

**Agenda for Initiative for Cuneiform Encoding Technical Lunch
American Oriental Society - Nashville
Saturday, April 5, 2003**

1) ICE Announcements

- * Ugaritic cuneiform is now in Unicode (version 4). Our participation in the proposal collected input from Ugaritic scholars around the world and resulted in a better encoding for Ugaritic. (Ugaritic numerics and "punctuation" remain to be encoded.)
- * ICE is now part of the Digital Hammurabi Project.
- * ICE has Borger's latest materials from his forthcoming Mesopotamisches Zeichenlexikon.
- * ICE has Feuerherm's latest materials.
- * The Digital Hammurabi Project commissioned the world's first "complete" cuneiform font in Unicode format. It is based on Borger's non-Unicode fonts and is available from Linguist's Software. (This is a provisional tool for use in our work and will certainly be different in the final version after the cuneiform Unicode proposal.)
- * We are planning to host the ICE2 conference at Johns Hopkins in Baltimore in the late spring or early summer. We intend to finalize methodological issues at this conference - and hand out T- shirts!
- * We will be presenting a status report at the Rencontre Assyriologique Internationale in London in July, 2003 (covering both encoding and 3D scanning).
- * Johns Hopkins University is hosting the annual international Unicode Technical Committee meeting in November 2003. (The UTC would like a delegation of cuneiformists to be present for two days of discussions and presentations.)
- * We intend to present our proposal for Sumero-Akkadian cuneiform at that UTC meeting, so it could be included in Unicode version 5.

2) ICE Email Discussion List

Give me your email address so I can subscribe you to the ICE email discussion list hosted by the Unicode Consortium at cuneiform@unicode.org.

3) Methodological Issues Pertaining to the Computer Encoding of Sumero-Akkadian Cuneiform

- * Ligatures
Position = encode separately; ligation will be handled by standard font technologies
- * Compound signs
Provisional position = encode each separate sign
- * Complex Signs
Provisional position = encode complex signs as one sign (not separately and then relying on ligation)
- * Gunu
No position
- * Diri
No position
- * Include archaic Ur?
No position