Preparation of Unicode version 14.0
Work on Unicode 14.0 continues to progress with a target release date of September 14, 2021. This version will add a total of 838 new characters including:

- five new scripts—Cypro-Minoan, Old Uyghur, Tangsa, Toto, Vithkuqi;
- 37 emoji characters;
- a number of new characters for phonetic transcription; and
- several characters for Arabic or other previously encoded scripts

See the [draft delta code charts](#) for details.

Several glyph changes in code charts are also being made. As Unicode provides charts used in ISO/IEC 10646, these changes would be reflected in any future editions of that standard. See [Glyph and Variation Sequence Changes](#) for details.

As mentioned in the previous liaison report to SC2 (SC2/N4731 = L2/20-201), an alpha review period for this release was conducted, with feedback reviewed and revisions incorporated. A public beta review period has been announced and will continue until July 13, 2021. The assignment of characters for Unicode 14.0.0 is now stable. There will be no further additions or modifications of code points and no further changes to character names. Feedback is invited on other technical or editorial considerations, particularly character property data, chart glyphs, or the implementation guidance in various Unicode Standard Annexes that are being updated for version 14.0. Please see [BETA Unicode 14.0.0](#) for more information.

Preparation of Emoji 15.0
Because of the six-month delay in preparation of Unicode 14 caused by societal effects of COVID-19, there was an extended period during which new emoji proposals were not being accepted. This provided time to evaluate and revise the processes being used for new emoji proposals. As of April 15, new proposals are once again being accepted, with new guidelines and a new submission form in place. Under the new process, proposals will be accepted each year between April 15 and August 31.

In addition to process changes, Unicode has also re-evaluated priorities for creation of new emoji. While new emoji entail implementation costs for vendors, emoji usage data has provided useful insights that inform what kinds of emoji provide more or less value for users and, hence, return on investment. (See [L2/20-132](#), “Clarifying Emojification Strategies and Strengthening ESC Processes” for background information.) Based on investigations and data-backed insights, three categories are being considered to focus on for new emoji (characters or sequences):
• hand gestures: see L2/20-274, “ESC Guidelines around Gestures and Emoji”
• gender: see L2/21-056, “Gender Encoding for Emoji”
• colors and colored hearts: see L2/21-075, “Examining Emoji Color Spaces: A Strategy for Improving the Coverage of Heart Emoji”

Crossing these categories is an overall priority for global relevance and communicative value.