Universal Multiple-Octet Coded Character Set International Organization for Standardization Organisation Internationale de Normalisation Международная организация по стандартизации

**Doc Type: Working Group Document** 

Title: Proposal to encode an emoticon "Neutral Face" in the UCS

Source: Karl Pentzlin

**Status: Individual Contribution** 

Action: For consideration by JTC1/SC2/WG2 and UTC

Date: 2010-01-26

#### **Emoticons**

⊕ U+1F62A NEUTRAL FACE

= white neutral face

= deadpan face→ 2639 white frowning face

→ 2639 white frowning face
→ 263A white smiling face

Properties:

1F62A; NEUTRAL FACE; So; O; ON;;;;; N;;;;;

## **Background**

The paper "Towards an encoding of symbol characters used as emoji" by the Irish and German NB (N3607) contained two Emoticons:

1F606 ⊕ EXPRESSIONLESS FACE

1F629 😐 DEADPAN FACE

During the discussion at the SC2/WG2 April 2009 Dublin meeting, these symbols were unified to PDAM8:1F606 EXPRESSIONLESS FACE, using the glyph of N3607:1F629 DEADPAN FACE.

N3711 (Katsuhiro Ogata et al.: "A proposal to Revise a Part of Emoticons in PDAM 8"), compiled by Japanese experts, however requested a glyph change for PDAM8:1F606 which shows angles instead of bold dots for the eyes, accompanied by a name change to UNAMUSED FACE:



This led to the symbol incorporated into FPDAM8 (N3723) as follows

1F606 😑 EXPRESSIONLESS FACE

which is obviously no longer suited to be unified with a Neutral Face as proposed here.

The NEUTRAL FACE is well known from questionnaires, where it occurs in a line with:

U+263A WHITE SMILING FACE

U+2639 WHITE FROWNING FACE

(Therefore, the alternative name "= white neutral face" is given, while the naming NEUTRAL FACE follows the pattern of other face emoticons in the FPDAM8 Emoticons block.)

See e.g. this example from a hotel questionnaire (collected April 2009 at the Maldron Hotel, Dublin):

Likelihood you will stay in another Maldron Hotel  Overall satisfaction with the service in this hotel				
Likelihood you will stay in another Maldron Hotel  Overall satisfaction with the service in this hotel				
Value received for price paid  Likelihood you will stay in another Maldron Hotel				
Please rate your overall level of satisfaction.	Low	Avg	 High	

This line of characters is e.g. contained in the widespread Microsoft Wingdings font (see the following excerpt of "Webdings and Wingdings Symbol Collection: An analysis" by Asmus Freytag and Michael Everson, 2008-02-05, at <a href="http://unicode.org/~asmus/web-wing-ding-ext.pdf">http://unicode.org/~asmus/web-wing-ding-ext.pdf</a>):

## **Faces**

E029 <sup>◎</sup> WHITE SMILING FACE

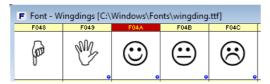
≡ 263A © white smiling face

E02A ⊕ WHITE NEUTRAL FACE

E02B ⊗ WHITE FROWNING FACE

≡ 2639 ⊗ white frowning face

However, the current Microsoft Wingding font (as delivered with Windows Vista) contains these symbols at another location, as the following excerpt of a screenshot taken from FontLab shows:



The symbol is also contained in the STIX PUA (Unicode document L2/09-208: Deborah Anderson et al., "Preliminary Proposal to Encode Characters from the STIX PUA Collection", 2009-05-10).

There, it is listed on p.4 in the table 2 "STIX PUA characters already encoded as Unicode code points or variation sequences" as follows:

⊕	E0F3	stix-neutral smiley	1F629	DEADPAN FACE
Θ		This is [Wolfram]'s \[NeutralSmiley]		(emoticon from [Emoji])
		that they map to F722 (in the PUA).		

However, the symbol being "already encoded" is no longer true, as the symbol was removed from the emoji set which at the time of L2/09-208 was the state of discussion, as described above.

# PROPOSAL SUMMARY FORM TO ACCOMPANY SUBMISSIONS FOR ADDITIONS TO THE REPERTOIRE OF ISO/IEC 10646<sup>1</sup>

Please fill all the sections A, B and C below.

Please read Principles and Procedures Document (P & P) from <a href="http://www.dkuug.dk/JTC1/SC2/WG2/docs/principles.html">http://www.dkuug.dk/JTC1/SC2/WG2/docs/principles.html</a> for guidelines and details before filling this form.

Please ensure you are using the latest Form from <a href="http://www.dkuuq.dk/JTC1/SC2/WG2/docs/summaryform.html">http://www.dkuuq.dk/JTC1/SC2/WG2/docs/summaryform.html</a>. See also <a href="http://www.dkuuq.dk/JTC1/SC2/WG2/docs/roadmaps.html">http://www.dkuuq.dk/JTC1/SC2/WG2/docs/roadmaps.html</a> for latest Roadmaps.

See also <u>http://www.dkdug.dk/31C1/SC2/WG2/ddcs/roadmaps.html</u> for latest <i>Roadmap</i>	· S.
A. Administrative	
1. Title: Proposal to encode an emoticon "Neutral Face" in the	UCS
3. Requester type (Member body/Liaison/Individual contribution): Individual contrib	oution
4. Submission date: 2010-01-26	
5. Requester's reference (if applicable):	
6. Choose one of the following:	
This is a complete proposal:	X
(or) More information will be provided later:	
B. Technical – General	
1. Choose one of the following:	
a. This proposal is for a new script (set of characters):	No
Proposed name of script:	
b. The proposal is for addition of character(s) to an existing block:	Yes
Name of the existing block: Emoticons (as currently contained in FI	PDAM8)
2. Number of characters in proposal:	1
Proposed category (select one from below - see section 2.2 of P&P document):	
A-Contemporary X B.1-Specialized (small collection) B.2-Specialized (large co	lloction)
C-Major extinct  D-Attested extinct  E-Minor extinct	ilection)
F-Archaic Hieroglyphic or Ideographic G-Obscure or questionable usag	o cymbole
4. Is a repertoire including character names provided?	Yes
a. If YES, are the names in accordance with the "character naming guidelines"	V
in Annex L of P&P document?	Yes
b. Are the character shapes attached in a legible form suitable for review?	Yes
5. Who will provide the appropriate computerized font (ordered preference: True Type, or PostScr	ipt format) for
publishing the standard? The symbol is contained in the widespread Microsoft Wingdi	ngs font (see text)
If available now, identify source(s) for the font (include address, e-mail, ftp-site, etc.) and ind	icate the tools
used:	
6. References:	
a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided?	Yes
b. Are published examples of use (such as samples from newspapers, magazines, or other	sources)
of proposed characters attached? Yes	
7. Special encoding issues:	
Does the proposal address other aspects of character data processing (if applicable) such a	s input,
presentation, sorting, searching, indexing, transliteration etc. (if yes please enclose informat	ion)? No
8. Additional Information:	
Submitters are invited to provide any additional information about Properties of the proposed Char	racter(s) or Script
that will assist in correct understanding of and correct linguistic processing of the proposed charac	
Examples of such properties are: Casing information, Numeric information, Currency information,	Display behaviour
information such as line breaks, widths etc., Combining behaviour, Spacing behaviour, Directional	behaviour, Default
Collation behaviour, relevance in Mark Up contexts, Compatibility equivalence and other Unicode	
related information. See the Unicode standard at <a href="http://www.unicode.org">http://www.unicode.org</a> for such information on o	
see http://www.unicode.org/Public/UNIDATA/UCD.html and associated Unicode Technical Report	s for information

needed for consideration by the Unicode Technical Committee for inclusion in the Unicode Standard.

Proposal to encode an emoticon "Neutral Face" in the UCS 2010-01-26

Form number: N3152-F (Original 1994-10-14; Revised 1995-01, 1995-04, 1996-04, 1996-08, 1999-03, 2001-05, 2001-09, 2003-11, 2005-01, 2005-09, 2005-10, 2007-03, 2008-05)

### C. Technical - Justification

1. Has this proposal for addition of chara		Yes		
	nified with another character, which subsequently was char			
process of FPDAM8 in a way that the unification does not hold longer)				
	f the user community (for example: National Body,	A.I.		
user groups of the script or charact	ers, other experts, etc.)?	No		
If YES, with whom?				
	cuments:			
3. Information on the user community for				
	3	Everybody		
Reference:	see text			
4. The context of use for the proposed che Reference:				
5. Are the proposed characters in current		Yes		
·	see text			
	principles in the P&P document must the proposed character	ers be entirely		
in the BMP?		No		
If YES, is a rationale provi	ded?			
If YES, reference:	,			
7. Should the proposed characters be ke	pt together in a contiguous range (rather than being scatter	ed)? <i>n/a</i>		
	e considered a presentation form of an existing			
character or character sequence?	·	No		
If YES, is a rationale for its	s inclusion provided?			
If YES, reference:				
9. Can any of the proposed characters be	e encoded using a composed character sequence of either			
existing characters or other propos	ed characters?			
If YES, is a rationale for its	s inclusion provided?			
If YES, reference:				
10. Can any of the proposed character(s)	be considered to be similar (in appearance or function)			
to an existing character?		No (see text)		
If YES, is a rationale for its	s inclusion provided?			
If YES, reference:				
11. Does the proposal include use of con	nbining characters and/or use of composite sequences?	No		
If YES, is a rationale for such use p	provided?			
If YES, reference:				
Is a list of composite sequences an	d their corresponding glyph images (graphic symbols) prov	ided?		
If YES, reference:				
12. Does the proposal contain characters	s with any special properties such as			
control function or similar semantic		No		
If YES, describe in detail (	include attachment if necessary)			
13. Does the proposal contain any Ideog	raphic compatibility character(s)?	No		
	ding unified ideographic character(s) identified?			
If YES, reference:				