree that the symbol for visual impairment that West shows would be useful to encode, it does not follow that encoding a probing cane would not be useful, as it can be used in ZWJ sequences to represent a person using it and it complements the set with things like the Guide dog.

**Mechanical arm and leg.** These emojis have clear uses, as they can be used to show that a person is gonna obtain a prosthetic or that it is gonna be repaired, and so on. They can also be used in ZWJ sequences to show a person using one. However, I do have a problem with the names; more general names would be:

- PROSTHETIC ARM
- PROSTHETIC LEG

**Ear with hearing aid.** I agree with West that the appearance of this symbol is indeed transient and that having the device have a more modern appearance would make it confusable with the EAR character () ; it would be analogous to encoding an ear trumpet.

I also agree that the symbol for hearing impairment should be encoded for the same reasons as the one for visual impairment. I must add though, that there are also symbols for other impairments such as a learning or speaking impairment, a survey must be conducted of the most popular ones and their most popular appearances.

**One-piece swimsuit.** While the bikini has similar semantics, the one-piece swimsuit is used by both men and women unlike the bikini, that is why I insist of changing the glyph to be unisex, like I did on my last piece of feedback. Also, a one-piece swimsuit would not be useful for sunbathing unlike the bikini and briefs. West is committing a faulty comparison. An analogy would be unifying the BRIEFCASE () with the HANDBAG () .

**Service animal vest.** I agree with West. Unless a more distinctive glyph is created, this emoji would create a lot of confusion.

**Garlic and onion.** If the problem is truly image distinctiveness the glyphs could be modified; the onion being sliced to show the different layers and the garlic showing a clove that has been separated from the bulb. While garlic is used almost exclusively as seasoning (used in minute amounts), onion can be cooked in different ways to change the flavor of it, instead of the other way around.

They are also not anymore overly specific than other food items, like the HAMBURGER (🍔) with the SANDWICH (🥪), or PANCAKES (🥞) with WAFFLES (candidate).

Garlic is associated with a bad smell and its ability to repel Vampires, while onions are associated with things like the dark web or the movie Shrek. Also, several people are allergic to at least one of them (usually both).

**Falafel.** I don't support encoding this, since a ball like appearance is not the only shape this dish takes, and so even with the glyph change of West and the removal of the "meat" keyword. It would still set a bad precedent.

**Ice cube.** I have the same rebuttal as the one made to Charlotte Buff, please read [L2/18-192](#). I support both the iceberg and the ice cube.

**Manual and motorized wheelchair.** It is not overly specific to encode both wheelchairs variants; the first is significantly cheaper and intended for people with enough arm strength to propel themselves (it is required for Paralympic competitions), it is also the variant that is readily available at hospitals and can usually be folded for storage. The later is intended for people with little to no upper body strength and is associated with figures like Stephen Hawking; it usually also requires shallower ramps for accessibility. Unifying both variants would be like unifying ice and snow.

The WHEELCHAIR SYMBOL (♿) is not a good replacement, for the same reason the PLACE OF WORSHIP sign cannot be used for a kneeling person (a burden for vendors to change the glyph and introducing a realistic human). Besides, it does not represent a wheelchair in isolation and it only depicts the manual variant.

**Banjo.** While I agree that it does open the floodgates for other instruments, that is not an argument against encoding. As long as the instrument in question meets the criteria (in this case, popularity and image distinctiveness) then they should all be encoded.

**Stethoscope.** I have the same rebuttal as the one I have for Charlotte Buff, please read [L2/18-192](#). It can also be used to represent a medical examination as opposed to a treatment or a profession.