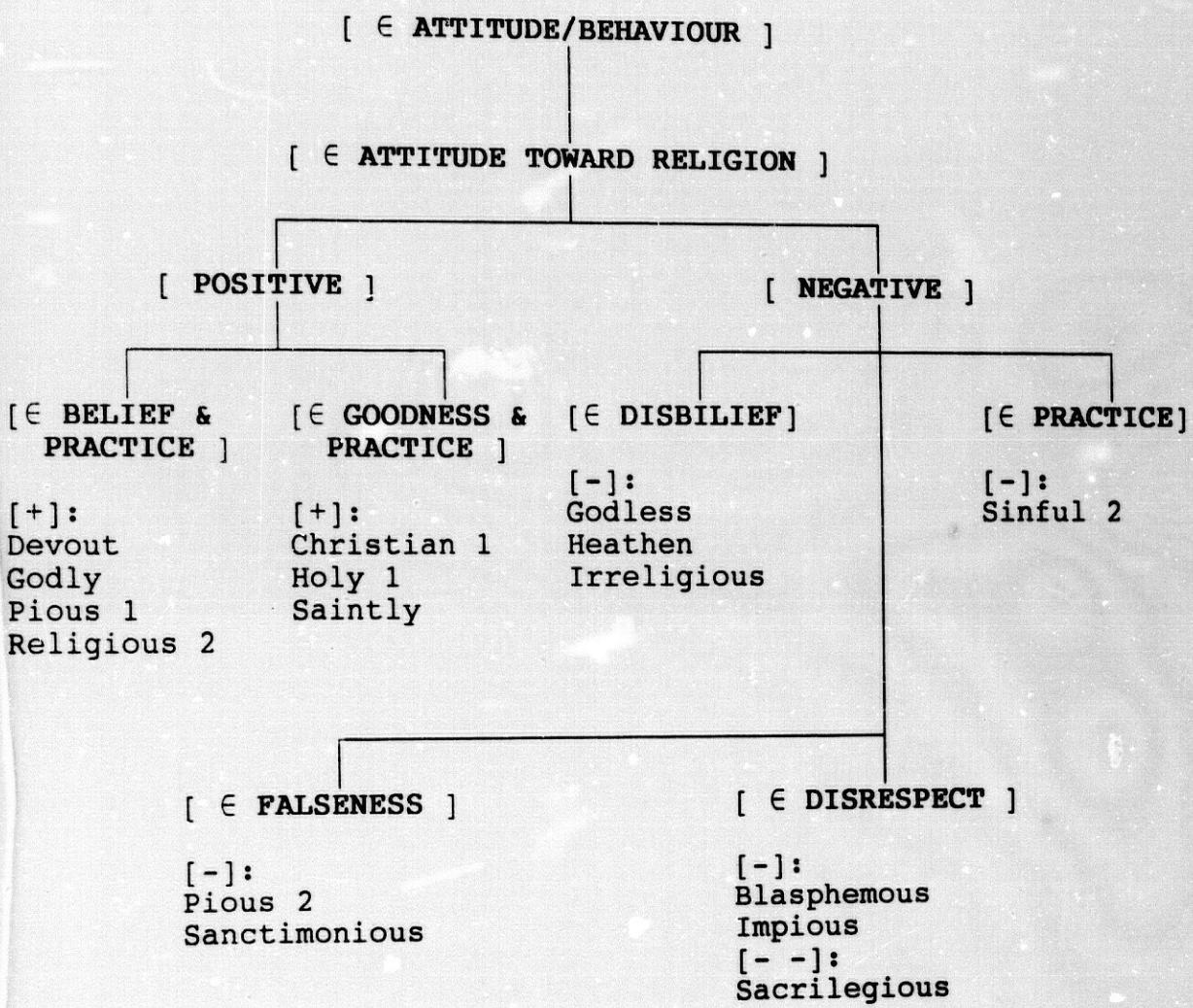


GRAFICO DE LA DIMENSION:



COMENTARIO AXIOLOGICO:

Archiaxioema(s) canónico(s) y su correspondencia con el (los) hipocánon (hipocánones): Las prácticas y las creencias religiosas están en continua evolución respecto al juicio que éstas merecen en las distintas sociedades. Muy a menudo, el hecho de que el canon afectado sea de carácter social, ético o, simplemente, el que no exista siquiera medida axiológica dependerá fundamentalmente del posible fervor religioso de cada persona en cuestión. Por

consiguiente, los archiaxioemas e hipocáñones citados más arriba deben de entenderse como una aproximación avalada por definiciones lexicográficas y sin ninguna toma de partido en una u otra dirección. A título de resumen, se podrá comprobar que existe una oscilación, según los casos, entre los archiaxioemas conductual y ético y los hipocáñones social y ético.

Axioema de grado: Oscila, según los casos, entre los niveles medio y máximo.

8.3.8.- La dimensión de la actitud ante la verdad

(veritativa):

Esta dimensión se relaciona con dimensiones muy diversas pertenecientes a todas las superdimensiones aquí estudiadas. Asimismo, la veracidad, autenticidad, sinceridad, etc., y sus contrarios son fenómenos muy próximos o incluso subordinados a la normativa que rige la conducta social,

[∈ ATTITUDE TOWARD TRUTH]

ESCALA: POSITIVE

8.3.8.1.- Subdimensión [∈ TRUTHFULNESS]

Los lexemas *Direct 3* y *Frank 2* coocurren en la dimensión de la conducta verbal, escala positiva, subdimensión [SPEAKING OPENLY/ CLEARLY]; el lexema *Artless* pertenece también a la valoración intelectual.

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSIÓN:

[+]: *Artless*, *Candid (with)*, *Direct 3*, *Frank 2*, *Genuine 2*,

Guileless, Honest 2, Open 3, Sincere, Straight (with),
Straightforward, Truthful.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2/Good 3 ∈ Social/Ethical/Noetic/
Veritative + Degree (Medium/High) + Stratic/Phasic Reg.
(?)]

8.3.8.2.- Subdimensión [∈ NATURALNESS]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+]: Natural 2, Spontaneous, Unaffected, Unpretentious.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2/Gcod 3 ∈ Social/Ethical + Degree
(Medium) + Stratic/Phasic Reg. (?)]

8.3.8.3.- Subdimensión [∈ RELIABILITY]

Las unidades léxicas de esta subdimensión coocurren en la valoración emotivo-conductual combinada, dimensión del deber ante los demás, subdimensión [FIDELITY], grupo [RELIABILITY]

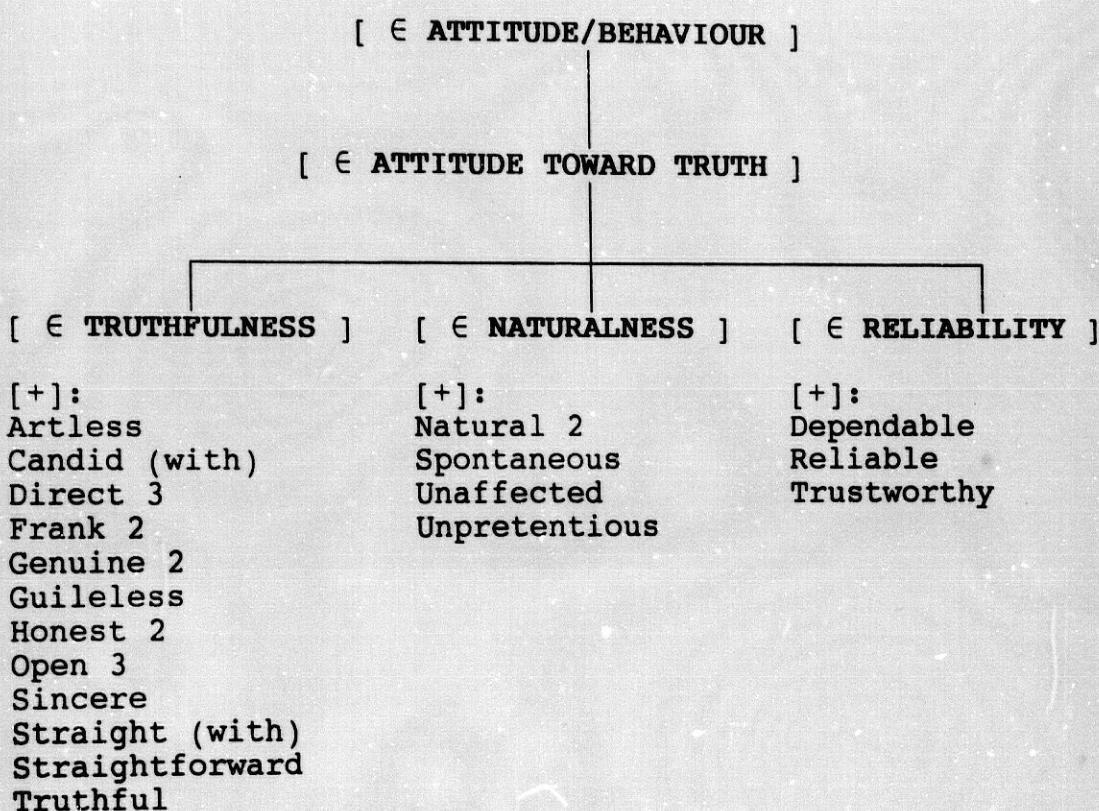
UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+]: Dependable, Reliable, Trustworthy.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2/Good 3 ∈ Social/Ethical + Degree
(Medium) + Stratic/Phasic Reg. (?)]

GRAFICO DE LA ESCALA SUBDIMENSIONAL POSITIVA:



ESCALA: NEGATIVE

8.3.8.4.- Subdimensión [∈ FALSENESS]

Por una parte, los lexemas *Cunning* y *Sly* coocurren en la valoración intelectual en la conducta y, por otra, *Dishonest* combina diversos matices en sus semas, pues hace referencia a campos tan diversos como la justicia, la maldad o la fiabilidad.

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: *Cunning*, *Deceitful*, *Dishonest*, *False* 2, *Insincere*, *Lying*,
Sly, *Untrue (to)*, *Untruthful*.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical/Noetic +
Degree (Medium/High) + Stratic/Phasic Reg. (?)]

8.3.8.5.- Subdimensión [∈ ARTIFICIALITY]

Los lexemas de esta subdimensión se encuentran estrechamente relacionados con la dimensión de la conducta social, subdimensión [MANNERS], grupo [FALSENESS].

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Affected, Artificial 2, Mannered, Phoney/Phony.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 2 ∈ Social/Aesthetic + Degree
(Medium) + Stratic/Phasic Reg. (?)]

8.3.8.6.- Subdimensión [∈ UNRELIABILITY]

Esta subdimensión se halla semánticamente muy próxima a la valoración emotivo-conductual combinada, dimensión del deber ante los demás.

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Shabby 2, Shifty, Tricky, Untrustworthy.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(Medium/High) + Stratic/Phasic Reg. (?)]

8.3.8.7.- Subdimensión [∈ UNRELIABILITY/TREASON]

Esta subdimensión se halla semánticamente muy próxima a la valoración emotivo-conductual combinada, dimensión del deber ante los demás, escala negativa, subdimensión [DISLOYALTY].

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Disloyal, Perfidious, Treacherous.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
Stratic/Phasic Reg. (?)]

8.3.8.8.- Subdimensión [∈ CONCEALMENT]

La ocultación de información no significa falsedad, pero sí representa una conducta poco auténtica o sincera. Por tanto, hemos decidido finalmente incluir este apartado en la presente dimensión.

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Furtive, Secretive, Stealthy.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(Medium) + Stratic/Phasic Reg. (?)]

8.3.8.9.- Subdimensión [∈ PRAISE]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Fawning, Flattering, Slimy 2, Soapy 2.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(Medium/High) + Stratic/Phasic Reg. (?)]

8.3.8.10.- Subdimensión [∈ RELIGION]

Las unidades léxicas de esta subdimensión coocurren en la dimensión de la actitud ante la religión, subdimensión [FALSENESS].

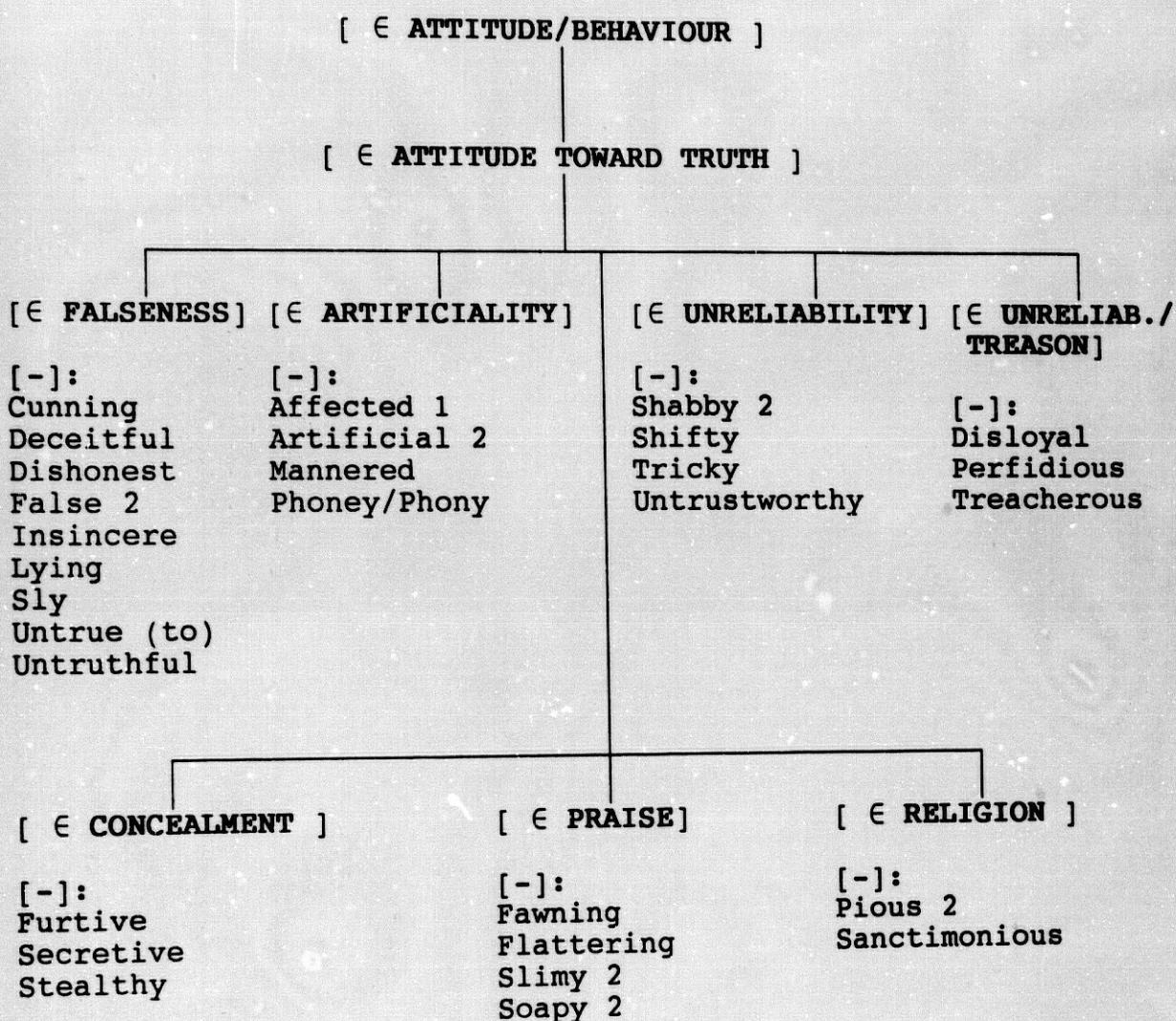
UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Pious 2, Sanctimonious.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(Medium) + Stratic/Phasic Reg. (?)]

GRAFICO DE LA ESCALA SUBDIMENSIONAL NEGATIVA:



COMENTARIO AXIOLOGICO:

Archiaxioema(s) canónico(s) y su correspondencia con el (los) hipocanon (hipocáñones): En general, nos remitimos a lo afirmado al inicio del epígrafe 8.3.8. En efecto, la superposición de esta dimensión con otras se manifiesta asimismo en la diversidad de hipocáñones distribuidos a lo largo de las tres escalas consideradas. Pues si por una parte los hipocáñones "Social" y "Ethical" son los dominantes, por otra, en una sola subdimensión

([∈ TRUTHFULNESS]), además de éstos, pueden influir otros dos, "Noetic" y "Veritative". E incluso en la subdimensión [∈ ARTIFICIALITY] incide el hipocanon "Aesthetic".

Axioma de grado: Oscila, según los casos, entre los niveles medio y alto.

8.3.9.- La dimensión de la actitud ante la justicia:

Incluimos únicamente los adjetivos que se refieren a esta dimensión en términos muy generales. Las especificaciones jurídicas con respecto a la justicia, legalidad, etc. no son analizadas en este trabajo.

[∈ ATTITUDE TOWARD JUSTICE]

ESCALA: POSITIVE

8.3.9.1.- Subdimensión [∈ FAIRNESS]

8.3.9.1.1.- Grupo [∈ LAW & PRINCIPLES]

Las unidades *Decent* 2, *Righteous*, *Right* 3, *Scrupulous* 1, *Upright* 2 coocurren en la dimensión de la actitud ante la moral en general, escala positiva, subdimensiones [IN GENERAL]

o [IN SOCIETY/ RELIGION]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[+]: *Decent* 2, *Honest* 1, *Right* 3, *Righteous*, *Scrupulous* 1,

Upright 2.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (Medium/High)
+ Stratic/Phasic Reg. (?)]

8.3.9.1.2.- Grupo [∈ TOWARD PEOPLE]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[+]: Just 1, Fair 1, Equitable.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (Medium) +
Stratic/Phasic Reg. (?)]

8.3.9.1.3.- Grupo [∈ OBJECTIVITY]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[+]: Disinterested 1, Dispassionate, Impartial, Objective 2,
Unbiased.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2/Good 3 ∈ Social/Ethical/
Veritative + Degree (Medium) + Stratic/Phasic Reg. (?)]

ESCALA: NEUTRAL

8.3.9.2.- Subdimensión [∈ OBJECTIVITY]

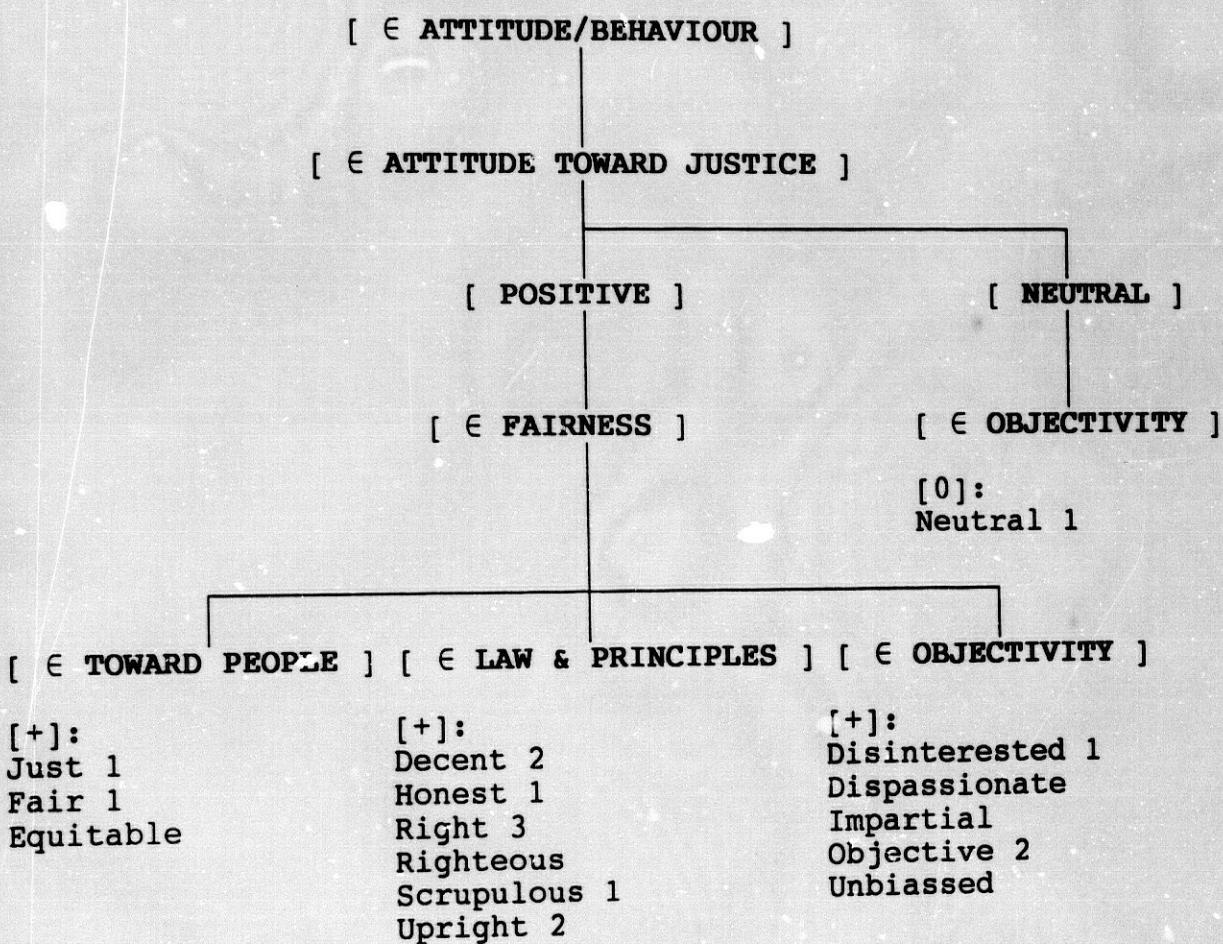
UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[0]: Neutral 1.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

$Ev = \text{Neutral } (0) [\in \text{Social/Veritative} + \text{Degree } (?) + \text{Stratic/Phasic Reg. } (?)]$

GRAFICO DE LAS ESCALAS SUBDIMENSIONALES POSITIVA Y NEUTRA:



ESCALA: NEGATIVE

8.3.9.3.- Subdimensión [∈ LAW]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Criminal, Delinquent, Lawless, Villainous.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

$Ev = \text{Negative } (-) [\text{Bad } 3 \in \text{Ethical} + \text{Degree } (\text{High})^+]$

Stratic/Phasic Reg. (?)]

8.3.9.4.- Subdimensión [BIAS]

Algunos de los lexemas que forman esta subdimensión generalmente se perciben como pertenecientes a la escala negativa, pero según el hablante o el contexto específico podrían tener otra orientación.

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Biassed 1, Partial 1, Partisan, Prejudiced.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 2 ∈ Social/Veritative + Degree
 (Medium/High) + Stratic/Phasic Reg. (?)]

8.3.9.5.- Subdimensión [∈ WRONGDOING]

Los lexemas *Iniquitous* y *Unjust* coocurren en la dimensión de la maldad en la conducta, escala negativa, subdimensión [SPECIFIC], grupo [JUSTICE].

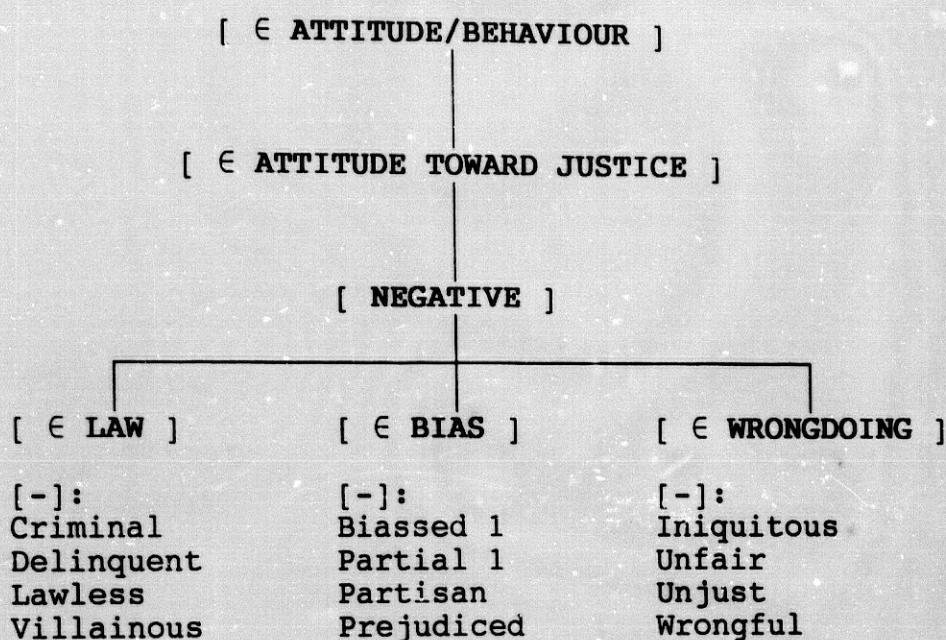
UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Iniquitous, Unfair, Unjust, Wrongful.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Stratic/Phasic Reg. (?)]

GRAFICO DE LA ESCALA SUBDIMENSIONAL NEGATIVA:



COMENTARIO AXIOLOGICO:

Archiaxioema(s) canónico(s) y su correspondencia con el (los) hipocanon (hipocáñones): Estamos ante una dimensión compleja, donde los archiaxioemas GOOD 2/GOOD 3 o BAD/BAD 3 (según la escala) y los hipocáñones "Ethical" y "Social" son los dominantes. Pero, como en ocasiones anteriores, en el grupo [€ OBJECTIVITY] de la subdimensión [€ FAIRNESS] (escala positiva) y en la subdimensión [€ BIAS] (escala negativa) incide además otro hypocanon, el veritativo ("Veritative"). Como resultado de la necesidad de objetividad para la impartición de justicia, en esta dimensión se da una escala atípica y que, por definición, no es escala, nos referimos al nivel neutral. Éste no incluye ningún archiaxioema canónico, pues está regido directamente por el archiaxioema constante NEUTRAL.

Axioma de grado: Oscila, según los casos, entre los niveles medio y alto.

8.3.10.- La dimensión de la actitud dominante:

[∈ DOMINATION IN BEHAVIOUR]

ESCALA: POSITIVE

8.3.10.1.- Subdimensión [∈ CONTROL]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+]: Authoritative, Magisterial, Masterful.

FORMULA AXIOLÓGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2 ∈ Social + Degree (Medium) +
Stratic/Phasic Reg. (?)]

8.3.10.2.- Subdimensión [∈ TOLERANCE]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+]: Broadminded, Liberal 1, Tolerant 1.

FORMULA AXIOLÓGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2/Good 3 ∈ Social/Ethical + Degree
(Medium) + Stratic/Phasic Reg. (?)]

ESCALA: POSITIVE/NEGATIVE

8.3.10.3.- Subdimensión [∈ CONTROL/INFLUENCE]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+/-]: Influential, Powerful.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+)/Negative (-) [Good 2/Bad 2 ∈ Social +
Degree (Medium) + Stratic/Phasic Reg. (?)]

ESCALA: NEGATIVE

8.3.10.4.- Subdimensión [∈ CONTROL]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Domineering, Imperious.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 2 ∈ Social + Degree (Medium) +
Stratic/Phasic Reg. (?)]

8.3.10.5.- Subdimensión [∈ INTOLERANCE]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Immovable 2, Inflexible 2, Intolerant, Intransigent,
Unbending.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(High) + Stratic/Phasic Reg. (?)]

8.3.10.6.- Subdimensión [∈ ORDERS]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Bossy, Overbearing, Peremptory 1.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 2 ∈ Social + Degree (High) +
Stratic/Phasic Reg. (?)]

8.3.10.7.- Subdimensión [∈ UNFAIRNESS]

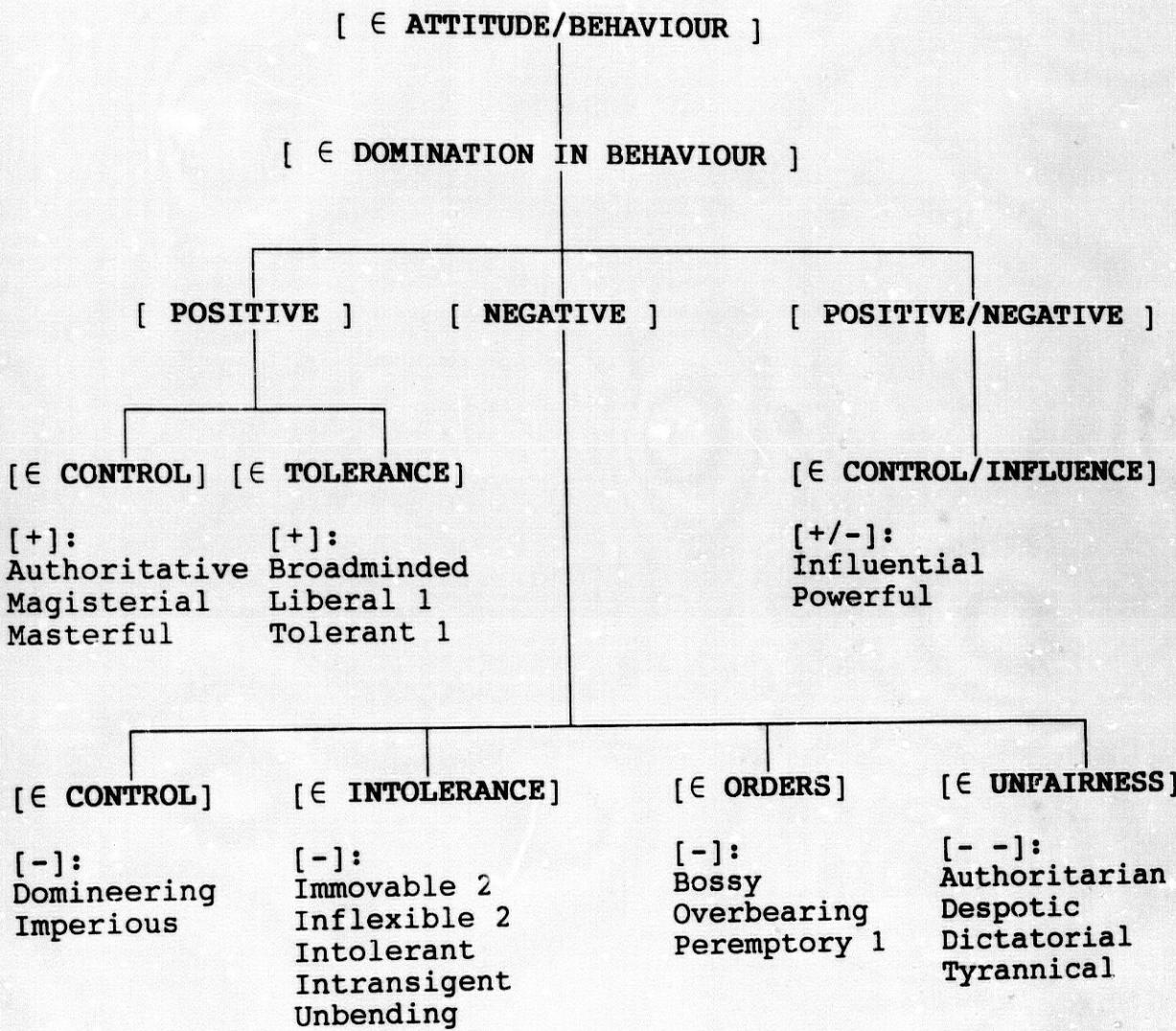
UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[- -]: Authoritarian, Despotic, Dictatorial, Tyrannical.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (- -) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(Maximum) + Stratic/Phasic Reg. (?)]

GRAFICO DE LA DIMENSION:



COMENTARIO AXIOLOGICO:

Archiaxioema(s) canónico(s) y su correspondencia con el (los) hipocanon (hipocáñones): Estamos ante una dimensión fundamentalmente social, pero a la que a menudo se le superponen consideraciones de carácter ético. Así pues, si, por ejemplo, la subdimensión [∈ CONTROL] está condicionada por el archiaxioema conductual y el hipocanon social en todas las escalas, otro tanto podría afirmarse de la subdimensión [∈ TOLERANCE] y de su opuesto

[∈ INTOLERANCE], pero esta vez respecto al archiaxioema e hipocanon éticos.

Axioema de grado: Oscila, según los casos, entre los niveles medio y máximo.

8.3.11.- La dimensión de la actitud ante las órdenes y los deseos ajenos:

[∈ ATTITUDE TOWARD OTHERS` ORDERS AND WISHES]

ESCALA: POSITIVE

8.3.11.1.- Subdimension [∈ OBEDIENCE]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+]: Duteous, Dutiful, Obedient.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2/Good 3 ∈ Social/Ethical + Degree
 (Medium) + Stratic/Phasic Reg. (?)]

ESCALA: POSITIVE/NEGATIVE

8.3.11.2.- Subdimensión [∈ OBEDIENCE]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+/-]: Compliant, Meek, Submissive.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+)/Negative (-) [Good 2/Bad 2 ∈ Social +
 Degree (Medium) + Stratic/Phasic Reg. (?)]

8.3.11.3.- Subdimensión [∈ EASY CONTROL]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+/-]: Amenable (to), Docile, Tractable.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+)/Negative (-) [Good 2/Bad 2 ∈ Social +
Degree (Medium) + Stratic/Phasic Reg. (?)]

ESCALA: NEGATIVE

8.3.11.4.- Subdimensión [∈ OBEDIENCE]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Obsequious, Servile, Slavish 1, Subservient.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(Medium/High) + Stratic/Phasic Reg. (?)]

8.3.11.5.- Subdimensión [∈ DISOBEDIENCE]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Disobedient, Insubordinate. [- -]: Contumacious, Defiant,
Rebellious, Recalcitrant.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-/- -) [Bad 2/Bad 3 ∈ Social/Ethical +
Degree (High/Maximum) + Stratic/Phasic Reg. (?)]

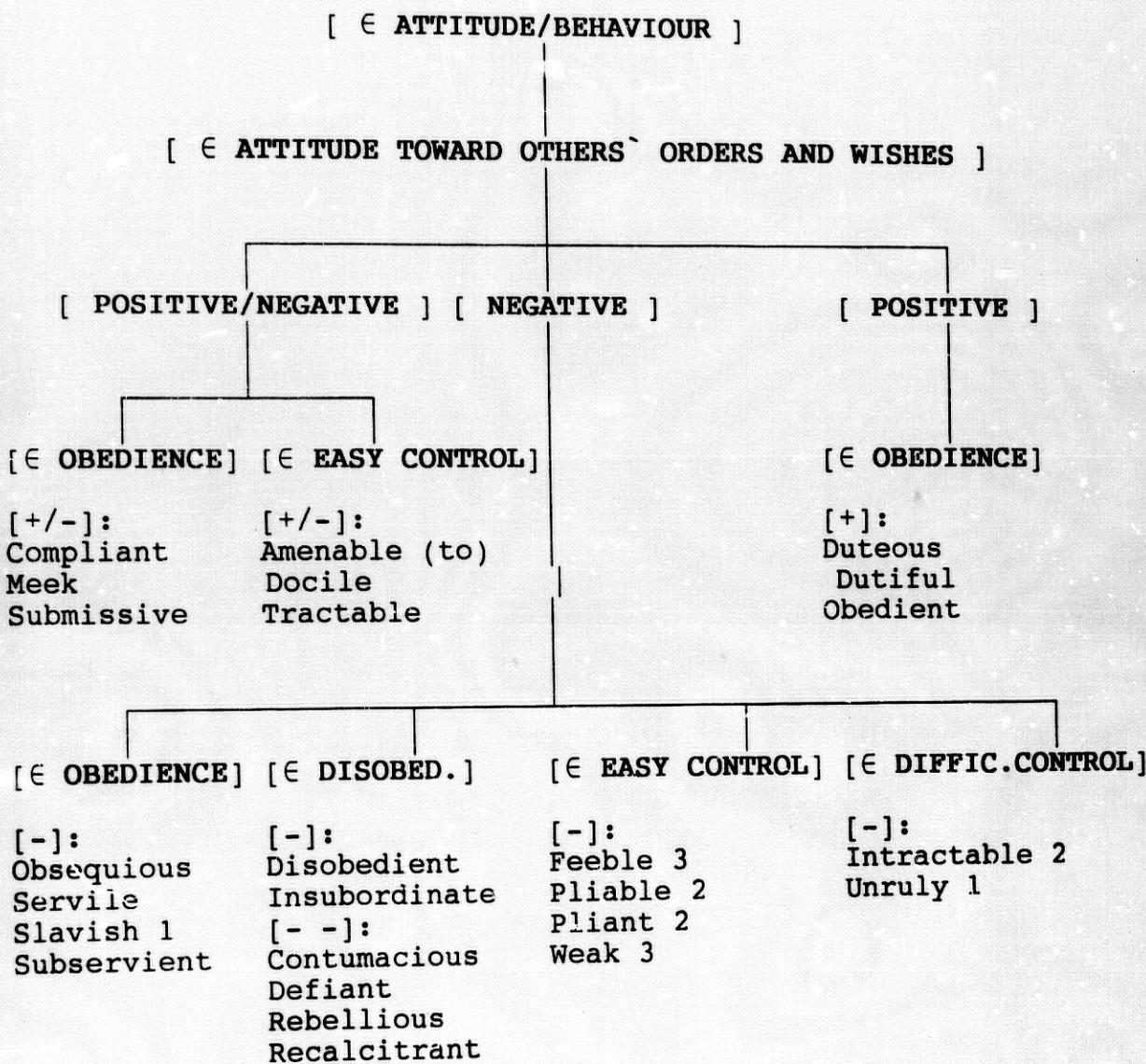
8.3.11.6.- Subdimensión [∈ EASY CONTROL]**UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:****[-]: Feeble 3, Pliable 2, Pliant 2, Weak 3.****FORMULA AXIOLOGICA DE LA SUBDIMENSION:**

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(Medium) + Stratic/Phasic Reg. (?)]

8.3.11.7.- Subdimensión [∈ DIFFICULT CONTROL]**UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:****[-]: Intractable 2, Unruly 1.****FORMULA AXIOLOGICA DE LA SUBDIMENSION:**

Ev = Negative (-) [Bad 2 ∈ Social + Degree (High) +
Stratic/Phasic Reg. (?)]

GRAFICO DE LA DIMENSION:



COMENTARIO AXIOLOGICO:

Archiaxioema(s) canónico(s) y su correspondencia con el (los) hipocanon (hipocáñones): Esta dimensión, al igual que la precedente, posee una impronta predominantemente social, pero a la que a menudo se le superponen consideraciones de carácter ético. Para ello, basta con consultar cómo ambos criterios se entremezclan en las tres escalas consideradas.

Axioema de grado: Oscila, según los casos, entre los niveles medio y máximo.

8.3.12.- La dimensión de la conducta (im)previsible:

Existe una cierta conexión entre esta dimensión y la dimensión neuro-estimulativa, perteneciente a la valoración emotivo-conductual combinada.

[∈ (UN) PREDICTABILITY IN BEHAVIOUR]

ESCALA: POSITIVE

8.3.12.1.- Subdimensión [∈ IN GENERAL]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+]: Consistent 1.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2 ∈ Social + Degree (Medium) +
Stratic/Phasic Reg. (?)]

8.3.12.2.- Subdimensión [∈ SPECIFIC]

8.3.12.2.1.- Grupo [∈ AFFECTION]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[+]: Constant 2.

FORMULA AXIOLOGICA DEL GRUPO:

Ev = Positive (+) [Good 2/Good 3 ∈ Social/Ethical + Degree

(High) + Stratic/Phasic Reg. (?)]

8.3.12.2.2.- Grupo [∈ MIND]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[+]: Balanced 2, Stable 2.

FORMULA AXIOLOGICA DEL GRUPO:

Ev = Positive (+) [Good 2 ∈ Social/Normal + Degree (Medium)
+ Stratic/Phasic Reg. (?)]

ESCALA: NEGATIVE

8.3.12.3.- Subdimensión [∈ IN GENERAL]

La citada relación con la dimensión neuro-estimulativa resulta especialmente evidente en el caso de la unidad léxica *Temperamental 1*.

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Capricious, Changeable, Erratic, Inconsistent 1, Mercurial, Moody 2, Temperamental 1, Unpredictable 1, Volatile 1, Wayward, Whimsical 1.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 2 ∈ Social/Normal/Senso-emotive +
Degree (Medium/High) + Stratic/Phasic Reg. (?)]

8.3.12.4.- Subdimensión [∈ SPECIFIC]

8.3.12.4.1.- Grupo [∈ AFFECTION]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[-]: Fickle, Inconstant.

FORMULA AXIOLOGICA DEL GRUPO:

Ev = Negative (-) [Bad 2 ∈ Social/Senso-emotive + Degree
(Medium) + Stratic/Phasic Reg. (?)]8.3.12.4.2.- Grupo [∈ MIND]

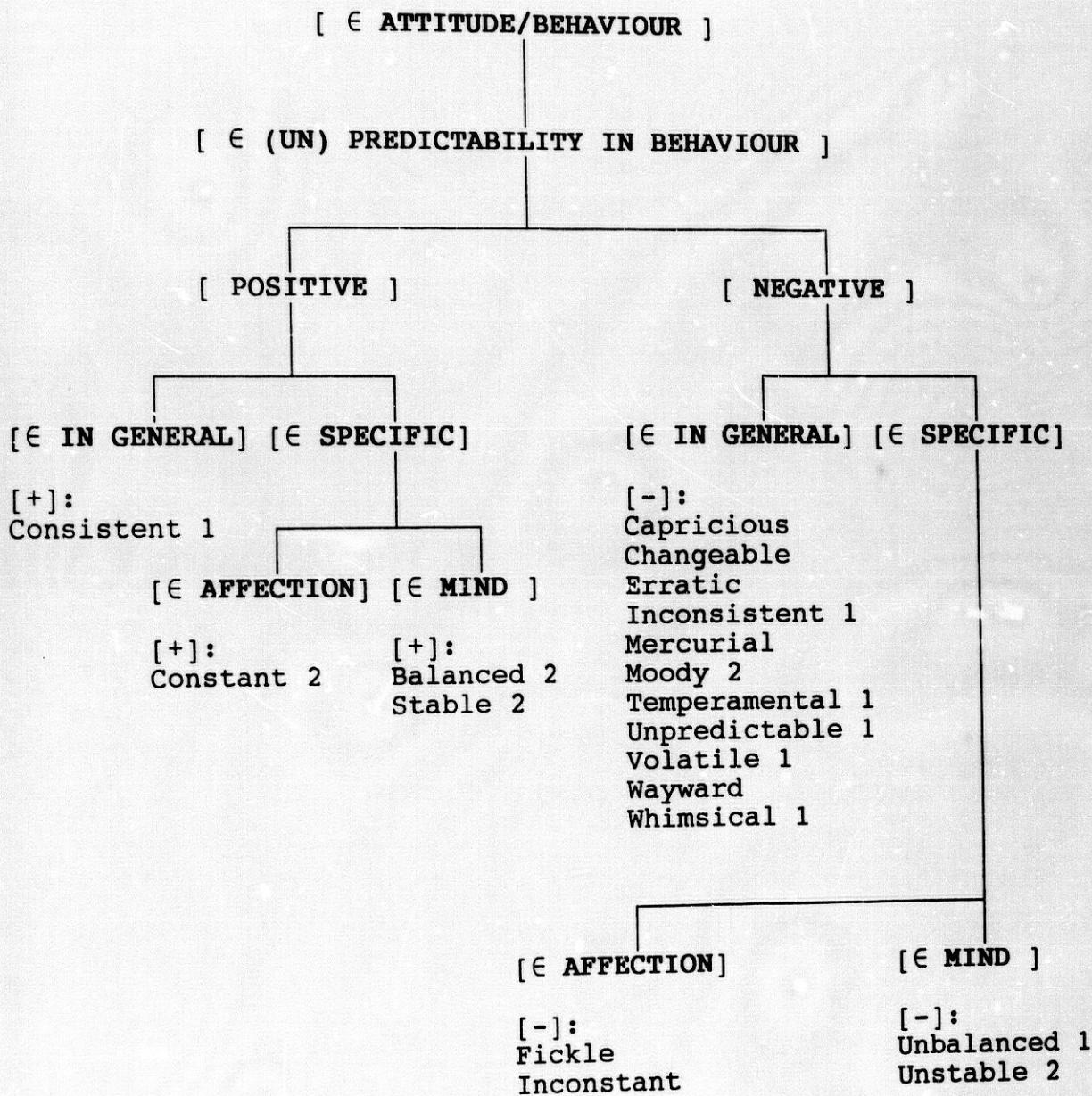
UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[-]: Unbalanced 1, Unstable 2.

FORMULA AXIOLOGICA DEL GRUPO:

Ev = Negative (-) [Bad 2 ∈ Social/Normal/Senso-emotive +
Degree (High) + Stratic/Phasic Reg. (?)]

GRAFICO DE LA DIMENSION:



COMENTARIO AXIOLOGICO:

Archiaxioema(s) canónico(s) y su correspondencia con el (los) hipocanon (hipocáñones): Del mismo modo que en ocasiones anteriores, nos encontramos ante una dimensión fundamentalmente social, y así lo prueba la presencia del archiaxioema GOOD 2 o BAD

2 (según la escala) combinado en todos los microparadigmas con el hipocanon "Social". Ahora bien el carácter psicofisiológico de la conducta analizada motiva la superposición de hipocánones como "Normal" y "Senso-emotive" en algunos grupos y subdimensiones.

Axioema de grado: Oscila, según los casos, entre los niveles medio y alto.

8.3.13.- La dimensión de la actitud ante el riesgo:

[∈ ATTITUDE TOWARD DANGER]

El análisis completo de esta dimensión se encuentra en el apartado 10.5.

8.3.14.- La dimensión de la actitud decisoria:

[∈ DETERMINATION IN BEHAVIOUR]

ESCALA: POSITIVE

8.3.14.1.- Subdimensión [∈ DECISION]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+]: Spirited, Steadfast, Tenacious.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2/Good 3 ∈ Social/Ethical + Degree

(High) + Stratic/Phasic Reg. (?)]

ESCALA: POSITIVE/NEGATIVE

8.3.14.2.- Subdimensión [∈ DECISION]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+/-]: Determined, Dogged, Firm 2, Pertinacious, Resolute, Resolved, Strict 2, Tough 2, Unbending.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+)/Negative (-) [Good 2/Bad 2 ∈ Social +
Degree (Medium/High) + Stratic/Phasic Reg. (?)]

8.3.14.3.- Subdimensión [∈ UNWILLINGNESS]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+/-]: Disinclined, Reluctant, Unwilling.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+)/Negative (-) [Good 2/Bad 2 ∈ Social +
Degree (Medium/High) + Stratic/Phasic Reg. (?)]

ESCALA: NEGATIVE

8.3.14.4.- Subdimensión [∈ DECISION]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[- -]: Bulldogged, Bulldoggish, Bulldoggy, Bullheaded, Hardheaded, headstrong, Immovable 2, Intransigent, Mulish, Obstinate, Persistent, Pigheaded, Refractory, Rigid 2, Stubborn, Uncompromising, Wilful.

FORMULA AXIOLOGICA DE LA SUBDIMENSION

Ev = Negative (- -) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(Maximum) + Stratic/Phasic Reg. (?)]

8.3.14.5.- Subdimensión [∈ INDECISION]

El lexema *Faltering* posee una base emotiva, pues es la conducta que manifiesta indecisión como resultado de un estado nervioso. Del mismo modo, las demás unidades de esta subdimensión y, especialmente, los lexemas "*Unsure 2* y *Uncertain 2*" hacen referencia a la seguridad, considerada por algunos sicólogos como la manifestación de un estado emotivo (cf. N. Friða 1986:218).

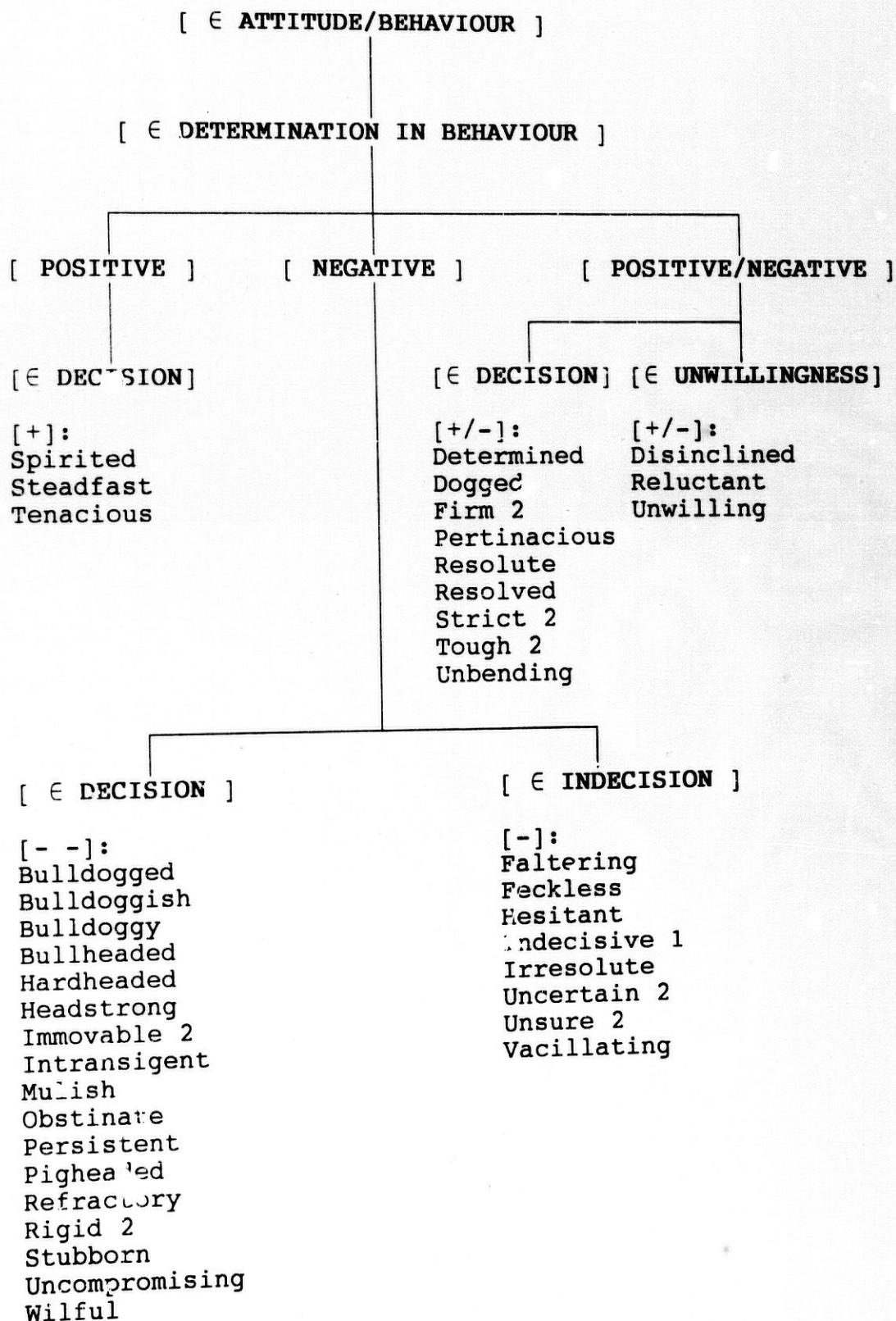
UNIDADES LÉXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: *Faltering*, *Feeble*, *Hesitant*, *Indecisive 1*, *Irresolute*,
Uncertain 2, *Unsure 2*, *Vacillating*.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Unpleasant 1/Bad 2 ∈ Senso-emotive/
Social + Degree (Medium/High) + Stratic/Phasic Reg.
(?)]

GRAFICO DE LA DIMENSION:



COMENTARIO AXIOLOGICO:

Archiaxioema(s) canónico(s) y su correspondencia con el (los) hipocanon (hipocáñones): Del mismo modo que en ocasiones precedentes, nos encontramos ante una dimensión fundamentalmente social, y así lo prueba la presencia del archiaxioema GOOD 2 o BAD 2 (según la escala) combinado en todos los microparadigmas con el hypocanon "Social". Ahora bien, la naturaleza compleja y plural de la conducta analizada motiva la superposición de hipocáñones como "Ethical", tanto en la escala positiva como en la subdimensión [€ DECISION] de la escala negativa, y una extraña combinación emotivo-conductual (hypocanon "Senso-emotive" y archiaxioema UNPLEASANT 1) en la subdimensión [€ INDECISION] (escala negativa), pero sólo si tomamos en consideración el criterio de un cierto número de psicólogos que estiman la indecisión como una conducta motivada emocionalmente en algunos grupos y subdimensiones.

Axioema de grado: Oscila, según los casos, entre los niveles medio y máximo.

8.3.15.- La dimensión de la actitud ante el gasto:

[€ ATTITUDE TOWARD EXPENSE]

El análisis completo de esta dimensión se encuentra en el apartado 10.8.

8.3.16.- La dimensión de al actitud ante la actividad y el trabajo: [€ ATTITUDE TOWARD ACTIVITY & WORK]

ESCALA: POSITIVE

8.3.16.1.- Subdimensión [∈ CAREFULNESS]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+]: Assiduous, Careful 3, Conscientious, Diligent, Methodical, Meticulous, Painstaking, Rigorous 1, Scrupulous 2, Sedulous, Systematical, Thorough 2, Tidy 2.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2/Good 3 ∈ Social/Ethical + Degree (Medium/High) + Stratic/Phasic Reg. (?)]

8.3.16.2.- Subdimensión [∈ SUCCESS & RESULTS]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+]: Effective 1, Effectual, Efficient.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2 ∈ Social/Pragmatic-functional + Degree (High) + Stratic/Phasic Reg. (?)]

8.3.16.3.- Subdimensión [∈ GROUP]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+]: Cooperative.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2 ∈ Social + Degree (Medium) +

Stratic/Phasic Reg. (?)]

8.3.16.4.- Subdimensión [∈ SELF-CONTROL]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+]: Disciplined.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2 ∈ Social + Degree (Medium) +
Stratic/Phasic Reg. (?)]

8.3.16.5.- Subdimensión [∈ INTENSITY]

Las unidades léxicas *Dynamic(al)*, *Lively 1* y *Vigorous 2* pertenecen también a la dimensión de la actitud/ sentimiento ante la actividad, escala positiva, subdimensión [ENTHUSIASM/INTEREST], grupo [+ ENERGY], debido a que son conductas que poseen una base emocional.

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+]: Active 1, Dynamic(al), Lively 1, Industrious, Vigorous.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2 ∈ Social/Senso-emotive + Degree
(Medium/High) + Stratic/Phasic Reg. (?)]

ESCALA: POSITIVE/NEGATIVE

8.3.16.6.- Subdimensión [∈ EXIGENCE]

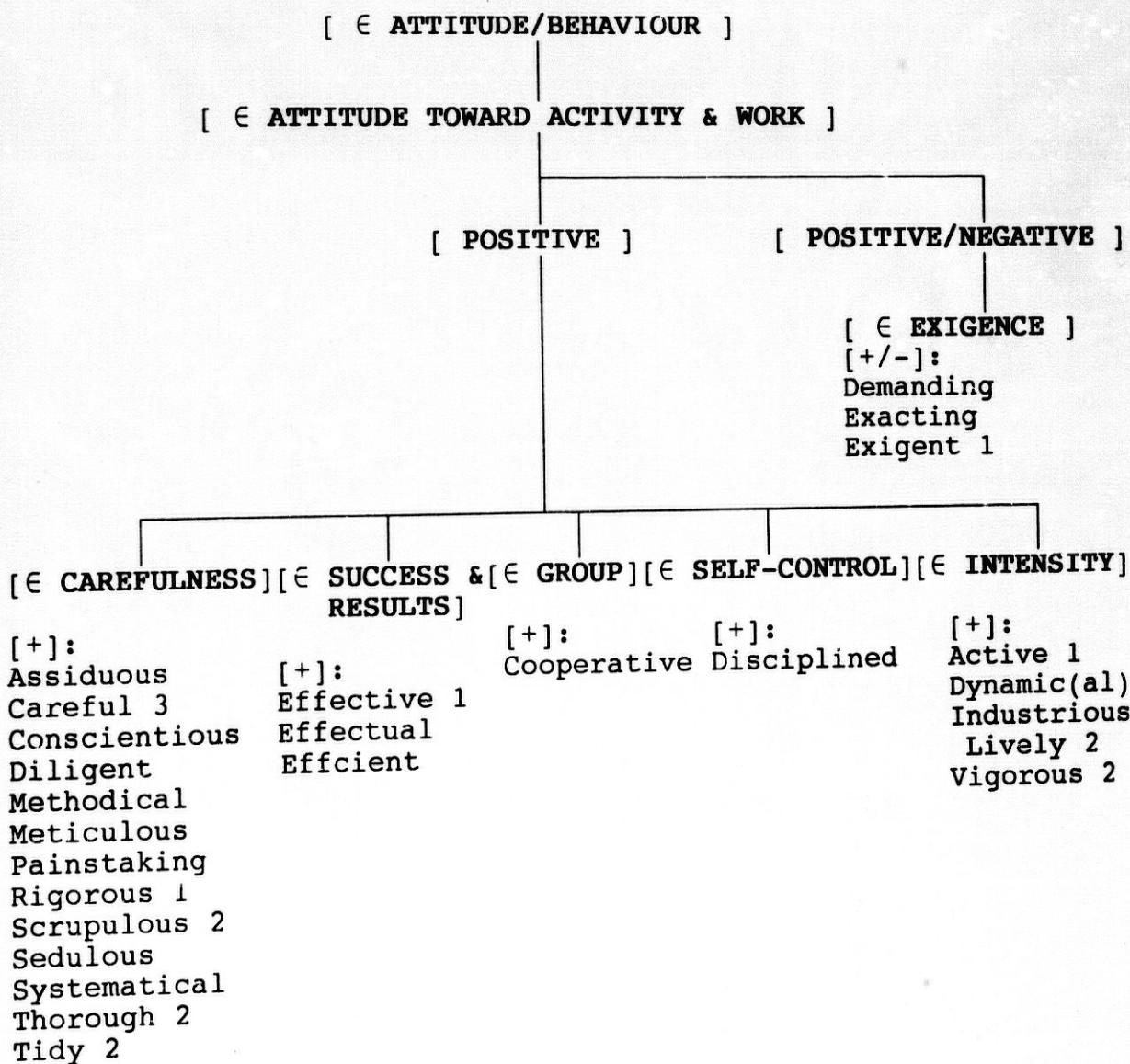
UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+/-]: Demanding, Exacting, Exigent 1.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+)/Negative (-) [Good 2/Bad 2 ∈ Social +
Degree (Medium) + Stratic/Phasic Reg. (?)]

GRAFICO DE LAS ESCALAS SUBDIMENSIONALES POSITIVA Y POSITIVO-NEGATIVA:



ESCALA: NEGATIVE

8.3.16.7.- Subdimensión [∈ CAREFULNESS]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Fussy 2, Fastidious.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 2 ∈ Social + Degree (High) +
Stratic/Phasic Reg. (?)]

8.3.16.8.- Subdimensión [∈ FREQUENCY]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[-]: Automatic 2, Mechanical 2.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Negative (-) [Bad 2 ∈ Social + Degree (High) +
Stratic/Phasic Reg. (?)]

8.3.16.9.- Subdimensión [∈ INACTIVITY]

8.3.16.9.1.- Grupo [∈ + INTENTION]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[-]: Idle 1, Indolent, Lazy 1, Shiftless, Slothful,
Unambitious.

FORMULA AXIOLOGICA DEL GRUPO:

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical/Senso-

emotive + Degree (Medium/High) + Stratic/Phasic Reg.
(?)]

8.3.16.9.2.- Grupo [∈ + DEPENDENCY]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[-]: Parasitic 2.

FORMULA AXIOLOGICA DEL GRUPO:

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(High) + Stratic/Phasic Reg. (?)]

8.3.16.10.- Subdimensión [∈ CARELESSNESS & INATTENTION]

8.3.16.10.1.- Grupo [∈ IN GENERAL]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[-]: Careless, Inattentive, Lax 1, Neglectful, Negligent 1,
Remiss, Slack (in).

FORMULA AXIOLOGICA DEL GRUPO:

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(Medium/High) + Stratic/Phasic Reg. (?)]

8.3.16.10.2.- Grupo [∈ QUICKNESS/THOUGHTLESSNESS]

Las unidades léxicas de este grupo se refieren no sólo a la actitud ante la actividad o trabajo en general, sino también a la conducta ante otras muchas circunstancias.

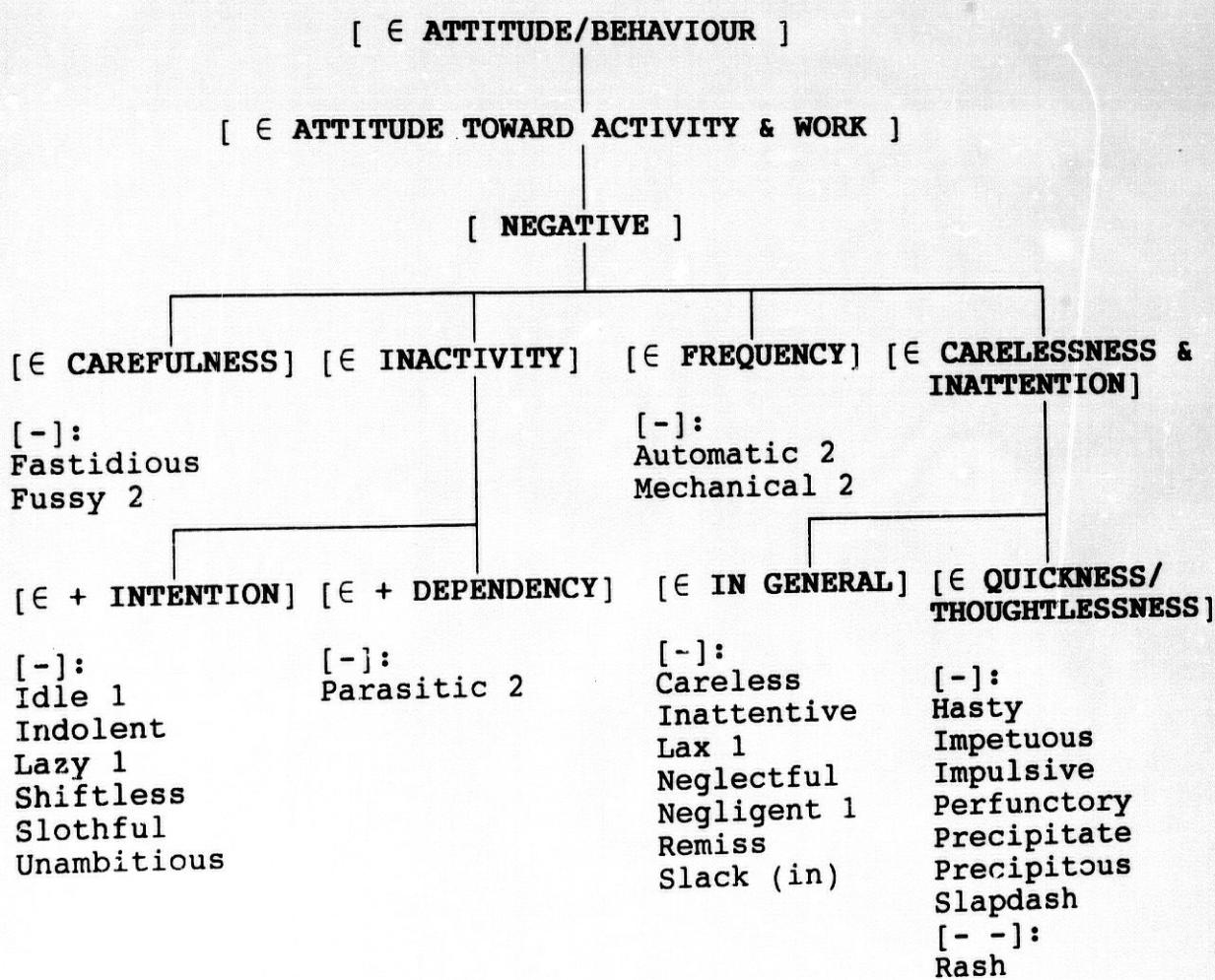
UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[-]: Hasty, Impetuous, Impulsive, Perfunctory, Precipitate, Precipitous, Slapdash. [- -]: Rash.

FORMULA AXIOLOGICA DEL GRUPO:

Ev = Negative (-) [Bad 2 € Social/Senso-emotive + Degree (High/Maximum) + Stratic/Phasic Reg. (?)]

GRAFICO DE LA ESCALA SUBDIMENSIONAL NEGATIVA:



COMENTARIO AXIOLOGICO:

Archiaxioema(s) canónico(s) y su correspondencia con el (los)

hipocanon (hipocánones): Una dimensión tan amplia y diversa como ésta ofrecerá lógicamente una gama muy variada de hipocánones conforme va configurándose. En cualquier caso y como ha sucedido anteriormente, la impronta social de la actitud ante la actividad y ante el trabajo es tan poderosa que permea todos y cada uno de los microparadigmas. Ahora bien, en lo concerniente a la diversidad aludida y a fin de no extendernos demasiado, vamos a reseñar simplemente los hipocánones que se superponen al hypocanon "Social". Éstos son "Ethical", "Pragmatic-functional" y "Senso-emotive" en la escala positiva; "Ethical" y "Senso-emotive" en la escala negativa.

Axioema de grado: Oscila, según los casos, entre los niveles medio y máximo.

8.3.17.- La dimensión de la actitud ante el sexo:

[∈ ATTITUDE TOWARD SEXUAL MATTERS]

El análisis completo de esta dimensión se encuentra en el apartado 10.6.

8.3.18.- La dimensión del nivel de madurez psicosexual en conducta:

La mayoría de los lexemas que integran esta dimensión están relacionados con la valoración estética. Asimismo, algunos de ellos hacen referencia a estados psicofisiológicos, aunque secundariamente también aluden a la conducta.

[∈ PSYCHOSEXUAL MATURITY LEVEL IN BEHAVIOUR]

ESCALA: POSITIVE

8.3.18.1.- Subdimensión [∈ IN GENERAL]

UNIDADES LEXICAS INTEGRANTES DE LA SUBDIMENSION:

[+]: Mature 2.

FORMULA AXIOLOGICA DE LA SUBDIMENSION:

Ev = Positive (+) [Good 2 ∈ Social/Normal + Degree (Medium)
+ Stratic/Phasic Reg. (?)]

8.3.18.2.- Subdimensión [∈ SPECIFIC]

8.3.18.2.1.- Grupo [∈ MAN]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[+]: Manly, Virile.

FORMULA AXIOLOGICA DEL GRUPO:

Ev = Positive (+) [Good 2 ∈ Social/Bio-aesthetic + Degree
(High) + Stratic/Phasic Reg. (?)]

8.3.18.2.2.- Grupo [∈ WOMAN]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[+]: Feminine 1, Womanly.

FORMULA AXIOLOGICA DEL GRUPO:

Ev = Positive (+) [Good 2 ∈ Social/Bio-aesthetic + Degree
(High) + Stratic/Phasic Reg. (?)]

8.3.18.2.3.- Grupo [∈ CHILD]

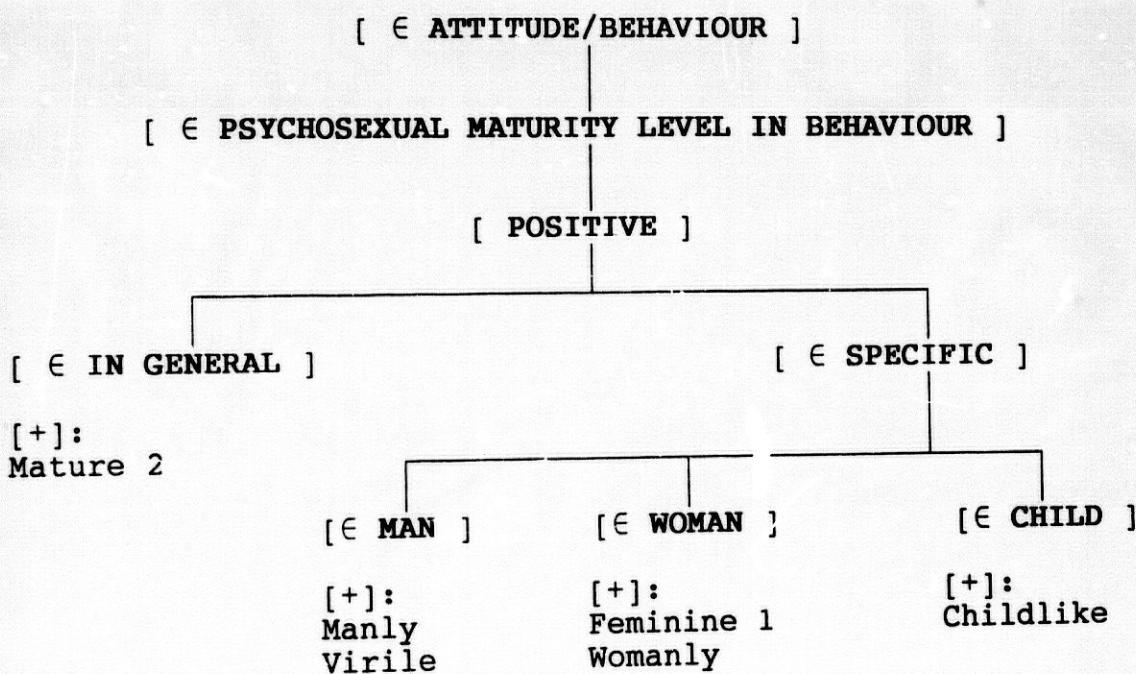
UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[+] : Childlike.

FORMULA AXIOLOGICA DEL GRUPO:

Ev = Positive (+) [Good 2 ∈ Social/Normal + Degree
 (Medium) + Stratic/Phasic Reg. (?)]

GRAFICO DE LA ESCALA SUBDIMENSIONAL POSITIVA:



ESCALA: NEGATIVE

8.3.18.3.- Subdimensión [∈ IN GENERAL]

8.3.18.3.1.- Grupo [∈ EARLINESS]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[-] : Precocious.

FORMULA AXIOLOGICA DEL GRUPO:

Ev = Negative (-) [Bad 2 ∈ Social/Normal + Degree (Medium)
+ Stratic/Phasic Reg. (?)]

8.3.18.3.2.- Grupo [∈ LATENESS]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[-]: Immature 2, Juvenile 1.

FORMULA AXIOLOGICA DEL GRUPO:

Ev = Negative (-) [Bad 2 ∈ Social/Normal + Degree (High) +
Stratic/Phasic Reg. (?)]

8.3.18.4.- Subdimensión [∈ SPECIFIC]

8.3.18.4.1.- Grupo [∈ LIKE A MAN]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[-]: Macho, Mannish, Masculine 1.

FORMULA AXIOLOGICA DEL GRUPO:

Ev = Negative (-) [Bad 2 ∈ Social/Bio-aesthetic + Degree
(High) + Stratic/Phasic Reg. (?)]

8.3.18.4.2.- Grupo [∈ LIKE A WOMAN]

UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[-]: Effeminate, Womanish.

FORMULA AXIOLOGICA DEL GRUPO:

$E_v = \text{Negative } (-) [\text{Bad } 2 \in \text{Social/Bio-aesthetic} + \text{Degree High} + \text{Stratic/Phasic Reg. } (?)]$

8.3.18.4.3.- Grupo [∈ LIKE A CHILD]

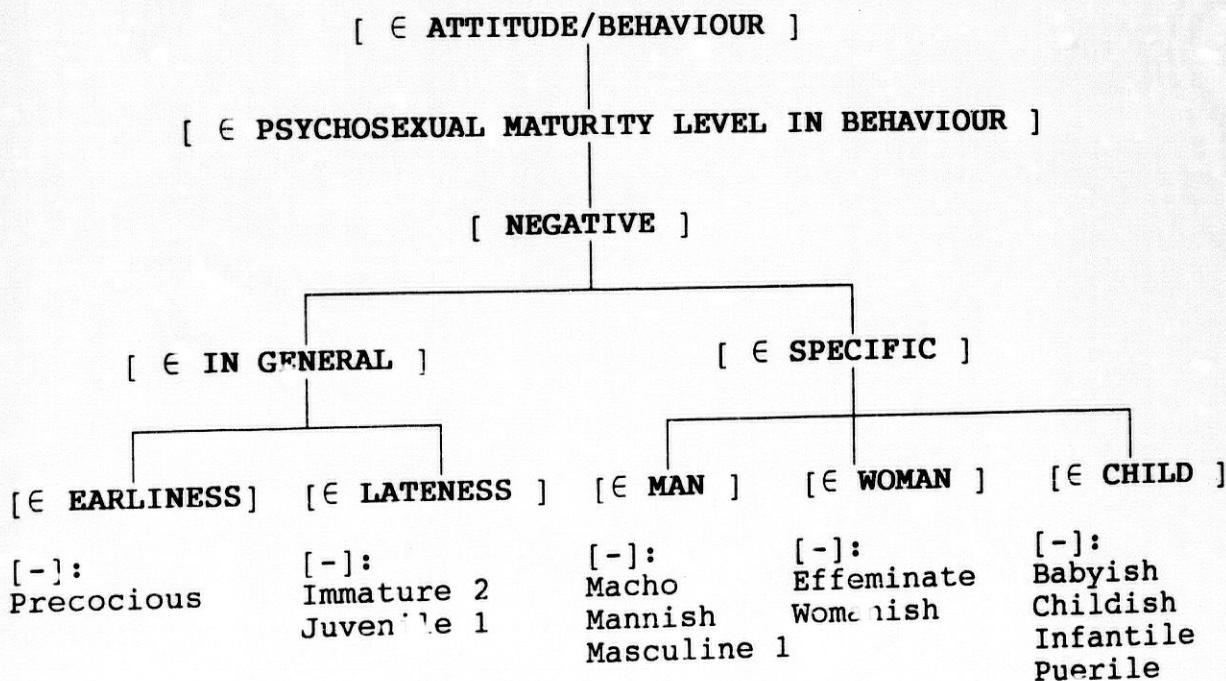
UNIDADES LEXICAS INTEGRANTES DEL GRUPO:

[-]: Babyish, Childish, Infantile, Puerile.

FORMULA AXIOLOGICA DEL GRUPO:

$F_v = \text{Negative } (-) [\text{Bad } 2 \in \text{Social/Normal} + \text{Degree (High)} + \text{Stratic/Phasic Reg. } (?)]$

GRAFICO DE LA ESCALA SUBDIMENSIONAL NEGATIVA:



COMENTARIO AXIOLOGICO:

Archiaxioema(s) canónico(s) y su correspondencia con el (los)

hipocanon (hipocáñones): En general, nos remitimos a lo afirmado al inicio del epígrafe 8.3.18. Y de ahí inducimos lo siguiente: que la superposición en esta dimensión de componentes tan diversos como el social (constante en todos los microparadigmas), el psíquico, el fisiológico o el estético contribuyen a demostrar la complejidad de nuestros análisis y las dificultades con que nos tropezamos a la hora de optar por una u otra elección. Así pues, en esta ocasión nos hallamos ante hipocáñones de naturaleza psicofisiológica difícil de precisar. Tal es el caso de "Normal" y "Bio-aesthetic", que no suelen acompañar las dimensiones conductuales.

Axioema de grado: Oscila, según los casos, entre los niveles medio y alto.

8.3.19.- La dimensión de la actitud ante la comida/bebida:

[∈ ATTITUDE TOWARD NOURISHMENT]

El análisis completo de esta dimensión se encuentra en el apartado 10.7.

8.3.20.- La dimensión de la inteligencia en la conducta:

Existe una clasificación bastante completa de los adjetivos en lengua inglesa que se integrarían en esta dimensión. Nos referimos a la efectuada por J. Fernández-Barrientos Martín (1982:53-111), si bien en ella, a diferencia de la nuestra, se analiza fundamentalmente el eje paradigmático de las unidades afectadas, ya que el autor aplica exclusivamente la metodología desarrollada por la lexemática de la Escuela

Semántica de Tubinga. Por consiguiente, remitimos al lector
a la consulta del citado artículo.

[∈ INTELLECTUAL BEHAVIOUR].

Capítulo noveno:

ANALISIS DETALLADO DEL CAMPO LÉXICO DE LOS ADJETIVOS
QUE EXPRESAN VALORACION CENTRAL Y GENÉRICA.

9.- ANALISIS DETALLADO DEL CAMPO LÉXICO DE LOS ADJETIVOS QUE EXPRESAN VALORACION CENTRAL Y GENÉRICA.⁵

(FRAGMENTO DE UN LEXICON ADJETIVAL ONOMASIOLOGICO)

Como el propio título indica, en este capítulo nos disponemos a analizar detalladamente una muestra ampliamente representativa de los adjetivos en lengua inglesa cuya función semántica predominante consiste en la transmisión de juicios de valor del hablante, ya sean éstos positivos, negativos o neutros. Por ese motivo, y en función de su generalidad, hemos decidido denominar formalmente a esta subdivisión [∈ EVALUATION].

ELEMENTOS JERARQUICOS SUPERIORES Y CONSTANTES EN TODAS LAS ESCALAS DE LA SUBDIVISION ANALIZADA:

CATEGORIA UNIVERSAL [AXIOLOGY]

SUBCATEGORIA [CENTRAL]

DIVISION [GENERIC]

⁵ Tanto en este capítulo como en el siguiente (cf. cap. 10), hemos estimado innecesaria la inclusión de un comentario axiológico. En ambos casos procedemos al análisis exhaustivo de las unidades implicadas, incluyendo en el marco predicativo de todas ellas la fórmula axiológica correspondiente. En consecuencia, al especificarse pormenorizadamente los distintos componentes axiológicos de las mismas, el lector puede sacar fácilmente sus propias conclusiones.

**9.1.- LOS ADJETIVOS PERTENECIENTES A LA ESCALA POSITIVA DE
LA SUBDIVISION [∈ EVALUATION].**

SUBDIVISION [∈ EVALUATION]

ESCALA: POSITIVE

DEFINIENS DE LA SUBDIVISION:

HAVE v [(x1: < ... > (x1)) Possessor

(x2: NP < qualities n : positive a> (x2)) Aff.] State

9.1.1.- El archilexema positivo de la subdivisión: "good".

ARCHILEXEMA DE LA SUBDIVISION:

GOOD 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected

def= HAVE v [(x1: < ... > (x1)) Possessor

(x2: NP < qualities n : positive a> (x2)) Aff.]

State

(y1: <Degree n: Medium a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 4.

Ev = Positive (+) [Good 1 ∈ Sociocultural/Sensitive +

Degree (Medium)]

Examples: Good agricultural land. (COBUILD)

A very good school. (COBUILD)

Her exam results were very good. (LDOCE)

There was no trace of evil in her -she was good.

(COBUILD)

9.1.2.- Los adjetivos de la escala positiva (- +).

ESCALA: POSITIVE (-+)

LEXEMAS:

ACCEPTABLE 1 (A) PR1 [(X1: +/- Conc. <Usu. standard or quality> (X1)) Aff.

def= GOOD 1 ...

(y1: <Degree n: Low a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (-+) [Good 1 ∈ Sociocultural/Sensitive + Degree (Low)]

Examples: Your work is not acceptable, do it again!. (LDOCE)

An acceptable dissertation by a capable student.

(RIINT)

ADEQUATE 1 (A) PR1 [(X1: +/- Conc. <Usu. standard> (X1))

Aff.

def= GOOD 1 ...

(y1: <Degree n: Low a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (-+) [Good 1 ∈ Sociocultural + Degree

(Low)]

Examples: The performance was adequate, but hardly exciting.

(LLOCE)

A country with adequate, steady rainfall.

(COBUILD)

DECENT 1 (A) PR1 [(X1: < - Liv, - Conc > (X1)) Affected

def= GOOD 1 ...

(y1: <Degree n: Low a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 2

Ev = Positive (- +) [Good 1 ∈ Sociocultural + Degree

(Low)]

Examples: You can get quite a decent meal in that restaurant

without spending too much money. (LLOCE)

They are incapable of expressing themselves in

decent English. (COBUILD)

FAIR 1 (A) PR1 [(X1: +/- Conc. <Usu. standard or quality>

(X1)) Aff.

def= GOOD 1 ...

(y1: <Degree n: Low a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (- +) [Good 1 ∈ Sociocultural + Degree
 (Low)]

Examples: His examination results were fair, not wonderful.

(LLCCE)

It received fair to good reviews. (COBUILD)

PASSABLE 1 (A) PR1 [(X1: < - Conc, -Liv > (X1)) Affected
 def= GOOD 1 ...
 (y1: <Degree n: Low a> (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (- +) [Good 1 ∈ Sociocultural + Degree
 (Low)]

Examples: The food in that restaurant is passable, nothing more. (LLOCE)

Some very passable small restaurants. (COBUILD)

RESPECTABLE 1 (A) PR1 [(X1: < - Liv, - Conc, + Attr. >
 (X1)) Aff.
 def= GOOD 1 ...
 (y1: <Degree n: Low a> (y1)) Manner]
 [INFORMAL] Stratic Register.
 Pos.: Attributive. Freq.: 2.

Ev = Positive (- +) [Good 1 ∈ Sociocultural + Degree
 (Low) + Static Reg. (Informal)]

Example: A respectable income. (LDOCE)

SATISFACTORY (A) PR1 [(X1: < - Conc, -Liv > (X1)) Aff.
 def= GOOD 1 ...
 (y1: <Degree n: Low a> (y1)) Manner]
 Pos.: Pred./Attrib.Freq.: 3.

Ev = Positive (- +) [Good 1 ∈ Sociocultural/Sensitive +
 Degree (Low)]

Examples: A satisfactory excuse for his absence. (LDOCE)
Your son's work is satisfactory, but he could do
better. (LLOCE)

TOLERABLE 1 (A) PR1 [(X1: < - Conc, -Liv > (X1)) Aff.
 def= GOOD 1 ...
 (y1: <Degree n: Low a> (y1)) Manner]
 Pos.: Usu. Attrib. Freq.: 2.

Ev = Positive (- +) [Good 1 ∈ Sociocultural/Sensitive +
 Degree (Low)]

Example: I picked up a tolerable working knowledge of the

language. (COBUILD)

9.1.3.- Los adjetivos de la escala positiva (+) / (++).

ESCALA: POSITIVE (+) / (++) . (Según contexto o intencionalidad del hablante).

LEXEMAS:

CAPITAL 1 (A) PR1/PR7 [(X1: <+/- Shape, +/- Perc. > (X1))

Affected

def= GOOD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

[INFORMAL] + [OBSOLETE] Stratic Reg.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+)/(++) [Good 1 ∈ Sociocultural + Degree
 (High/Maximum) + Stratic Reg. (Informal)]

Examples: What a capital idea!. (LLOCE)

That's capital!. (LDOCE)

**DE LUXE (A) PR1/PR7 [(X1: + Conc,- Liv, + Sh < Usu. cars
 quality > (X1)) Aff.**

def= GOOD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

Pos.: Attributive. Freq.: 1.

Ev = Positive (+)/(++) [Good 1 ∈ Sociocultural + Degree
 (High/Maximum)]

Examples: The de luxe model costs a lot more than the standard one. (LLOCE)

EXCELLENT 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected
 def= GOOD 1 ...
 (y1: <Degree n: High a> (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+)/(++) [Good 1 ∈ Sociocultural/Sensitive +
 Degree (High/Maximum)]

Examples: The food was excellent. (LDOCE)
An excellent idea. (LDOCE)

FABULOUS 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected
 def= GOOD 1 ...
 (y1: <Degree n: High a> (y1)) Manner]
 [INFORMAL] Stratic Register.
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+)/(++) [Good 1 ∈ Sociocultural/Sensitive +
 Degree (High/Maximum) + Stratic Reg. (Informal) /

Phasic Reg. (Emotive)]

Examples: We had a fabulous holiday in Spain. (LLOCE)

I feel absolutely fabulous. (COBUILD)

FANTASTIC 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected

def= GOOD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

[INFORMAL] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+)/(+ +) [Good 1 ∈ Sociocultural/Sensitive +

Degree (High/Maximum) + Stratic Reg. (Informal) /

Phasic Reg. (Emotive)]

Example: A fantastic party. (LDOCE)

You're pregnant? that's fantastic!. (COBUILD)

FINE 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected

def= GOOD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 4.

Ev = Positive (+)/(+ +) [Good 1 ∈ Sociocultural/Sensitive +

Degree (High/Maximum)]

Examples: The temperature is fine. (COBUILD)

This is a fine book; you'll enjoy it. (LLOCE)

GRAND 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected

def= GOOD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

[INFORMAL] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+)/(+ +) [Good 1 ∈ Sociocultural/Sensitive +
 Degree (High/Maximum) + Stratic Reg. (Informal) /
 Phasic Reg. (Emotive)]

Examples: That was a grand party, wasn't it?. (LLOCE)

The Secretary of State's grand design for peace.

(RIINT)

GREAT 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected

def= GOOD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

[INFORMAL] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 4.

Ev = Positive (+)/(+ +) [Good 1 ∈ Sociocultural/Sensitive +

Degree (High/Maximum) + Stratic Reg. (Informal) /
 Phasic Reg. (Emotive)]

Examples: What a great idea!. (LLOCE)

He was great. I really like him. (COBUILD)

MARVELLOUS 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected
 def= GOOD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

[EMOTIVE] Phasic Register

Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+)/(+ +) [Good 1 ∈ Sociocultural/Sensitive +
 Degree (High/Maximum) + Phasic Reg. (Emotive)]

Examples: It's absolutely marvellous to be here again!.

(LLOCE)

I think Miss Birdbrain's a marvellous name for
her. (COBUILD)

SMASHING (A) PR1/PR7 [(X1: < ... > (X1) Affected
 def= GOOD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

[INFORMAL] Stratic Register.

[EMOTIVE] Phasic Register.

[BRITISH] Topical Register.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+)/(+) [Good 1 ∈ Sociocultural/Sensitive +
Degree (High/Maximum) + Stratic Reg. (Informal) /
Phasic Reg. (Emotive)]

Examples: It would be smashing to see her again. (LLOCE)
What a smashing dress!. (LLOCE)

SPLENDID 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected
def= GOOD 1 ...
(y1: <Degree n: High a> (y1)) Manner]
Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+)/(+) [Good 1 ∈ Sociocultural/Sensitive +
Degree (High/Maximum)]

Examples: What a splendid idea!. (LLOCE)
Their wedding was splendid. (LDOCE)

SUPER 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected
def= GOOD 1 ...
(y1: <Degree n: High a> (y1)) Manner]
[INFORMAL] + [OBSOLETE] Stratic Reg.
[EMOTIVE] Phasic Register.
Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+)/(++) [Good 1 ∈ Sociocultural/Sensitive +
 Degree (High/Maximum) + Stratic Reg. (Informal) /
 Phasic Reg. (Emotive)]

Example: What a super party!. (LLOCE)

His new car's rather expensive, but it's super.
 (COBUILD)

SUPERB 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected
 def= GOOD 1 ...
 (y1: <Degree n: High a> (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+)/(++) [Good 1 ∈ Sociocultural/Sensitive +
 Degree (High/Maximum)]

Example: The food was superb. (LDOCE)

What a superb cook she is!. (LLOCE)

SUPERIOR 1 (A) PR1/PR7 [(X1: +/- Living < Usu. quality >
 (X1) Aff.
 def= GOOD 1 ...
 (y1: <Degree n: High a> (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+)/(++) [Good 1 ∈ Sociocultural +

Degree (High/Maximum)]

Examples: She is a very superior kind of girl. (LLOCE)
This is a superior car, sir. (LLOCE)

SWELL 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected

def= GOOD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

[INFORMAL] Stratic Register.

[EMOTIVE] Phasic Register.

[AMERICAN] Topical Register.

Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+)/(+ +) [Good 1 ∈ Sociocultural/Sensitive +
Degree (High/Maximum) + Stratic Reg. (Informal) /
Phasic Reg. (Emotive)]

Examples: What a swell idea!. (LLOCE)

A swell teacher. (LDOCE)

TERRIFIC 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected

def= GOOD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

[INFORMAL] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+)/(++) [Good 1 ∈ Sociocultural/Sensitive +
 Degree (High/Maximum) + Static Reg. (Informal) /
 Phasic Reg. (Emotive)]

Example: It was a terrific play. (LLOCE)

Our new carpet looks terrific. (COBUILD)

WONDERFUL 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected

def= GOOD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

[EMOTIVE] Phasic Register

Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+)/(++) [Good 1 ∈ Sociocultural/Sensitive +
 Degree (High/Maximum) + Phasic Reg. (Emotive)]

Examples: It's wonderful to see you again. (LLOCE)

You've got such a wonderful memory. (COBUILD)

9.1.4.- Los adjetivos de la escala positiva (++).

ESCALA: POSITIVE (++)

LEXEMAS:

CHOICE 1 (A) PR1/PR7 [(X1: + Conc,+/- Liv, < Usu. food >
 (X1)) Aff.

def= GOOD 1 ...

(y1: <Degree n: Maximum a> (y1)) Manner]
 Pos.: Attributive. Freq.: 1.

Ev = Positive (+ +) [Good 1 ∈ Sociocultural +
 Degree (Maximum)]

Example: The shop was selling very choice apples. (LLOCE)

MAGNIFICENT 1 (A) PR1/PR7 [(X1: < ... > (X1)) Affected
 def= GOOD 1 ...

(y1: <Degree n: Maximum a> (y1)) Manner]
 [EMOTIVE] Phasic Register
 Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+ +) [Good 1 ∈ Sociocultural/Sensitive +
 Degree (Maximum) + Phasic Reg. (Emotive)]

Examples: The queen was wearing a magnificent dress. (LLOCE)
It's a magnificent book. (COBUILD)

PRIME 1 (A) PR1/PR7 [(X1: + Conc,+/- Liv, < Usu. food and
 meat > (X1)) Aff.

def= GOOD 1 ...

(y1: <Degree n: Maximum a> (y1)) Manner]
 [EMOTIVE] Phasic Register
 Pos.: Attributive. Freq.: 3.

Ev = Positive (+ +) [Good 1 ∈ Sociocultural + Degree
 (Maximum) + Phasic Reg. (Emotive)]

Example: This meat is very dear. -Yes, but it's a prime joint. (LLOCE)

SENSATIONAL 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected
 def= GOOD 1 ...

(y1: <Degree n: Maximum a> (y1)) Manner]
 [INFORMAL] Stratic Register.
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+ +) [Good 1 ∈ Sociocultural/Sensitive +
 Degree (Maximum) + Stratic Reg. (Informal) / Phasic
 Reg. (Emotive)]

Examples: The news was really sensational. (LLOCE)

A sensational discovery. (COBUILD)

SUPERLATIVE 1 (A) PR7 [(X1: + Human < Usu. human
 actions > (X1)) Aff.

def= GOOD 1 ...

(y1: <Degree n: Maximum a> (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+ +) [Good 1 ∈ Sociocultural + Degree
(Maximum)]

Examples: Work of superlative quality. (LDOCE)

Its Chapter House... its ornaments were to be
superlative of its kind. (OED)

**9.2.- LOS ADJETIVOS PERTENECIENTES A LA ESCALA NEUTRAL DE
LA SUBDIVISION [∈ EVALUATION].**

SUBDIVISION [∈ EVALUATION]

ESCALA: NEUTRAL (0)

DEFINIENS PARA LA ESCALA NEUTRA:

HAVE v [(x1: < ... > (x1)) Possessor

(x2: NP < qualities n : neutral a> (x2)) Aff.] Event

ARCHILEXEMA:

AVERAGE 1 (A) PR1 [(X1: < ... > (X1)) Aff.

def= HAVE v [(x1: < ... > (x1)) Possessor

(x2: NP < qualities n : neutral a> (x2))

Aff.] Event

(y1: <Degree n: Zero a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 3.

Ev = Neuter (0) [Average 1 ∈ Sociocultural + Degree
(Zero)]

Examples: His exam results were just average. (LLOCE)

It was an average piece of work. (COBUILD)

LEXEMA:

MIDDLE (A) PR1 [(X1: < ... > (X1)) Aff.

def= AVERAGE 1 ...

(y1: <Degree n: Zero a> (y1)) Manner]

[INFORMAL] Stratic Register.

Pos.: Usu. Attrib. Freq.: 1.

Ev = Neuter (0) [Average 1 ∈ Sociocultural + Degree
(Zero) + Stratic Reg. (Informal)]

Example: Was the food good? -Middling; it was nothing
special. (LLOCE)

**9.3.- LOS ADJETIVOS PERTENECIENTES A LA ESCALA NEGATIVA DE
LA SUBDIVISION [∈ EVALUATION].**

SUBDIVISION [∈ EVALUATION]

ESCALA: NEGATIVE

DEFINIENS DE LA SUBDIVISION:

HAVE v [(x1: < ... > (x1)) Possessor

(x2: NP < qualities n : negative a> (x2)) Aff.] Event

9.3.1.- El archilexema negativo de la subdivisión: "bad".

ARCHILEXEMA DE LA SUBDIVISION:

BAD 1 (A) PR1/PR7 [(X1: < ... > (X1) Affected

def= HAVE v [(x1: < ... > (x1)) Possessor

(x2: NP < qualities n : negative a> (x2)) Aff.]

Event

(y1: <Degree n: Medium a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 4.

Ev = Negative (-) [Bad 1 ∈ Sociocultural/Sensitive +

Degree (Medium)]

Examples: She is a bad child / This apple is bad. (LLOCE)

A bad worker / Bad work. (LDOCE)

I have some very bad news. (COBUILD)

9.3.2.- Los adjetivos de la escala negativa (+ -).

ESCALA: NEGATIVE (+ -)

LEXEMAS:

INDIFFERENT 1 (A) PR1/PR7 [(X1: +/- Human <Usu. skill or standard> (X1)) Aff.
def= BAD 1 ...
(y1: <Degree n: Low a> (y1)) Manner]
Pos.: Usu. Attrib. Freq.: 2.

Ev = Negative (+ -) [Bad 1 ∈ Sociocultural +
Degree (Low)]

Example: Good, bad or indifferent? / I'm an indifferent cook. (LDOCE)

MEDIOCRE (A) PR1/PR7 [(X1: +/-Conc < Usu. skill, quality or standard > (X1)) Aff.
def= BAD 1 ...
(y1: <Degree n: Low a> (y1)) Manner]
Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (+ -) [Bad 1 ∈ Sociocultural + Degree (Low)]

Examples: The hotel was comfortable, but the food was mediocre. (LLOCE)

He spent much of his work time reading mediocre paperbacks. (COBUILD)

POOR 1 (A) PR1/PR7 [(X1: < - Hum., +/- Sh., +/- Action>
(X1)) Aff.

def= BAD 1 ...

(y1: <Degree n: Low a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 3.

Ev = Negative (+ -) [Bad 1 ∈ Sociocultural + Degree (Low)]

Examples: They blamed the situation on poor management.

(LDOCE)

The pay was poor. (COBUILD)

UNSATISFACTORY (A) PR1/PR7 [(X1: < ... > (X1)) Aff.

def= BAD 1 ...

(y1: <Degree n: Low a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (+ -) [Bad 1 ∈ Sociocultural/Sensitive +
Degree (Low)]

Examples: Shops are often reluctant to take back

unsatisfactory goods. (COBUILD)

I had an unsatisfactory discussion about the

future. (COBUILD)

9.3.3.- Los adjetivos de la escala negativa (-) / (- -).

ESCALA: NEGATIVE (-) / (- -). (Según contexto o intencionalidad del hablante).

LEXEMAS:

ABYSMAL (A) PR1/PR7 [(X1: < ... > (X1)) Aff.

def= BAD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-)/(- -) [Bad 1 ∈ Sociocultural/Sensitive +
Degree (High/Maximum) + Phasic Reg. (Emotive)]

Examples: The food was abysmal. (LDOCE)

He is an abysmal failure at his work. (LLOCE)

AWFUL 1 (A) PR1/PR7 [(X1: < ... > (X1)) Aff.

def= BAD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 3.

Ev = Negative (-)/(- -) [Bad 1 ∈ Sociocultural/Sensitive +

Degree (High/Maximum) + Phasic Reg. (Emotive)]

Examples: What awful weather!. (LLOCE)

The road is awful, narrow and bumpy. (COBUILD)

DREADFUL (A) PR1/PR7 [(X1: < ... > (X1)) Aff.

def= BAD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

[INFORMAL] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Usu. Attributive. Freq.: 3.

Ev = Negative (-)/(- -) [Bad 1 ∈ Sociocultural/Sensitive +
 Degree (High/Maximum) + Stratic Reg. (Informal) /
 Phasic Reg. (Emotive)]

Examples: His exam results are dreadful. (LLOCE)

What is that dreadful smell!. (LLOCE)

FEARFUL 1 (A) PR1/PR7 [(X1: < ... > (X1)) Aff.

def= BAD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

[INFORMAL] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Attributive. Freq.: 2.

Ev = Negative (-)/(- -) [Bad 1 ∈ Sociocultural/Sensitive +
 Degree (High/Maximum) + Stratic Reg. (Informal) /
 Phasic Reg. (Emotive)]

Example: What a fearful waste of time!. (LDOCE)

FRIGHTFUL (A) PR1/PR7 [(X1: < ... > (X1)) Aff.
 def= BAD 1 ...
 (y1: <Degree n: High a> (y1)) Manner]
 [INFORMAL] Stratic Register.
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-)/(- -) [Bad 1 ∈ Sociocultural/Sensitive +
 Degree (High/Maximum) + Stratic Reg. (Informal) /
 Phasic Reg. (Emotive)]

Examples: The examination questions were frightful. (LDOCE)
There's been a frightful mistake. (COBUILD)

HORIBLE 1 (A) PR1/PR7 [(X1: < ... > (X1)) Aff.
 def= BAD 1 ...
 (y1: <Degree n: High a> (y1)) Manner]
 [INFORMAL] Stratic Register.
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.: 3.

Ev = Negative (-)/(- -) [Bad 1 ∈ Sociocultural/Sensitive +
 Degree (High/Maximum) + Stratic Reg. (Informal) /
 Phasic Reg. (Emotive)]

Examples: What a horrible dress!. (LDOCE)

Everything was very expensive and the hotel was
horrible. (COBUILD)

LOUSY 1 (A) PR1/PR7 [(X1: +/- Living < Usu. quality >
 (X1) Aff.
 def= BAD 1 ...
 (y1: <Degree n: High a> (y1)) Manner]
 [INFORMAL] Stratic Register.
 Pos.: Pred./Attrib. Freq.: 3.

Ev = Negative (-)/(- -) [Bad 1 ∈ Sociocultural/Sensitive +
 Degree (High/Maximum) + Stratic Reg. (Informal)]

Examples: What lousy weather!. (LDOCE)

The food is execrable, the hotels are lousy, the
people are rude. (COBUILD)

ROTTEN 1 (A) PR1/PR7 [(X1: < ... > (X1)) Aff.
 def= BAD 1 ...
 (y1: <Degree n: High a> (y1)) Manner]
 [INFORMAL / SLANG] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-)/(- -) [Bad 1 ∈ Sociocultural/Sensitive +
Degree (High/Maximum) + Stratic Reg. (Informal) /
Phasic Reg. (Emotive)]

Examples: The book was rotten; I didn't like it at all.

(LLOCE)

He is a rotten performer on TV. (COBUILD)

SHOCKING 1 (A) PR1/PR7 [(X1: < ... > (X1)) Aff.

def= BAD 1 ...

(y1: <Degree n: High a> (y1)) Manner]

[INFORMAL] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-)/(- -) [Bad 1 ∈ Sociocultural/Sensitive +
Degree (High/Maximum) + Stratic Reg. (Informal) /
Phasic Reg. (Emotive)]

Examples: What a shocking waste of time!. (LLOCE)

The paintwork was really shocking. (COBUILD)

9.3.4.- Los adjetivos de la escala negativa (- -).

ESCALA: NEGATIVE (- -)

LEXEMAS:

APPALLING (A) PR1/PR7 [(X1: < ... > (X1)) Aff.

def= BAD 1 ...

(y1: <Degree n: Maximum a> (y1)) Manner]

[EMOTIVE] Phasic Register.

Pos.: Usu. Attrib. Freq.: 2.

Ev = Negative (- -) [Bad 1 ∈ Sociocultural/Sensitive +
Degree (Maximum) + Phasic Reg. (Emotive)]

Example: Mary is an appalling cook. (LLOCE)

EXECRABLE (A) PR1/PR7 [(X1: < ... > (X1)) Aff.

def= BAD 1 ...

(y1: <Degree n: Maximum a> (y1)) Manner]

[FORMAL] Stratic Register.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (- -) [Bad 1 ∈ Sociocultural +
Degree (Maximum) + Stratic Reg. (Formal)]

Examples: She has execrable manners. (LDOCE)

The food is execrable, the hotels are lousy, the
people are rude. (COBUILD)

DIABOLICAL 1 (A) PR1/PR7 [(X1: < ... > (X1)) Aff.
 def= BAD 1 ...
 (y1: <Degree n: Maximum a> (y1)) Manner]
 [INFORMAL] Stratic Register.
 [EMOTIVE] Phasic Register.
 [Usu. HUMOROUS] Phasic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (- -) [Bad 1 ∈ Sociocultural/Sensitive +
 Degree (Maximum) + Stratic Reg. (Informal) / Phasic
 Reg. (Emotive/Humorous)]

Examples: It's really diabolical!. (LDOCE)
It gave men the pretext for all sorts of
diabolical behaviour. (COBUILD)

GHASTLY 1 (A) PR1/PR7 [(X1: < ... > (X1)) Aff.
 def= BAD 1 ...
 (y1: <Degree n: Maximum a> (y1)) Manner]
 [INFORMAL] Stratic Register.
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (- -) [Bad 1 ∈ Sociocultural/Sensitive +
 Degree (Maximum) + Stratic Reg. (Informal) /
 Phasic Reg. (Emotive)]

Examples: We had a ghastly time at that party. (LLOCE)
'Ghastly, isn't she?'. (COBUILD)

HELLISH (A) PR1/PR7 [(X1: < ... > (X1)) Aff.

def= BAD 1 ...

(y1: <Degree n: Maximum a> (y1)) Manner]

[SLANG] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (- -) [Bad 1 ∈ Sociocultural/Sensitive +
Degree (Maximum) + Stratic Reg. (Slang) / Phasic Reg.
(Emotive)]

Examples: It's hellish being a student without a grant.

(COBUILD)

The hellish traffic swirls all round the church,
but inside there is calm. (COBUILD)

HORRENDOUS 1 (A) PR1/PR7 [(X1: < ... > (X1)) Aff.

def= BAD 1 ...

(y1: <Degree n: Maximum a> (y1)) Manner]

[INFORMAL] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (- -) [Bad 1 ∈ Sociocultural/Sensitive +
 Degree (Maximum) + Stratic Reg. (Informal) /
 Phasic Reg. (Emotive)]

Examples: What horrendous weather!. (LDOCE)

The bill was going to be horrendous. (COBUILD)

HORRID 1 (A) PR1/PR7 [(X1: < ... > (X1)) Aff.

def= BAD 1 ...

(y1: <Degree n: Maximum a> (y1)) Manner]

[INFORMAL] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (- -) [Bad 1 ∈ Sociocultural/Sensitive +

Degree (Maximum) + Stratic Reg. (Informal) /

Phasic Reg. (Emotive)]

Examples: We had to live in a little horrid flat. (COBUILD)

Don't be horrid to me!. (LDOCE)

TERRIBLE 1 (A) PR1/PR7 [(X1: < ... > (X1)) Aff.

def= BAD 1 ...

(y1: <Degree n: Maximum a> (y1)) Manner]

[INFORMAL] Stratic Register.

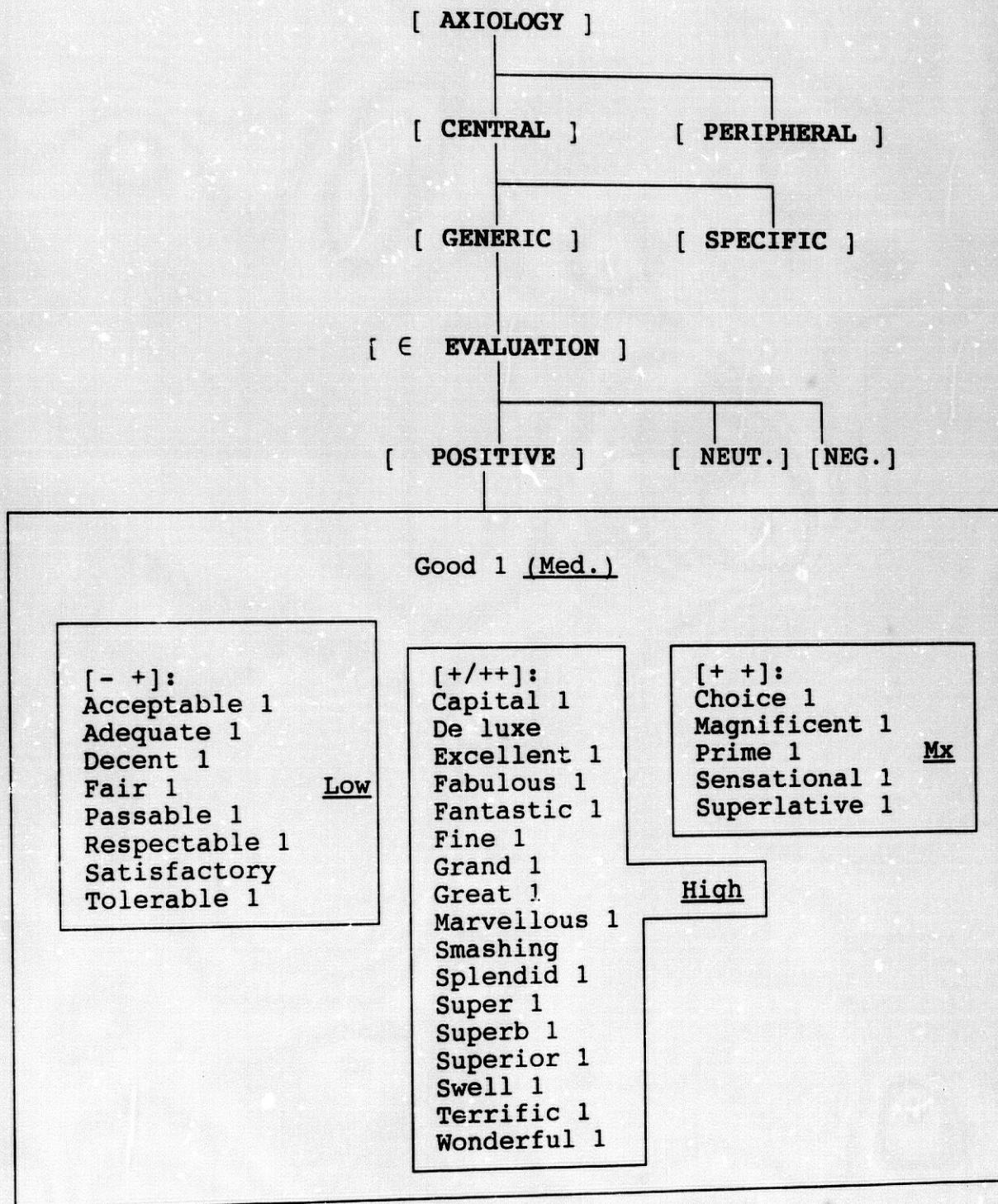
[EMOTIVE] Phasic Register.

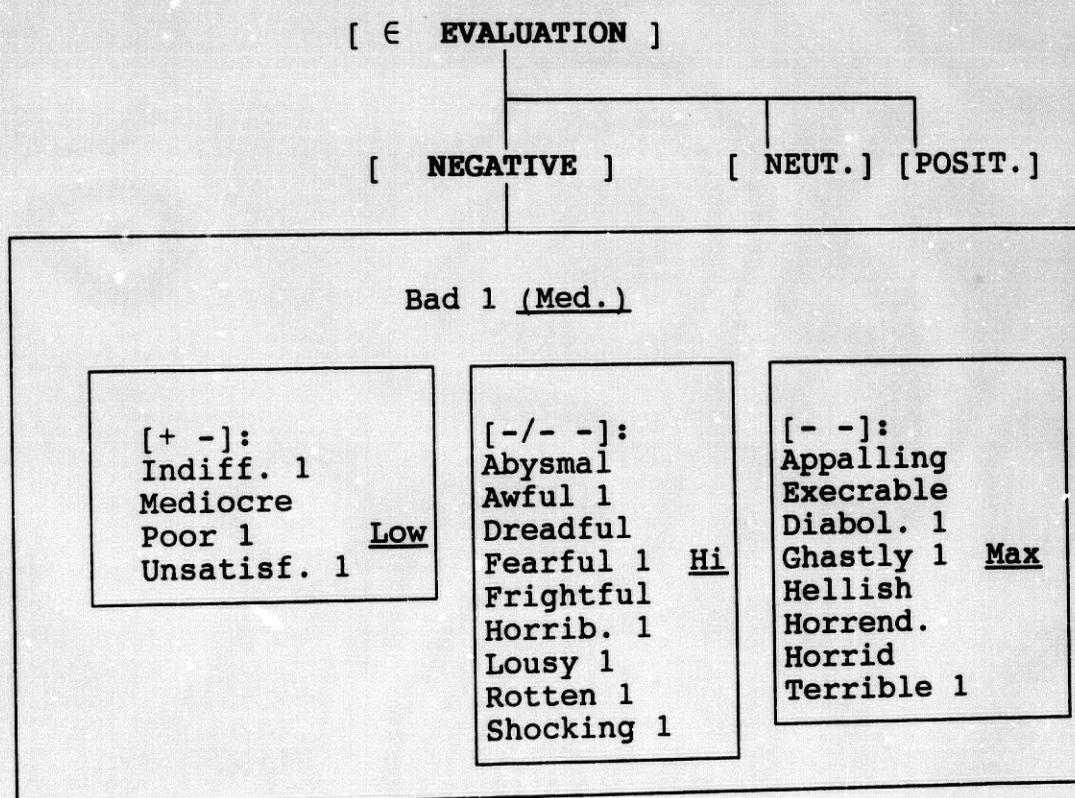
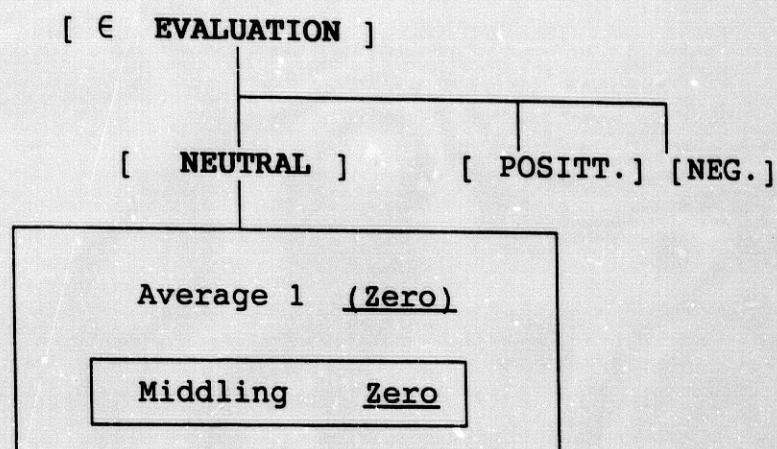
Pos.: Pred./Attrib. Freq.: 3.

Ev = Negative (- -) [Bad 1 ∈ Sociocultural/Sensitive +
Degree (Maximum) + Stratic Reg. (Informal) /
Phasic Reg. (Emotive)]

Examples: Don't read that book; it's terrible. (LLOCE)
A terrible blunder. (RIINT)

9.4.- REPRESENTACION GRAFICA DE TODA LA SUBDIVISION [∈
EVALUATION]





Capítulo décimo:

ANALISIS DETALLADO DE LOS CAMPOS LÉXICOS QUE EXPRESAN
VALORACION CENTRAL Y ESPECIFICA: EMOCIONES Y CONDUCTA.

10.- ANALISIS DETALLADO DE ALGUNAS DIMENSIONES Y
SUBDIMENSIONES DE LOS CAMPOS LEXICOS QUE EXPRESAN
VALORACION CENTRAL Y ESPECIFICA: EMOCIONES Y CONDUCTA.

(FRAGMENTO DE UN LEXICON ADJETIVAL ONOMASIOLOGICO)

En este capítulo se analizarán de modo detallado y exhaustivo los marcos predicativos de los adjetivos correspondientes a algunas dimensiones y subdimensiones representativas (y no consignadas en el capítulo octavo) de cada una de las tres grandes superdimensiones incluidas en LA SUBDIVISIÓN AXIOLÓGICA DE LAS EMOCIONES Y LA CONDUCTA (las emociones específicas, las emociones combinadas con la conducta y las actitudes / conductas específicas).

Las muestras analizadas son las siguientes:

De la superdimensión [∈ FEELING/EMOTION]:

-Subdimensión hedonística causativa, grupo general.

-Dimensión de temor (completa).

De la superdimensión [∈ EMOTION/BEHAVIOUR COMBINED]:

-Subdimensión sentir enfado (completa).

-Dimensión del deseo (completa).

De la superdimensión [∈ ATTITUDE/BEHAVIOUR]:

-Dimensión de la actitud ante el peligro (completa).

-Dimensión de la actitud ante los asuntos sexuales

(completa).

-Dimensión de la actitud ante la nutrición (completa).

-Dimensión de la actitud ante el gasto (completa).

Al igual que en el capítulo precedente (cf. cap. 9), insertamos la fórmula axiológica para cada unidad y no para cada subdimensión, grupo, subgrupo, etc. (cf. cap. 8).

ELEMENTOS JERARQUICOS SUPERIORES Y CONSTANTES EN TODAS LAS DIMENSIONES, SUBDIMENSIONES Y GRUPOS DE LA SUBDIVISION ANALIZADA:

CATEGORIA UNIVERSAL [AXIOLOGY]

SUBCATEGORIA [CENTRAL]

DIVISION [SPECIFIC]

SUBDIVISION [∈ EMOTION & BEHAVIOUR]

10.1.- LA SUBDIMENSION HEDONISTICA CAUSATIVA, GRUPO GENERAL.

SUPERDIMENSION [∈ FEELING/EMOTION]

DIMENSION [∈ HEDONISM]

SUBDIMENSION [∈ CAUSING]

GRUPO [∈ (CAUSING) IN GENERAL]

10.1.1.- La escala positiva.

ESCALA: POSITIVE

DEFINIENS DE LA DIMENSION:

CAUSE v [(x1: < ... > (x1)) Ergative Stimulus

(x2: [EXPERIENCE v (x3: <+/- Hum.> (x3)) Experienc.

(x4: <Sensation: Pleasure> (x4)) Effected] (x2)]

Inessive State.

DEFINIENS DE LA SUBDIMENSION:

CAUSE v [(x1: < ... > (x1)) Ergative Stimulus

(x2: [EXPERIENCE v (x3: <+/- Hum.> (x3)) Experienc.

(x4: <Sensation: Pleasure> (x4)) Effected] (x2)]

Inessive State.

ARCHILEXEMA DE LA DIMENSION, SUBDIMENSION Y GRUPO:

PLEASANT 1 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))

Causer

(x2: TO-inf. Clause <...> (x2)) Source]

def= CAUSE v [(x1: < ... > (x1)) Ergative

Stimulus

(x2: [EXPERIENCE v (x3: <+/- Hum.> (x3))
 Experiencer
 (x4: <Sensation: Pleasure> (x4)) Effected]
 (x2)] Inessive State.
 [(y1: <Degree n: Medium a> (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+) [Pleasant 1 ∈ Senso-hedonic + Degree
 (Medium)]

Examples: It was a pleasant surprise to see her again.

(LLOCE)

It's quite pleasant today, though the wind is
rather cold. (LDOCE)

10.1.1.1. La escala positiva (+).

ESCALA: POSITIVE (+)

LEXEMAS:

AGREEABLE 1 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))
 Causer
 (x2: TO-inf. Clause <...> (x2)) Source]
 def= PLEASANT 1 ...
 [(y1: <Degree n: Medium a> (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+) [Pleasant 1 ∈ Senso-hedonic + Degree
 (Medium)]

Examples: Agreeable weather. (LDOCE)

How agreeable it was to have her in her office.

(COBUILD)

ENJOYABLE (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))

Causer

(x2: TO-inf. Clause <...> (x2)) Source]

def= PLEASANT 1 ...

[(y1: <Degree n: Medium a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+) [Pleasant 1 ∈ Senso-hedonic + Degree

(Medium)]

Examples: An enjoyable holiday. (LDOCE)

The evening of our days is the calmest and the
most enjoyable of them. (OED)

It is enjoyable to swim in the ocean. (BBIDOE)

GOOD 4 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))

Causer

(x2: TO-inf. Clause <...> (x2)) Source

(x2: THAT-Clause <...> (x2)) Source]

def= PLEASANT 1 ...

[(y1: <Degree n: Medium a> (y1)) Manner]
Pos.: Pred./Attrib. Freq.: 4.

Ev = Positive (+) [Pleasant 1 ∈ Senso-hedonic + Degree
(Medium)]

Examples: That was a good story. (LLOCE)

'That's good!`. (COBUILD)

It's good to be home again. (BBIDOE)

It's good that we don't have to work tomorrow.

(BBIDOE)

GRATIFYING (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))

Causer

(x2: pp (to) <...> (x2)) Beneficiary
(x2: TO-inf. Clause <...> (x2)) Source
(x2: THAT-Clause <...> (x2)) Source]

def= PLEASANT 1 ...

[(y1: <Degree n: Medium a> (y1)) Manner
(y2: <Fulfilment n> (y2)) Goal]
[FORMAL] Stratic Register.
Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+) [Pleasant 1 ∈ Senso-hedonic + Degree
(Medium) + Stratic Reg. (Formal)]

Examples: It was gratifying to see the results of the exam.
 (BBIDOE)

It was gratifying that she lived to see the fruits
of her labor. (BBIDOE)

The new plan may be gratifying to the president.
 (COBUILD)

It makes a gratifying change. (COBUILD)

NICE 2 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))

Causer

(x2: TO-inf. Clause <...> (x2)) Source
 (x2: THAT-Clause <...> (x2)) Source]

def= PLEASANT 1 ...

[(y1: <Degree n: Medium a> (y1)) Manner]
 [INFORMAL] Stratic Register.

Pos.: Pred./Attrib. Freq.: 4.

Ev = Positive (+) [Pleasant 1 ∈ Senso-hedonic + Degree
 (Medium) + Stratic Reg. (Informal)]

Examples: How nice to see you again!. (LLOCE)

It's nice that we could all get together. (BBIDOE)
This is the nicest thing that ever happened to
me. (COBUILD)

PLEASING (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))

Causer

(X2: pp (to) <...> (X2)) Beneficiary]
 def= PLEASANT 1 ...
 [(y1: <Degree n: Medium a> (y1)) Manner
 (y2: <Fulfilment n> (y2)) Goal]
 [FORMAL] Stratic Register.
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+) [Pleasant 1 ∈ Senso-hedonic + Degree
 (Medium) + Stratic Reg. (Formal)]

Examples: A pleasing piece of news. (COBUILD)
A building which is pleasing to the eye. (COBUILD)

PLEASURABLE (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))
 Causer]
 def= PLEASANT 1 ...
 [(y1: <Degree n: Medium a> (y1)) Manner]
 [FORMAL] Stratic Register.
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+) [Pleasant 1 ∈ Senso-hedonic + Degree
 (Medium) + Stratic Reg. (Formal)]

Examples: A pleasurable sensation. (COBUILD)
Not every child expects reading to be pleasurable.

(COBUILD)

SATISFYING (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))
Causer]

def= PLEASANT 1 ...

[(y1: <Degree n: Medium a> (y1)) Manner

(y2: <Fulfilment n> (y2)) Goal]

Pos.: Pred./Attrib. Freq.: -.

Ev = Positive (+) [Pleasant 1 ∈ Senso-hedonic + Degree
(Medium)]

Examples: It's a very satisfying feeling when you've done a good job. (LDOCE)

They found themselves in the most satisfying agreement on absolutely everything. (COBUILD)

SENSUAL 1 (A) PR6 [(X1: <- Hum, + Sta., + Ph> (X1))
Causer]

def= PLEASANT 1 ...

[(y1: <Degree n: Medium a> (y1)) Manner

(y2: <Physically n> (y2)) Manner]

Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+) [Pleasant 1 ∈ Bio-sensitive + Degree
(Medium)]

Examples: He enjoys sensual things. (LLOCE)

The subtle, sensual rhythms of the drums.

(COBUILD)

SENSUOUS (A) PR6 [(X1: <+/- Hum, + Sta., +/- Ph> (X1))

Causer]

def= PLEASANT 1 ...

[(y1: <Degree n: Medium a> (y1)) Manner

(y2: pp < through senses > (y2)) Manner]

[LITERARY] Stratic Register

Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+) [Pleasant 1 ∈ Bio-sensitive + Degree

(Medium) + Stratic Reg. (Literary)]

Examples: Her mouth was cruel and sensuous. (OED)

The cat stretched itself with sensuous pleasure.

(LLOCE)

10.1.1.2.- La escala positiva (+ +).

ESCALA: POSITIVE (+ +)

LEXEMAS:

CHARMING 1 (A) PR6 [(X1: <+/- Hum, + Sta., +/- Ph> (X1))

Causer

(x2: TO-inf. Clause <...> (x2)) Source]

```

def= PLEASANT 1 ...

[(y1: <Degree n: High a> (y1)) Manner]
[ OBSOLETE ] Stratic Register.
[ EMOTIVE ] Phasic Register.

Pos.: Pred./Attrib. Freq.: 3.

```

Ev = Positive (+ +) [Pleasant 1 ∈ Senso-hedonic + Degree
 (High) + Stratic Reg. (Obsolete) / Phasic Reg.
 (Emotive)]

Examples: It was charming to watch them. (BBIDOE)
He lived in a charming house. (COBUILD)

DELIGHTFUL 1 (A) PR6 [(X1: <+/- Hum, + Sta., +/- Ph>
 (X1)) Causer
 (x2: TO-inf. Clause <...> (x2)) Source]
 def= PLEASANT 1 ...

[(y1: <Degree n: High a> (y1)) Manner]
[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+ +) [Pleasant 1 ∈ Senso-hedonic + Degree
 (High) + Phasic Reg. (Emotive)]

Examples: It was delightful to swim in the heated pool.
 (BBIDOE)

Her children really are delightful. (COBUILD)

LOVELY 1 (A) PR6 [(X1: <+/- Hum, + Sta., +/- Ph> (X1))

Causer

(x2: TO-inf. Clause <...> (x2)) Source]

def= PLEASANT 1 ...

[(y1: <Degree n: High a> (y1)) Manner]

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+ +) [Pleasant 1 ∈ Senso-hedonic + Degree
 (High) + Phasic Reg. (Emotive)]

Examples: It was lovely to hear from you again. (COBUILD)

'What a lovely surprise!', she said. (COBUILD)

SWEET 2 (A) PR6 [(X1: <- Hum, + Sta., - Ph> (X1))

Causer]

def= PLEASANT 1 ...

[(y1: <Degree n: High a> (y1)) Manner

(y2: <Fulfilment n> (y2)) Goal]

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+ +) [Pleasant 1 ∈ Senso-hedonic + Degree
 (High) + Phasic Reg. (Emotive)]

Examples: However sweet love is, when it goes there is always bitterness. (COBUILD)
Sweet music. (LDOCE)

10.1.2.- La escala negativa.

SUPERDIMENSION [∈ FEELING/EMOTION]

DIMENSION [∈ HEDONISM]

SUBDIMENSION [∈ CAUSING (IN GENERAL)]

ESCALA: NEGATIVE

DEFINIENS DE LA DIMENSION:

CAUSE v [(x1: < ... > (x1)) Ergative Stimulus

(x2: [EXPERIENCE v (x3: <+/- Hum.> (x3)) Experienc.

(x4: <Sensation: Unpleasantness> (x4)) Effected] (x2)]

Inessive State.

DEFINIENS DE LA SUBDIMENSION:

CAUSE v [(x1: < ... > (x1)) Ergative Stimulus

(x2: [EXPERIENCE v (x3: <+/- Hum.> (x3)) Experienc.

(x4: <Sensation: Unpleasantness> (x4)) Effected] (x2)]

Inesive State.

ARCHILEXEMA DE LA DIMENSION Y LA SUBDIMENSION:

UNPLEASANT 1 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1)

Causer

(x2: TO-inf. Clause <...> (x2)) Source]

def= CAUSE v [(x1: < ... > (x1)) Ergative
Stimulus

(x2: [EXPERIENCE v (x3: <+/- Hum.> (x3))

Exper. (x4: <Sensation: Unpleasantness>

(x4)) Effected] (x2)] Inessive State.

[(y1: <Degree n: Medium a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 3.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-hedonic + Degree
(Medium)]

Examples: It's unpleasant to talk to him. (BBIDOE)

An unpleasant experience/job. (LDOCE)

10.1.2.1.- La escala negativa (+ -).

ESCALA: NEGATIVE (+ -)

LEXEMA:

UNSATISFYING (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))

Causer]

def= UNPLEASANT 1 ...

[(y1: <Degree n: Low a> (y1)) Manner

(y2: <Unfulfilling a> (y2)) Result]

Pos.: Pred./Attrib. Freq.: -.

Ev = Negative (+ -) [Unpleasant 1 ∈ Senso-hedonic +
Degree (Low)]

Examples: She plunged into a few unsatisfying affairs.

(COBUILD)

The political results of the war were to many minds equally unsatisfying. (OED)

10.1.2.2.- La escala negativa (-).

ESCALA: NEGATIVE (-)

LEXEMAS:

BAD 4 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))

Causer

(x2: TO-inf. Clause <...> (x2)) Source

(x2: THAT-Clause <...> (x2)) Source]

def= UNPLEASANT 1 ...

[(y1: <Degree n: Medium a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 4.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-hedonic + Degree
(Medium)]

Examples: I've got a really bad headache. (LLOCE)

This apple is bad; I won't eat it. (LLOCE)

It's bad that it had to happen. (COBUILD)

It is too bad to suppose that. (OED)

DISAGREEABLE 1 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph>

(X1)) Causer
 (x2: pp (to) <...> (x2)) Recipient
 (x2: TO-inf. Clause <...> (x2)) Source]
 def= UNPLEASANT 1 ...
 [(y1: <Degree n: Medium a> (y1))
 Manner]
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-hedonic + Degree
 (Medium)]

Examples: A disagreeable job. (LDOCE)

Tests which are disagreeable, humiliating, and
agonizing. (COBUILD)

Your society is any thing but disagreeable to me.

(OED)

FOUL 1 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))
 Causer]
 def= UNPLEASANT 1 ...
 [(y1: <Degree n: High a> (y1)) Manner]
 [INFORMAL] Stratic Register.
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-hedonic + Degree

(Medium) + Stratic Reg. (Informal)]

Examples: There's a foul smell in here!. (LDOCE)

It's foul tonight. (LDOCE)

ROTTEN 2 (A) PR6 [(X1: - Hum, - Sta., - Ph <Usu. in situations> (X1)) Causer]

def= UNPLEASANT 1 ...

[(y1: <Degree n: High a> (y1)) Manner]

[INFORMAL] Stratic Register.

Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-hedonic + Degree (Medium) + Stratic Reg. (Informal)]

Examples: What rotten weather!. (LDOCE)

I feel rotten this morning. (LDOCE)

10.1.2.3.- La escala negativa (- -).

ESCALA: NEGATIVE (- -)

LEXEMAS:

ABOMINABLE (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1)) Causer]

def= UNPLEASANT 1 ...

[(y1: <Degree n: Maximum a> (y1)) Manner]

[EMOTIVE] Phasic Reg.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-hedonic +
Degree (Maximum) + Phasic Reg. (Emotive)]

Examples: The food in this hotel is abominable. (LDOCE)
They work six days a week in abominable
conditions. (COBUILD)

DISGUSTING 1 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph>
(X1)) Causer
(x2: T -inf. Clause <...> (x2)) Source
(x2: THAT-Clause ... > (x2)) Source]
def= UPLEASANT 1 ...
[(y1: <Degree n: Maximum a> (y1)) Manner]
[EMOTIVE] Phasic Register
Pos.: Pred./Attrib. Freq.: 3.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-hedonic +
Degree (Maximum) + Phasic Reg. (Emotive)]

Examples: What a disgusting smell!. (LDOCE)
It was disgusting to watch. (BBIDOE)
It is disgusting that the crime rate is so high.
(BBIDOE)

EVIL 2 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))
 Causer]
 def= UNPLEASANT 1 ...
 [(y1: <Degree n: Maximum a> (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 3.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-hedonic +
 Degree (Maximum)]

Examples: What an evil smell!. (LDOCE)
The evil noise of the underground trains.
 (COBUILD)

HATEFUL 1 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))
 Causer
 (x2: TO-inf. Clause <...> (x2)) Source]
 def= UNPLEASANT 1 ...
 [(y1: <Degree n: Maximum a> (y1)) Manner]
 [EMOTIVE] Phasic Register
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-hedonic +
 Degree (Maximum) + Phasic Reg. (Emotive)]

Examples: Ironing shirts is a hateful job. (LDOCE)
It's hateful to be left at home alone. (LLOCE)

HIDEOUS 1 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))
 Causer
 (x2: TO-inf. Clause <...> (x2)) Source]
 def= UNPLEASANT 1 ...
 [(y1: <Degree n: Maximum a> (y1)) Manner
 (y2: pp <To the senses> (y2)) Recipient]
 [EMOTIVE] Phasic Register
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-hedonic +
 Degree (Maximum) + Phasic Reg. (Emotive)]

Examples: It was hideous to watch. (BBIDOE)
The hideous conditions of trench warfare.
 (COBUILD)

NASTY 2 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))
 Causer
 (x2: TO-inf. Clause <...> (x2)) Source]
 def= UNPLEASANT 1 ...
 [(y1: <Degree n: Maximum a> (y1)) Manner]
 [INFORMAL] Stratic Register
 Pos.: Usu. Attributive. Freq.: 3.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-hedonic +

Degree (Maximum) + Stratic Reg. (Informal)]

Examples: It's nasty to drink from a dirty cup. (LLOCE)
What nasty foggy weather!. (LLOCE)

NAUSEOUS 1 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))
 Causer]

def= UNPLEASANT 1 ...

[(y1: <Degree n: Maximum a> (y1)) Manner]

[FORMAL] Stratic Register

[EMOTIVE] Phasic Register

Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (- -) [Unpleasant] ∈ Senso-hedonic +
 Degree (Maximum) + Stratic Reg. (Formal) / Phasic Reg.
 (Emotive)]

Examples: The nauseous ugliness of the nightmare. (COBUILD)
Cured by remedies in themselves very nauseous and
unpalatable. (OED)

OBNOXIOUS 1 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))
 Causer]

def= UNPLEASANT 1 ...

[(y1: <Degree n: Maximum a> (y1)) Manner]

[FORMAL] Stratic Register

Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-hedonic +
Degree (Maximum) + Stratic Reg. (Formal)]

Examples: An obnoxious smell. (LDOCE)

Thumb-marks I find very obnoxious. (OED)

ODIOUS 1 (A) PR6 [(X1: <- Hum, + Sta., +/- Ph> (X1))

Causer

(x2: pp (to) < + Hum, + An > (x2)) Recipient]

def= UNPLEASANT 1 ...

[(y1: <Degree n: Maximum a> (y1)) Manner]

[FORMAL] Stratic Register

[EMOTIVE + POMPOUS] Phasic Register

Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-hedonic +
Degree (Maximum) + Stratic Reg. (Formal) / Phasic Reg.
(Emotive/Pompous).

Examples: His love-making was odious to her. (COBUILD)

The most odious conceptions of human society.

(OED)

REPELLENT 1 (A) PR6 [(X1: <+/- Hum, + Sta., +/- Ph>

(X1)) Causer
 (x2: pp (to) < + Hum, + An > (x2))
 Recipient]
 def= UNPLEASANT 1 ...
 [(y1: <Degree n: Maximum a> (y1)) Manner]
 [FORMAL] Stratic Register
 [EMOTIVE] Phasic Register
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-hedonic +
 Degree (Maximum) + Stratic Reg. (Formal) / Phasic Reg.
 (Emotive)]

Example: A plate of repellent cold potatoes. (LDOCE)
The idea of eating meat has become repellent to me.
 (COBUILD)

REPUGNANT 1 (A) PR6 [(X1: <+/- Hum, + Sta., +/- Ph>
 (X1)) Causer
 (x2: pp (to) < + Hum, + An > (x2))
 Recipient]
 def= UNPLEASANT 1 ...
 [(y1: <Degree n: Maximum a> (y1)) Manner]
 [EMOTIVE] Phasic Register
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-hedonic +
 Degree (Maximum) + Phasic Reg. (Emotive)]

Examples: The idea of kissing him is to me wholly repugnant.
 (COBUILD)

The flesh also assumes a repugnant appearance.
 (OED)

REPULSIVE 1 (A) PR6 [(X1: <+/- Hum, + Sta., +/- Ph>
 (X1)) Causer
 (x2: pp (to) < + Hum, + An > (x2))
 Recipient]
 def= UNPLEASANT 1 ...
 [(y1: <Degree n: Maximum a> (y1)) Manner]
 [EMOTIVE] Phasic Register
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-hedonic +
 Degree (Maximum) + Phasic Reg. (Emotive)]

Examples: Repulsive skin diseases. (LDOCE)
He is repulsive to me.

10.1.3.- La representación gráfica del grupo.

GRAFICO DEL GRUPO. ESCALA POSITIVA:

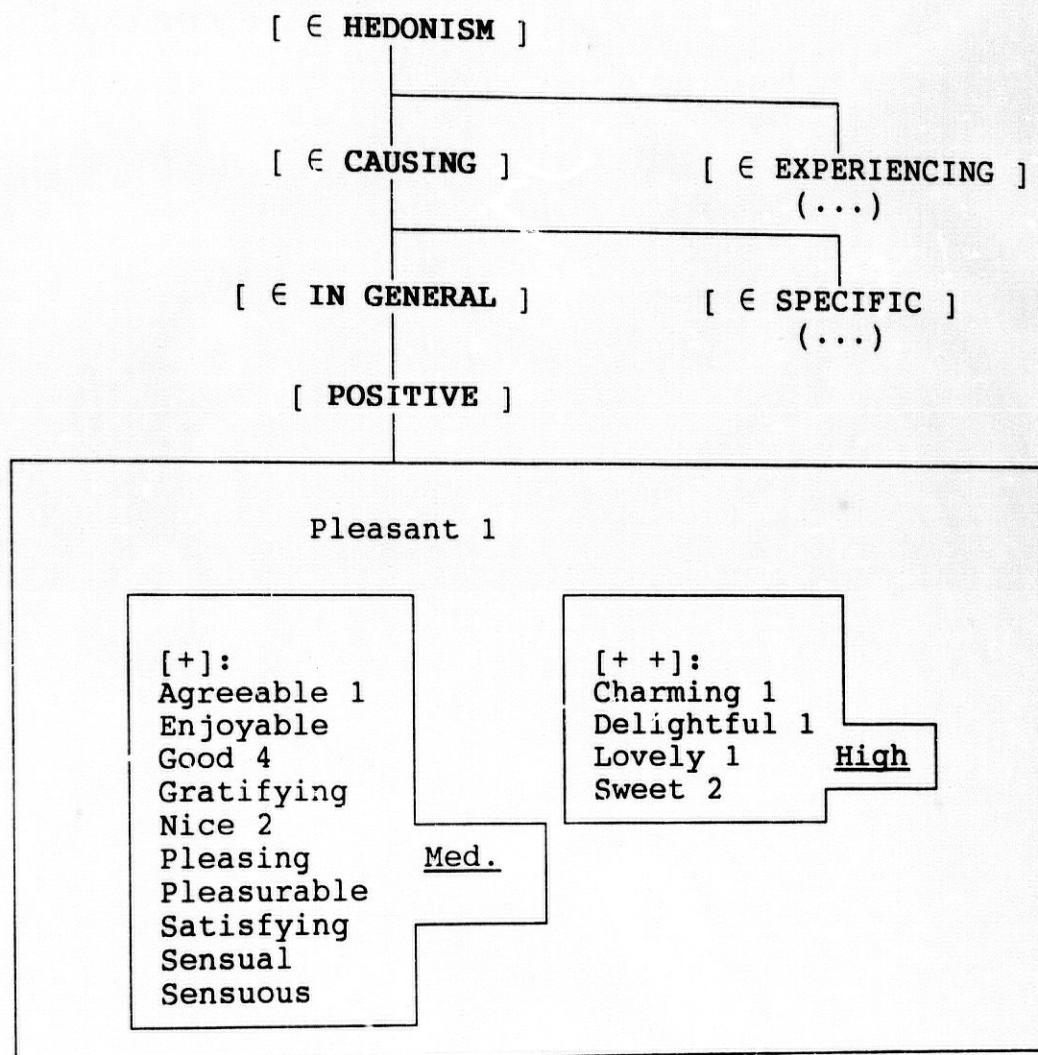
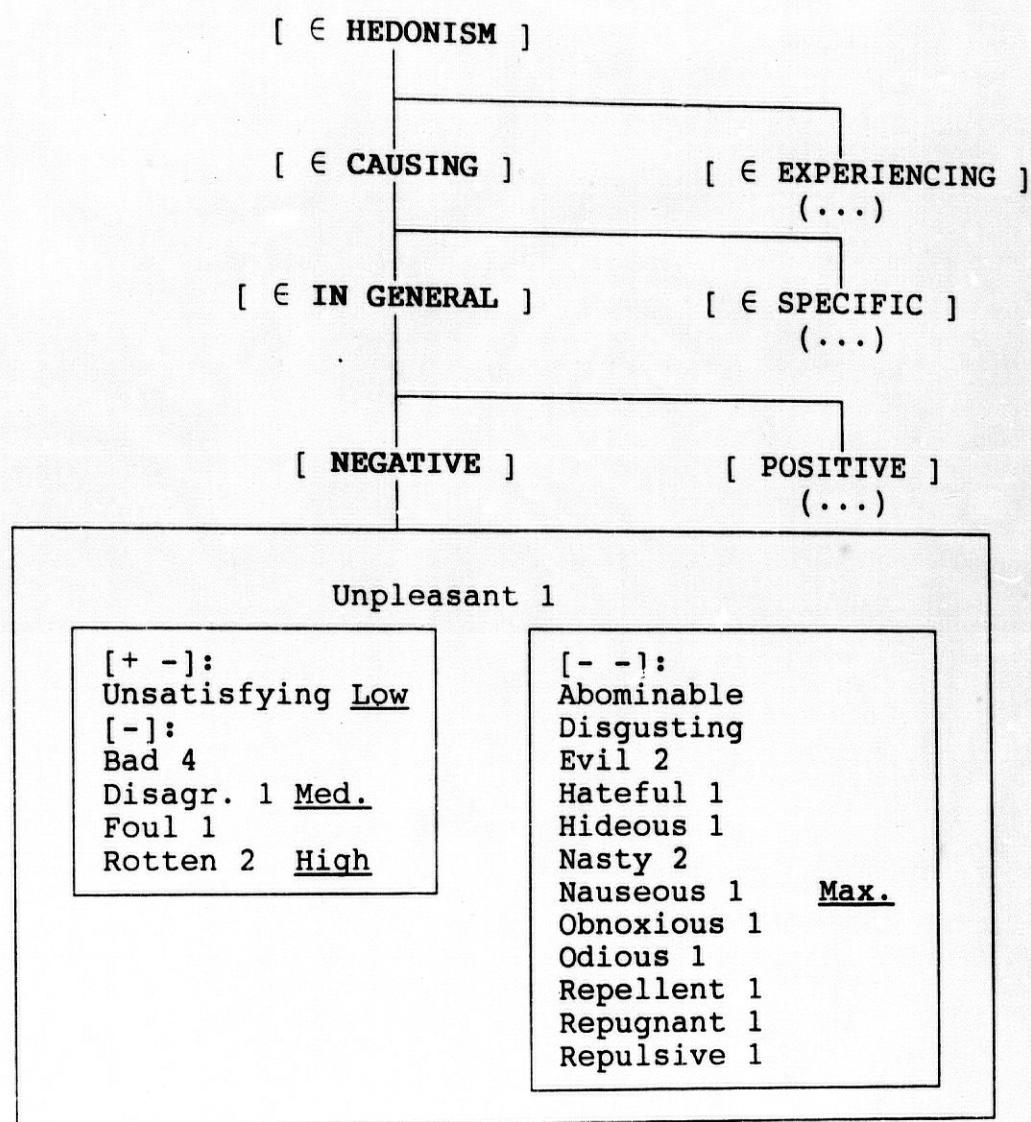


GRAFICO DEL GRUPO. ESCALA NEGATIVA:



Una gran parte de los adjetivos axiológicos incluidos en la evaluación central y genérica también podrían haberse integrado en esta dimensión, siempre y cuando se especifiquen las restricciones operativas pertinentes; como, por ejemplo, el definiens PLEASANT 1 en cada marco predicativo, o bien la consignación de los rasgos supraprimarios -Hum, + Sta, +/- Ph en el argumento x1. De esa manera, adjetivos como WONDERFUL, MARVELLOUS, SPLENDID, SUPER,

ACCEPTABLE, UNSATISFACTORY, HORRIBLE, TERRIBLE, HORRENDOUS, etc. podrían intercambiarse entre división y dimensión respectivamente. Y del mismo modo, efectuando las restricciones oportunas, adjetivos de la evaluación central y específica, dimensión hedonística, podrían insertarse en la evaluación central y genérica según los contextos de uso. Así sucede, por ejemplo, con adjetivos como LOVELY, DELIGHTFUL, NICE, FOUL, ROTTEN, ABOMINABLE, DISGUSTING, etc.

10.2.- LA DIMENSION DEL TEMOR.

SUPERDIMENSION [∈ FEELING/EMOTION]

DIMENSION [∈ FEAR]

ESCALA: NEGATIVE.

DEFINIENS DE LA DIMENSION:

CAUSE v [(x1: < ... > (x1)) Ergat. Stimulus

(x2: [EXPERIENCE v (x3: <+/- Hum.> (x3))

Experiencer (x4: <Phen: Fear> (x4)) Effected]

(x2)] Iness. State.

10.2.1.- La subdimensión [∈ EXPERIENCING FEAR].

SUBDIMENSION [∈ EXPERIENCING FEAR]

DEFINIENS DE LA SUBDIMENSION:

EXPERIENCE v [(x1: <+/- Hum.> (x1)) Experiencer

(x2: + Sta., - Ph. <Fear> (x2)) Phenomenon

(x2)] Incssive State.

ARCHILEXEMA DE LA SUBDIMENSION:

AFRAID (A) PR2 [(x1: <+/- Hum.> (x1)) Experiencer

(y : pp (of) < ... > (x2)) Pot. influencer.

(x2: pp (for) < ... > (x2)) Object

(x2: TO-Inf. Clause <...> (x2)) Source

(x2: THAT-Clause <...> (x2)) Source]

def= EXPERIENCE v [(x1: <+/- Hum.> (x1)) Exp.

(x2: <Fear> (x2)) Phenomenon (x2)] Iness. State.

[(y1: <Degree n: Medium a> (y2)) Manner
 (y2: <Reason n: Danger n> (y2)) Reason]
 Pos.: Predicative. Freq.: 4.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium)]

Examples: There is no need to be afraid. (LDOCE)
He was afraid to dive from the high board.
 (BBIDOE)
She was afraid that it would bite him. (LLOCE)
The child was afraid of the dark. (BBIDOE)
He was afraid for his job. (LDOCE)

10.2.1.1.- El grupo [∈ EXPERIENCING FEAR IN GENERAL].

GRUPO [∈ EXPERIENCING FEAR IN GENERAL]

DEFINIENS DEL GRUPO: (Igual que el de la subdimensión).

ARCHILEXEMA DEL GRUPO: (Igual que el de la subdimensión).

ESCALA: NEGATIVE (-)

LEXEMAS:

FEARFUL 2 (A) PP2 [(x1: <+/- Hum.> (x1)) Experiencer
 (x2: pp (of) < ... > (x2)) Pot. influencer.
 (x2: THAT-Clause <...> (x2)) Source]

def= AFRAID (A) ...

[(y1: <Degree n: Medium a> (y2)) Manner]

[FORMAL] Stratic Register.

Pos.: Pred./Attributive. Freq.: 2.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium) + Stratic Reg. (Formal)]

Examples: A fearful person is a weak person. (COBUILD)

They were fearful that the river would flood.

(BBIDOE)

He was fearful of her anger. (LDOCE)

FRIGHTENED (A) PR2 [(x1: <+/- Hum.> (x1)) Experiencer
 (x2: pp (of) < ... > (x2)) Pot. influencer.
 (x2: pp (at) < ... > (x2)) Causer
 (x2: TO-Inf. Clause <...> (x2)) Source
 (x2: THAT-Clause <...> (x2)) Source]

def= AFRAID (A) ...

[(y1: <Degree n: Medium a> (y2)) Manner]

Pos.: Pred./Attrib. Freq.: 3.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium)]

Examples: The frightened horse ran away from the fire.

(LDOCE)

Don't be frightened -he won't bite. (LDOCE)

I am frightened to look. (COBUILD)

They were frightened that there would be another earthquake. (COBUILD)

I am frightened at the very thought. (BBIDOE)

Some people are frightened of thunder, others of snakes. (LLOCE)

SCARED (A) PR2 [(x1: <+/- Hum.> (x1)) Experiencer
 (x2: pp (of) < ... > (x2)) Pot. influencer.
 (x2: pp (at) < ... > (x2)) Causer
 (x2: TO-Inf. Clause <...> (x2)) Source
 (x2: THAT-Clause <...> (x2)) Source]

def= AFRAID (A) ...

[(y1: <Degree n: Medium a> (y2)) Manner]

Pos.: Usu. Pred. Freq.: 3.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium)]

Examples: Why won't you come, are you scared? (LLOCE)

Their scared faces. (LDOCE)

I'm scared to fly a plane. (LDOCE)

I'm scared that it might crash. (LDOCE)

I am scared at the sound of the air raid siren.

(BBIDOE)

Everybody's scared of him. (COBUILD)

PANICKY (A) PR2 [(x1: <+/- Hum.> (x1)) Experiencer
 (x2: pp (over) < ... > (x2)) Pot. influencer.]
 def= AFRAID (A) ...
 ['y1: <Degree n: High a> (y2)) Manner
 (y2: <suddenly a> (y2)) Manner]
 [INFORMAL] Stratic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) + Unpleasant 1 ∈ Senso-emotive + Degree
 (High) + Stratic Reg. (Informal)]

Examples: Don't get panicky; sit quiet. (LLOCE)
A panicky reaction. (COBUILD)
Don't get panicky over it!.

ESCALA: NEGATIVE (- -)

LEXEMAS:

TERRIFIED (A) PR2 [(x1: <+/- Hum.> (x1)) Experiencer
 (x2: pp (of) < ... > (x2)) Pot.influencer
 (x2: pp (at) < ... > (x2)) Causer
 (x2: pp (bv) < ... > (x2)) Pot. Agent
 (x2: TO-Inf. Clause <...> (x2)) Source
 (x2: THAT-Clause <...> (x2)) Source]
 def= AFRAID (A) ...

[(y₁: <Degree n: Maximum a> (y₂) Manner]
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Maximum)]

Examples: A terrified child. (LDOCE)

My sister was too terrified to cry. (COBUILD)

We are terrified that there may be another
earthquake. (BBIDOE)

I'm terrified of snakes. (LDOCE)

He was terrified at the thought of parachuting.
 (LDOCE)

He was terrified by the thought of it.

PETRIFIED 2 (A) PR2 [(x₁: <+/- Hum.> (x₁) Experiencer
 (x₂: pp (with) + Sta, -Ph <Terror> (x₂))

Causer

(x₂: pp (at) < ... > (x₂)) Causer

(x₂: pp (by) + Sta, -Ph <Terror> (x₂))

Pot. Agent]

def= AFRAID (A) ...

[(y₁: <Degree n: Maximum a> (y₂) Manner
 (y₂: <paralysis> (y₂)) Result]

Pos.: Predicative. Freq.: 2.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree (Maximum)]

Examples: She stood there petrified while the huge animal came nearer. (LLOCE)
...petrified by/with terror. (VDEND)
I stood petrified at its approach.

10.2.1.2.- El grupo [∈ EXPERIENCING PROSPECTIVE FEAR].

DIMENSION [∈ FEAR]

SUBDIMENSION [∈ EXPERIENCING FEAR]

GRUPO [∈ EXPERIENCING PROSPECTIVE FEAR]

ESCALA: NEGATIVE (-)

DEFINIENS DEL GRUPO:

EXPERIENCE v [(x1: <+/- Hum.> (x1)) Experiencer
(x2: <Fear> (x2)) Phenomenon (x2)] Inessive
State.

ARCHILEXEMA DEL GRUPO: AFRAID (A) PR2 [(x1: < ... >
(x1)) Exp...]

LEXEMAS:

ANXIOUS 1 (A) PR2 [(x1: <+/- Hum.> (x1)) Experiencer
(x2: pp (for) < ... > (x2)) Causer.
(x2: pp (about) < ... > (x2)) Reference.
(x2: TO-Inf. Clause <...> (x2)) Source
(x2: THAT-Clause <...> (x2)) Source]

def= AFRAID (A) ...
 [(y1: <Degree n: Medium a> (y2)) Manner
 (y2: <Prospect n: Unpleasant a> (y2)) Causer]
 Pos.: Pred./Attrib. Freq.: 3.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium)]

Examples: Karl was still peering round with sharp, anxious looks. (COBUILD)
She is anxious to help. (BBIDOE)
He was very anxious that we should meet. (BBIDOE)
I was terribly anxious for their safety. (LDOCE)
She was anxious about her job. (COBUILD)

APPREHENSIVE 1 (A) PR2 [(x1: <+/- Hum.> (x1)) Experiencer
 (x2: pp (for) < ... > (x2)) Causer.
 (x2: pp (about) < ... > (x2)) Reference.
 (x2: pp (of) <...> (x2)) Potential
 Influencer.
 (x2: THAT-Clause <...> (x2)) Source]

def= AFRAID (A) ...
 [(y1: <Degree n: Medium a> (y2)) Manner
 (y2: <Prospect n: Unpleasant a> (y2))
 Causer]
 Pos.: Usu. predicative. Freq.: 2.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium)]

Examples: We were apprehensive that they might forget.

(BBIDOE)

He was rather apprehensive of the consequences.

(COBUILD)

She was apprehensive about her son's safety.

(LDOCE)

They were apprehensive for the results.

NERVOUS 1 (A) PR2 [(x1: <+/- Hum.> (x1)) Experiencer
 (x2: pp (about) < ... > (x2)) Refer.
 (x2: pp (of) <...> (x2)) Pot. Inf.
 def= AFRAID (A) ...
 [(y1: <Degree n: Medium a> (y2)) Manner
 (y2: <Prospect n: Unpleasant a> (y2))
 Causer]
 Pos.: Usu. predicative. Freq.: 2.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium)]

Examples: Don't be nervous - the doctor won't hurt you.

(LDOCE)

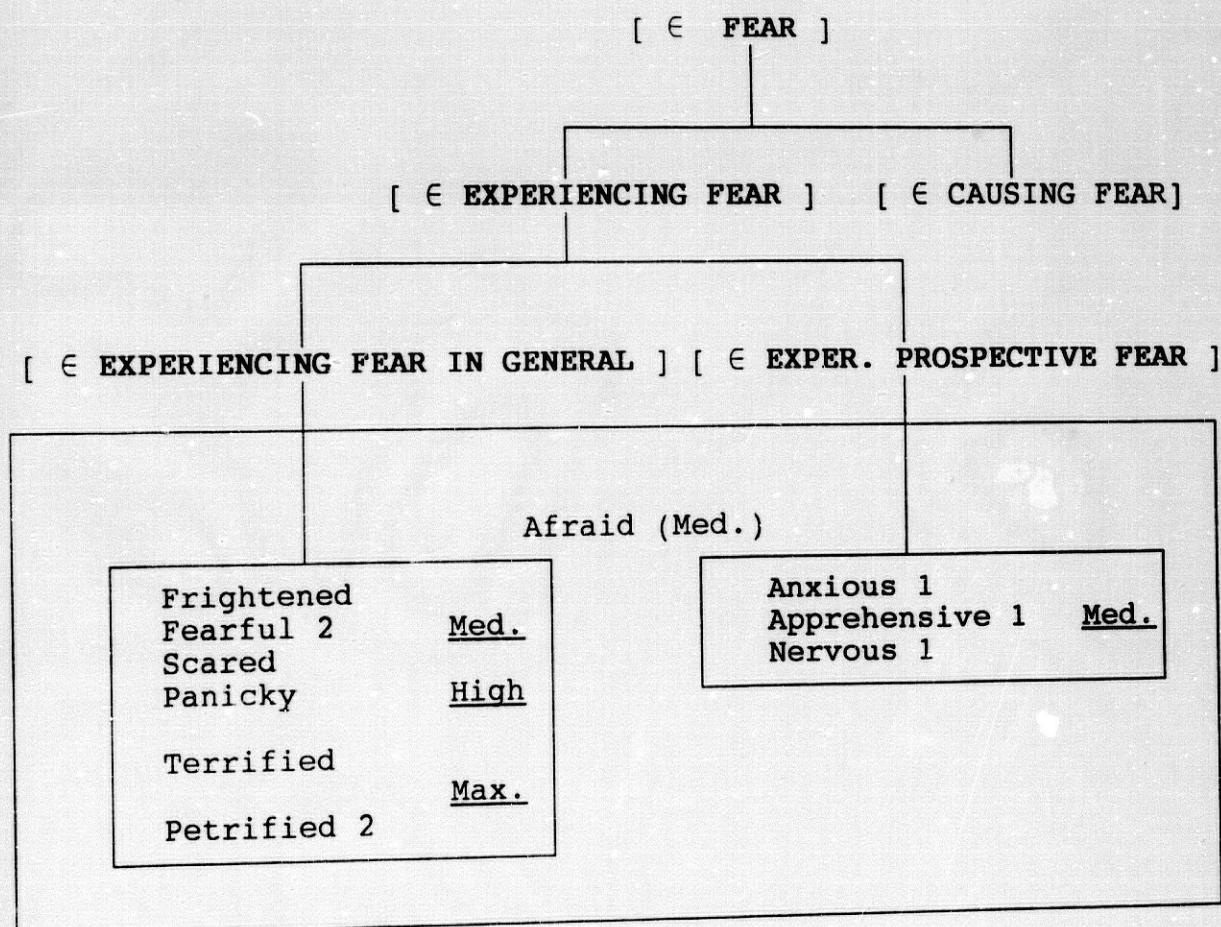
We were nervous about the recent reports of local

violence. (BBIDOE)

He is nervous of thieves in that little shop of his. (COBUILD)

10.2.1.3.- Representación gráfica de la subdimensión.

GRAFICO:



10.2.2.- La subdimensión [∈ CAUSING FEAR].

SUPERDIMENSION [∈ FEELING/EMOTION]

DIMENSION [∈ FEAR]

SUBDIMENSION [∈ CAUSING FEAR]

DEFINIENS DE LA DIMENSION Y SUBDIMENSION:

CAUSE v [(x1: < ... > (x1)) Ergat. Stimulus

(x2: [EXPERIENCE v (x3: <+/- Hum.> (x3))

Experiencer (x4: <Phen: Fear> (x4)) Effected]

(x2)] Iness. State.

ARCHILEXEMA DE LA SUBDIMENSION:

FRIGHTENING (A) PR6 [(x1: < ... > (x1)) Causer

(x2: TO-Inf. Clause <...> (x2)) Source

(x2: THAT-Clause <...> (x2)) Source]

def= CAUSE v [(x1: < ... > (x1)) Ergat. Stim.

(x2: [EXPERIENCE v (x3: <+/- Hum.> (x3))

Experiencer (x4: <Phen: Fear> (x4))

Effected] (x2)] Iness. State.

[(y1: <Degree n: Medium a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 2.

10.2.2.1.- El grupo [∈ CAUSING FEAR IN GENERAL]

GRUPO [∈ CAUSING FEAR IN GENERAL]

ESCALA: NEGATIVE.

DEFINIENS DEL GRUPO: (Igual que el de la dimensión y
subdimensión)

ARCHILEXEMA DEL GRUPO: (Igual que el de la subdimensión)

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium)]

Examples: What a frightening thing to happen!. (LLOCE)
It's frightening to even contemplate such a possibility. (BBIDOE)
It's frightening that a war could break out at any time. (BBIDOE)

ESCALA: NEGATIVE (+ -)

LEXEMA:

SCARY (A) PR6 [(x1: < ... > (x1)) Causer]
 def= FRIGHTENING (A) ...
 [(y1: <Degree n: Low a> (y1)) Manner]
 [INFORMAL] Stratic Register.
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (+ -) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Low) + Stratic Reg. (Informal)]

Examples: 'Is it fun? - 'Not at first. It's scary. (COBUILD)
A scary dark street. (LDOCE)

ESCALA: NEGATIVE (-)

LEXEMA:

CHILLING 2 (A) PR6 [(x1: < ... > (x1)) Causer]

def= FRIGHTENING (A) ...
 [(y1: <Degree n: Medium a> (y1)) Manner]
 [LITERARY] Stratic Register.
 Pos.: Usu. attributive. Freq.: 1.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium) + Stratic Reg. (Literary)]

Examples: Their report on the plans for nuclear war is a chilling document. (COBUILD)

FEARSOME (A) PR6 [(x1: + Sta., +/- Ph. <Usu. physical appearance > (x1)) Causer]
 def= FRIGHTENING (A) ...
 [(y1: <Degree n: Medium a> (y1)) Manner]
 [LITERARY] Stratic Register.
 [HUMOROUS] Phasic Register.
 Pos.: Usu. attributive. Freq.: 1.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium) + Stratic Reg. (Literary) / Phasic Reg.
 (Humorous)]

Examples: The children were a fearsome sight after their mud fight. (LDOCE)
The dog had a fearsome set of teeth. (COBUILD)

GHASTLY 2 (A) PR6 [(x1: + Sta., +/- Ph. <Usu. physical appearance > (x1)) Causer]
 def= FRIGHTENING (A) ...
 [(y1: <Degree n: Medium a> (y1)) Manner
 (y2: NP <Unnatural a or evil a> (y2))
 Reason]
 Pos.: Usu. attributive. Freq.: 1.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree (Medium)]

Examples: The great fangs gleamed a ghastly white. (COBUILD)
They jerked through their ghastly dance, the priest, the hangman, and the convict. (COBUILD)

ESCALA: NEGATIVE (- -)

LEXEMAS:

FEARFUL 3 (A) PR6 [(x1: < ... > (x1)) Causer]
 def= FRIGHTENING (A) ...
 [(y1: <Degree n: Maximum a> (y1)) Manner]
 Pos.: Usu. attributive. Freq.: 2.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-emotive + Degree (Maximum)]

Examples: The book was full of pictures of fearful monsters.
 (LLOCE)

HORRIFIC 1 (A) PR6 [(x1: +/- Sh., + Art., < Usu. films or
 stories > (x1)) Causer]
 def= FRIGHTENING (A) ...
 [(y1: <Degree n: Maximum a> (y1)) Manner
 (y2: <Unpleasantness n> (y2)) Result]
 [EMOTIVE] Phasic Register.
 Pos.: Usu. attributive. Freq.: 2.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Maximum) + Phasic Reg. (Emotive)]

Examples: The film showed the most horrific murder
scenes. (LDOCE)

TERRIFYING (A) PR6 [(x1: < ... > (x1)) Causer
 (x2: TO-Inf. Clause <...> (x2)) Source
 (x2: THAT-Clause <...> (x2)) Source]
 def= FRIGHTENING (A) ...
 [(y1: <Degree n: Maximum a> (y1)) Manner]
 [EMOTIVE] Phasic Register.
 Pos.: Pred./ Attrib. Freq.: 2.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-emotive + Degree

(Maximum) + Phasic Reg. (Emotive)]

Examples: It was a terrifying thing to happen. (LLOCE)

It's terrifying that there are so many drunk drivers on the road. (BBIDOE)

A terrifying ordeal. (LDOCE)

10.2.2.2.- El grupo [∈ CAUSING PROSPECTIVE FEAR]

DIMENSION [∈ FEAR]

SUBDIMENSION [∈ CAUSING FEAR]

GRUPO [∈ CAUSING PROSPECTIVE FEAR]

ESCALA: NEGATIVE (-)

DEFINIENS DEL GRUPO:

CAUSE v [(x1: < ... > (x1)) Ergat. Stimulus

(x2: [EXPERIENCE v (x3: <+/- Hum.> (x3))

Experiencer (x4: <Phen: Fear> (x4)) Effected]

(x2)] Iness. State.

ARCHILEXEMA DEL GRUPO: FRIGHTENING (A) PR6 [(x1: < ... >
(x1)) Causer ...]

LEXEMAS:

OMINOUS 1 (A) PR6 [(x1: < +/- Conc., - Hum. > (x1))
Causer]

def= FRIGHTENING (A) ...

[(y1: <Degree n: Medium a> (y1)) Manner

(y2: <Prospect n: Unpleasant a> (y2))

Causer]

Pos.: Pred./ Attrib. Freq.: 2.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium)]

Examples: The present crisis is far more ominous. (COBUILD)

Ominous black clouds filled the sky. (LLOCE)

SINISTER 1 (A) PR6 [(x1: < +/- Conc., - Hum. > (x1))

Causer]

def= FRIGHTENING (A) ...

[(y1: <Degree n: Medium a> (y1)) Manner

(y2: <Prospect n: Unpleasant a> (y2))

Causer

(y3: <Evil n or harm a> (y3)) Result]

Pos.: Usu. Attributive. Freq.: 2.

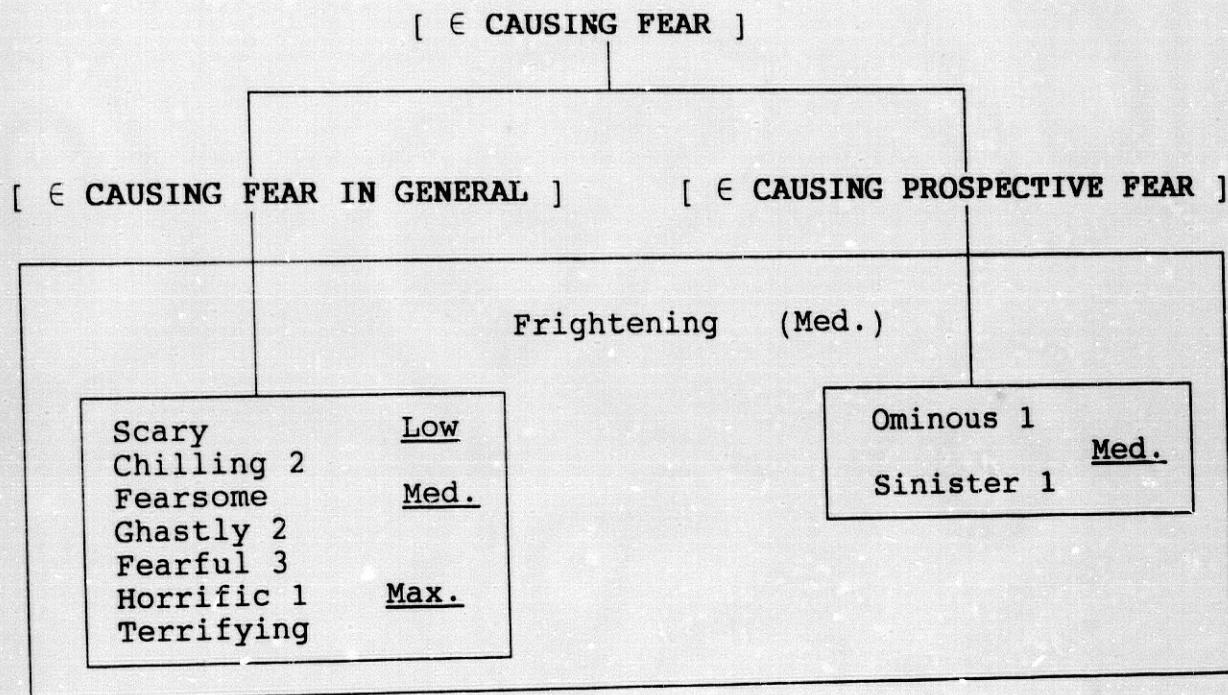
Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium)]

Examples: An evil and sinister place. (COBUILD)

A sinister plot. (LDOCE)

10.2.2.3.- Representación gráfica de la subdimensión.

GRAFICO:



10.3.- LA SUBDIMENSION SENTIR ENFADO.

SUPERDIMENSION [∈ EMOTION/BEHAVIOUR COMBINED]

DIMENSION [∈ ANGER]

DEFINIENS DE LA DIMENSION:

CAUSE v [(x1: < ... > (x1)) Ergat. Stimulus

(x2: [EXPERIENCE v (x3: <+/- Hum.> (x3))

Experiencer (x4: < hen: Anger> (x4)) Effected]

(x2)] Iness. State.

SUBDIMENSION [∈ EXPERIENCING ANGER]

DEFINIENS DE LA SUBDIMENSION:

EXPERIENCE v [(x1: <+/- Hum.> (x1)) Experiencer

(x2: + Sta., - Ph. <Anger> (x2)) Phenomenon

(x2)] Inessive State.

ARCHILEXEMA DE LA SUBDIMENSION:

ANGRY 1 (A) PR2 [(x1: <+ Hum., + An.> (x1)) Experiencer

(x2: pp (about) < ... > (x2)) Causer.

(x2: pp (at) < ... > (x2)) Causer

(x2: pp (with) < ... > (x2)) Causer

(x2: TO-Inf. Clause <...> (x2)) Source

(x2: THAT-Clause <...> (x2)) Source]

def= EXPERIENCE v [(x1: <+/- Hum.> (x1)) Exp.

(x2: + Sta., - Ph. <Anger> (x2))

Phenomenon (x2)] Iness. State.

[(y1: <Degree n: Medium a> (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 3.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
(Medium)]

Examples: Angry demonstrators jeered at the president.

(LDOCE)

She'll be angry if you go there. (LLOCCE)

Are you angry with me?. (COBUILD)

I was angry at the delay. (LDOCE)

Pegler often got angry about many foolish things.

(COBUILD)

I was angry to learn of his refusal to help.

(BB1DOE)

We were angry that our request had been rejected.

(BBIDOE)

10.3.1.- Grupo [€ EXPERIENCING ANGER IN GENERAL].

GRUPO [E EXPERIENCING ANGER IN GENERAL]

ESCALA: NEGATIVE

DEFINICIÓN DEL GRUPO: (El mismo que el de la subdimensión).

ESQUELETO DEL GRUPO: (El mismo que el de la subdimensión).

ESCALA: NEGATIVE (-)

LEXEMA:

CROSS (A) PR2 [(x1: <+ Hum., + An.> (x1)) Experiencer
(x2: pp (at) <+/- Conc., - Hum.> (x2)) Causer

(x2: pp (with) <+ Hum.> (x2)) Causer]
 def= ANGRY 1 (A) ...
 [(y1: <Degree n: Medium a> (y1)) Manner]
 Pos.: Usu. Predicative. Freq.: 2.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium)]

Examples: She is feeling very cross because you didn't come.
 (LLOCE)
It's no good getting cross with her. (COBUILD)
He is cross at everything.

ESCALA: NEGATIVE (- -)

LEXEMAS:

ENRAGED (A) PR2 [(x1: <+ Hum., + An.> (x1)) Experiencer
 (x2: pp (over) < ... > (x2)) Causer.
 (x2: pp (at) < ... > (x2)) Causer
 (x2: pp (by) < ... > (x2)) Causer
 (x2: TO-Inf. Clause <...> (x2)) Source
 (x2: THAT-Clause <...> (x2)) Source]
 def= ANGRY 1 (A) ...
 [(y1: <Degree n: Maximum a> (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-emotive + Degree

(Maximum)]

Examples: He looked enraged when he heard the news. (LLOCE)
He raced back towards the forest with the enraged dogs at his heels. (COBUILD)
She got enraged by these remarks. (COBUILD)
She was enraged at hearing the news.
She was enraged over the results of the exam.
She was enraged to learn that her friends had left without her. (BBIDOE)

FURIOUS 1 (A) PR2/PR7 [(x1: + Hum., + An. <Usu. behav. or actions> (x1)) Experiencer/Agent
(x2: pp (about) <+/-Conc., + Hum.> (x2)) Caus.
(x2: pp (at) < ... > (x2)) Causer
(x2: pp (over) <+/- Conc., - Hum.> (x2)) Caus.
(x2: pp (with) <+ Hum.> (x2)) Causer
(x2: TO-Inf. Clause <...> (x2)) Source
(x2: THAT-Clause <...> (x2)) Source]
def= ANGRY 1 (A) ...
[(y1: <Degree n: Maximum a> (y1)) Manner
(y2: <Uncontrollably a> (y2)) Manner]
Pos.: Pred./Attrib. Freq.: 3.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-emotive + Degree
(Maximum)]

Examples: He has a furious temper. (LLOCE)
He'll be furious with us if we're late. (LDOCE)
I was furious at being kept waiting. (LDOCE)
He is furious over the results.
We were furious about the replies.
He was furious to learn that his pay check had been lost. (BBIDOE)
She was furious that the information had been leaked. (BBIDOE)

INCENSED (A) PR2 [(x1: <+ Hum., + An.> (x1)) Experiencer
(x2: pp (about) <+/-Conc., + Hum.> (x2)) Caus.
(x2: pp (at) < ... > (x2)) Causer
(x2: pp (over) <+/- Conc., - Hum.> (x2)) Caus.
(x2: TO-Inf. Clause <...> (x2)) Source]
def= ANGRY 1 (A) ...
[(y1: <Degree n: Maximum a> (y1)) Manner]
[FORMAL] Stratic Register.
Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (--) [Unpleasant 1 ∈ Senso-emotive + Degree
(Maximum, + Stratic Reg. (Formal))]

Examples: Several incensed readers telephoned the newspaper editor about the front-page edition. (LLOCE)
We are incensed by/at their bad behaviour. (LDOCE)

People are usually incensed over/about price increases.

She was incensed to learn of the accusation.

(BBIDOE)

INFURIATED (A) PR2 [(x1: <+ Hum., + An.> (x1)) Experiencer
 (x2: pp (about) <+/-Conc., + Hum.> (x2)) Caus.
 (x2: pp (at) < ... > (x2)) Causer
 (x2: pp (over) <+/- Conc., - Hum.> (x2)) Caus.
 (x2: pp (with) <+ Hum.> (x2)) Causer
 (x2: TO-Inf. Clause <...> (x2)) Source]
def= ANGRY 1 (A) ...
 [(y1: <Degree n: Maximum a> (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Maximum)]

Examples: A small group of infuriated little boys. (COBUILD)

He looked really infuriated when he saw how much the work cost. (LLOCE)

She was infuriated at/with him.

They were infuriated over/about the bad results.

He was infuriated to find his seat occupied.

(BBIDOE)

LIVID 1 (A) PR2 [(x1: <+ Hum.> (x1)) Experiencer
 (x2: pp (with) <rage, anger> (x2)) Causer]
 def= ANGRY 1 (A) ...
 [(y1: <Degree n: Maximum a> (y1)) Manner]
 [INFORMAL] Stratic Register.
 Pos.: Predicative. Freq.: 1.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Maximum) + Stratic Reg. (Informal)]

Examples: I said, 'I`ll have a beer`. He said, 'No, you
won`t`. I was absolutely livid. (COBUILD)
He was livid with anger. (LLOCE)

MAD 2 (A) PR2 [(x1: <+ Hum., + An.> (x1)) Experiencer
 (x2: pp (at) < ... > (x2)) Causer
 (x2: pp (with) <+ Hum.> (x2)) Causer]
 def= ANGRY 1 (A) ...
 [(y1: <Degree n: Maximum a> (y1)) Manner]
 [INFORMAL] Stratic Register.
 [AMERICAN] Topical Register.
 Pos.: Predicative. Freq.: 1.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Maximum) + Stratic Reg. (Informal)]

Examples: Don't be mad at me, please; I won't do it again.

(LLOCE)

He was mad with her because she took the money.

(LLOCE)

SEETHING 1 (A) PR2 [(x1: <+ Hum.> (x1)) Experiencer
 (x2: pp (with) <rage, anger> (x2)) Causer]
 def= ANGRY 1 (A) ...
 [(y1: <Degree n: Maximum a> (y1)) Manner
 (y2: <Inexpressively a> (y2)) Manner]
 Pos.: Predicative. Freq.: 2.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Maximum)]

Examples: I was absolutely seething, I can tell you. (LDOCE)

By now David was seething with rage.

WILD 2 (A) PR2 [(x1: <+ Hum., + An.> (x1)) Experiencer
 (x2: pp (at) < ... > (x2)) Causer]
 def= ANGRY 1 (A) ...
 [(y1: <Degree n: Maximum a> (y1)) Manner]
 [INFORMAL] Stratic Register.
 Pos.: Predicative. Freq.: 1.

Ev = Negative (- -) [Unpleasant 1 ∈ Senso-emotive + Degree

(Maximum) + Stratic Reg. (Informal)]

Examples: She'll be wild at you if you don't get home before midnight. (LLOCE)

10.3.2.- Grupo [∈ EXPERIENCING JUSTIFIED ANGER].

DIMENSION [∈ ANGER]

SUBDIMENSION [∈ EXPERIENCING ANGER]

GRUPO [∈ EXPERIENCING JUSTIFIED ANGER]

ESCALA: NEGATIVE (En este grupo la escala es negativa según el canon senso-emotivo, pero podría ser positiva en algunos casos, tales como INDIGNANT, o incluso IRATE, si tenemos en cuenta el canon ético aristotélico: la justa indignación como virtud).

DEFINIENS DE LA SUBDIMENSION Y DEL GRUPO:

EXPERIENCE v [(x1: <+/- Hum.> (x1)) Experiencer

(x2: + Sta., - Ph. <Anger> (x2)) Phenomenon

(x2)] Inessive State.

ARCHILEXEMA DE LA SUBDIMENSIOM Y DEL GRUPO:

ANGRY 1 (A) PR2 [(x1: <+ Hum., + An.> (x1)) Exp. (...)]

ESCALA: NEGATIVE (-)

LEXEMAS:

HUFFY (A) PR2 [(x1: <+ Hum.> (x1)) Experiencer]

def= ANGRY 1 (A) ...

[(y1: <Degree n: High a> (y1)) Manner

(y2: <Offence n> (y2)) Causer]
 [INFORMAL] Stratic Register.
 [EMOTIVE] Phasic Register.
 Pos.: Usu. Predicative. Freq.: 1.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (High) + Stratic Reg. (Informal) / Phasic Reg.
 (Emotive)]

Examples: Oh, don't be so huffy!. (LLOCE)
He became huffy and said he'd scrap the whole idea. (COBUILD)

INDIGNANT (A) PR2 [(x1: <+ Hum.> (x1)) Experiencer
 (x2: pp (about) <+/-Conc., + Hum.> (x2)) Caus.
 (x2: pp (over) <+/- Conc., - Hum.> (x2)) Caus.
 (x2: pp (at) < ... > (x2)) Causer]
def= ANGRY 1 (A) ...
 [(y1: <Degree n: High a> (y1)) Manner
 (y2: <Surprised a> (y2)) Result
 (y3: <Action n: Unjust a> (y3)) Causer]
 Pos.: Pred./Attrib. Freq.: 3.

Ev = Negative (-)/Positive (+) [Unpleasant 1/Good 3 ∈
 Senso-emotive/Ethical + Degree (High)]

Examples: She looked like an indignant child. (COBUILD)

The more she talked, the more indignant she became. (COBUILD)

Many taxpayers are indignant at what they regard as illegal use of public funds. (COBUILD)

The man was indignant over/about the accusation.

SORE 2 (A) PR2 [(x1: <+ Hum.> (x1)) Experiencer
 (x2: pp (about) <+/-Conc., + Hum.> (x2)) Caus.
 (x2: pp (at) < ... > (x2)) Causer
 (x2: pp (over) <+/- Conc., - Hum.> (x2)) Caus.]
 def= ANGRY 1 (A) ...
 [(y1: <Degree n: High a> (y1)) Manner
 (y2: <Upset a> (y2)) Result
 (y3: <Action n: Unjust a> (y3)) Causer]
 [INFORMAL] Stratic Register.
 [AMERICAN] Topical Register.
 Pos.: Predicative. Freq.: 2.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (High) + Stratic Reg. (Informal)]

Examples: Don't get sore; I didn't mean it!. (LDOCE)

I tried to persuade her not to be sore about it.

(COBUILD)

Why is she sore at me?. (BBIDOE)

...sore over smb.'s remark. (BBIDOE)

ESCALA: NEGATIVE (- -)

LEXEMA:

IRATE (A) PR2 [(x1: <+ Hum.> (x1)) Experiencer
 (x2: pp (about) <+/-Conc.,+ Hum.> (x2)) Caus.]
 def= ANGRY 1 (A) ...
 [(y1: <Degree n: Maximum a> (y1)) Manner
 (y2: <Action n: Unjust a> (y2)) Causer]
 [FORMAL] Stratic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Fv = Negative (- -) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Maximum) + Stratic Reg. (Formal)]

Examples: We were chased out of the field by an irate
farmer. (LLOCE)

The Bishop now looked distinctly irate. (COBUILD)
Taxpayers are irate about the tax increase.

10.3.3.- Grupo [∈ EXPERIENCING PROVOKED ANGER].

DIMENSION [∈ ANGER]

SUBDIMENSION [∈ EXPERIENCING ANGER]

GRUPO [∈ EXPERIENCING PROVOKED ANGER]

ESCALA: NEGATIVE

DEFINIENS DE LA SUBDIMENSION Y DEL GRUPO:

EXPERIENCE v [(x1: <+/- Hum.> (x1)) Experiencer
 (x2: + Sta., - Ph. <Anger> (x2)) Phenomenon
 (x2)] Inessive State.

ARCHILEXEMA DE LA SUBDIMENSIOM:

ANGRY 1 (A) PR2 [(x1: <+ Hum., + An.> (x1)) Exp. (...)

ARCHILEXEMA DEL GRUPO:

ANNOYED (A) PR2 [(x1: <+ Hum.> (x1)) Experiencer
 (x2: pp (about) <+/-Conc.,+ Hum.> (x2)) Caus.
 (x2: pp (at) < ... > (x2)) Causer
 (x2: pp (with) <+ Hum.> (x2)) Causer
 (x2: TO-Inf. Clause <...> (x2)) Source
 (x2: THAT-Clause <...> (x2)) Source]

def= ANGRY 1 (A) ...

[(y1: <Degree n: Medium a> (y1)) Manner
 (y2: <Provocation n: Continual a> (y2)) Reas.]
 Pos.: Usu. Predicative. Freq.: 3.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium)]

Examples: She had an annoyed look on her face. (LLOCE)
She shook her head, annoyed with herself for
forgetting his name. (COBUILD)
We were annoyed at losing the order. (BBIDOE)
I am annoyed about her insistence.

He was annoyed to find his door unlocked. (BBIDOE)

She was annoyed that the door was still closed.
(BBIDOE)

ESCALA: NEGATIVE (-)

LEXEMAS:

IRRITATED (A) PR2 [(x1: <+ Hum.> (x1)) Experiencer
 (x2: pp (at) < ... > (x2)) Causer
 (x2: pp (with) <+ Hum.> (x2)) Causer
 (x2: TO-Inf. Clause <...> (x2)) Source]
 def= ANNOYED (A) ...
 [(y1: <Degree n: Medium a> (y1)) Manner
 (y2: <Provocation n: Continual a> (y2)) Caus]
 Pos.: Pred./Attrib. Freq.: 3.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium)]

Examples: He made an irritated gesture. (COBUILD)

She got a bit irritated. (COBUILD)

... irritated at being awakened so early. (BBIDOE)

He was irritated to see her dancing with someone else. (BBIDOE)

PEEVED (A) PR2 [(x1: <+ Hum.> (x1)) Experiencer
 (x2: pp (at) < ... > (x2)) Causer

(x2: pp (with) <+ Hum.> (x2)) Causer]
 def= ANNOYED (A) ...
 [(y1: <Degree n: Medium a> (y1)) Manner
 (y2: <Provocation n: Continual a> (y2))
 Causer]
 [INFORMAL] Stratic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium) + Stratic Reg. (Informal)]

Examples: He sounded very peeved in his letter. (COBUILD)
A peeved look.
She's peeved at/with him because he didn't help her. (LLOCE)

VEXED (A) PR2 [(x1: <+ Hum.> (x1)) Experiencer
 (x2: pp (about) <+/-Conc., + Hum.> (x2)) Caus.
 (x2: pp (at) < ... > (x2)) Causer
 (x2: pp (with) <+ Hum.> (x2)) Causer
 (x2: TO-Inf. Clause <...> (x2)) Source]
 def= ANNOYED (A) ...
 [(y1: <Degree n: Medium a> (y1)) Manner
 (y2: <Provocation n: Continual a> (y2)) Causer]
 [FORMAL] Stratic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Unpleasant 1 ∈ Senso-emotive + Degree
 (Medium) + Static Reg. (Formal)]

Examples: A vexed frown. (COBUILD)

We knew she was really a bit vexed. (COBUILD)

We were vexed at the mix-up. (BBIDOE)

She is vexed with him/about it.

They were vexed to learn of the delay. (BBIDOE)

10.3.4.- Grupo [∈ MANIFESTING ANGER EASILY].

DIMENSION [∈ ANGER]

SUBDIMENSION [∈ EXPERIENCING ANGER]

GRUPO [∈ MANIFESTING ANGER EASILY]

ESCALA: NEGATIVE (La negatividad en este grupo no está afectada por el canon senso-emotivo, pues se hace referencia a una tendencia caracterológica y no a una sensación directa; estando regida, en cambio, por la norma social o ética, si consideramos la irascibilidad como categoría antitética de la mansedumbre, de acuerdo con la tradición ética aristotélica).

DEFINIENS DE LA SUBDIMENSION:

EXPERIENCE v [(x1: <+/- Hum.> (x1)) Experiencer
 (x2: + Sta., - Ph. <Anger> (x2)) Phenomenon
 (x2)] Inessive State.

DEFINIENS DEL GRUPO:

MANIFEST v [(x1: <+/- Hum.> (x1)) Experiencer

(x2: + Sta., - Ph. <Anger> (x2)) Phenomenon
 (x2)] Inessive State.

ARCHILEXEMA DE LA SUBDIMENSIOM Y DEL GRUPO:

ANGRY 1 (A) PR2 [(x1: <+ Hum., + An.> (x1)) Exp. (...)

ESCALA: NEGATIVE (-)

LEXEMAS:

CHOLERIC 1 (A) PR2 [(x1: + Hum. <Usu. in character> (x1)) Experiencer]

def= ANGRY 1 (A) ...

[(y1: <Degree n: High a> (y1)) Manner

(y2: <Easily a> (y2)) Manner]

[FORMAL] Stratic Register.

[LITERARY] Stratic Register.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
 (High) + Stratic Reg. (Formal/Literary)]

Examples: Being so different in their tempers, one choleric and sanguine, the other phlegmatic and melancholic. (OED)
Choleric temper.

**EDGY (A) PR2 [(x1: <+ Hum.> (x1)) Experiencer
 (x2: pp (about) <+/-Conc., + Hum.> (x2)) Caus.]**

def= ANGRY 1 (A) ...

[(y1: <Degree n: High a> (y1)) Manner
 (Y2: <Easily a> (y2)) Manner
 (y3: <Nervousness n> (y3)) Causer]
 [INFORMAL] Stratic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
 (High) + Stratic Reg. (Informal)]

Examples: She's been a bit edgy lately, waiting for the exam results. (LDOCE)
He is an edgy man.
She is edgy about it.

FRACTIOUS (A) PR2 [(x1: + Hum. <Esp. children or an old
 and sick person> (x1)) Experiencer
 (x2: pp (with) <+ Hum.> (x2)) Caus.]
 def= ANGRY 1 (A) ...
 [(y1: <Degree n: High a> (y1)) Manner
 (Y2: <Easily a> (y2)) Manner
 (y3: <Reasons n: Unimportant a> (y3)) Source
 (y4: <Tiredness n> (y4)) Causer]
 [FORMAL] Stratic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Bad 2 ∈ Social + Degree (High) +

Stratic Reg. (Formal)]

Examples: In a fractious mood. (COBUILD)

They were fractious and irascible. (COBUILD)

She was fractious with other children. (COBUILD)

IRASCIBLE (A) PR2 [(x1: + Hum. <Usu. in charac. or behav.> (x1)) Experiencer]

def= ANGRY 1 (A) ...

[(y1: <Degree n: High a> (y1)) Manner

(y2: <Easily a> (y2)) Manner]

[FORMAL] Stratic Register.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree (High) + Stratic Reg. (Formal)]

Examples: Irascible outbursts/An irascible, difficult man.

(COBUILD)

They were fractious and irascible. (COBUILD)

IRRITABLE (A) PR2 [(x1: + Hum. <Usu. in character> (x1)) Experiencer]

def= ANGRY 1 (A) ...

[(y1: <Degree n: High a> (y1)) Manner

(y2: <Easily a> (y2)) Manner

(y3: <Reasons n: Unimportant a> (y3)) Sour.]

Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(High)]

Examples: The cold was making Posy irritable. (COBUILD)

One cannot help having an irritable brain. (OED)

.PEEVISH (A) PR2 [(x1: + Hum. <Usu. in character or
behaviour> (x1)) Experiencer]
def= ANGRY 1 (A) ...
[(y1: <Degree n: High a> (y1)) Manner
(y2: <Easily a> (y2)) Manner
(y3: <Reasons n: Unimportant a> (y3)) Caus.]
[INFORMAL] Stratic Register.
Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(High) + Stratic Reg. (Informal)]

Examples: A peevish child. (COBUILD)

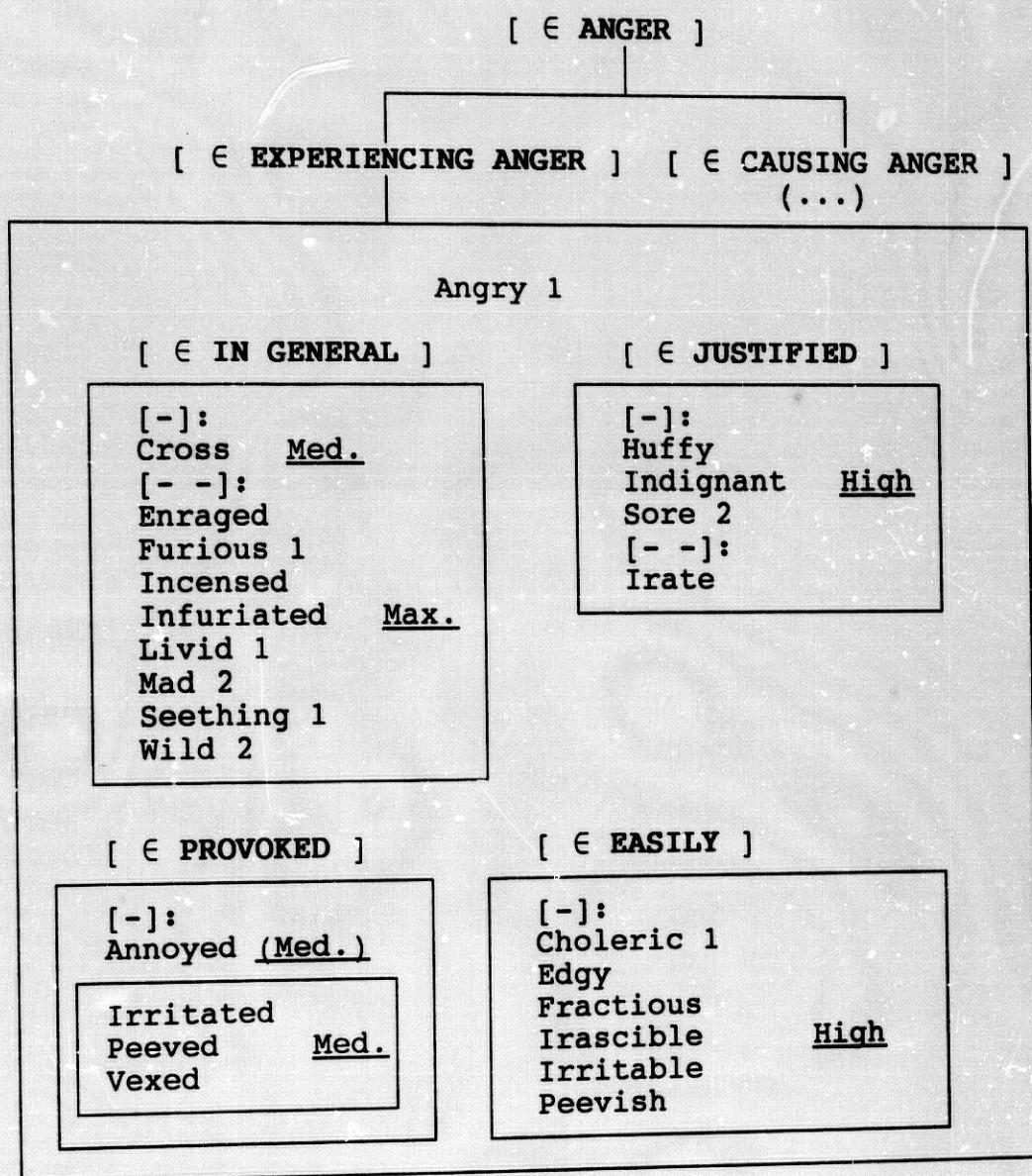
Oh, don't be so peevish; I was only joking!.

(LLOCE)

Don't be peevish about those stupid things!.

10.3.5.- Representación gráfica de la subdimensión.

GRAFICO DE LA SUBDIMENSION:



10.4. LA DIMENSION DEL DESEO.

SUPERDIMENSION [∈ EMOTION/BEHAVIOUR COMBINED]

DIMENSION [∈ DESIRE]

DEFINIENS DE LA DIMENSION:

CAUSE v [(x1: < ... > (x1)) Ergat. Stimulus

(x2: [FEEL v (x3: <+/- Hum.> (x3))

Experiencer (x4: <Phen: Desire> (x4)) Effected]

(x2)] Iness. State.

ARCHILEXEMA DE TODA LA DIMENSION:

EAGER 1 (A) PR2 [(x1: <+/- Hum., + An.> (x1)) Exp.

(x2: pp (for) < ... > (x2)) Goal

(x2: TO-Inf. Clause <...> (x2)) Goal

(x2: THAT-Clause <...> (x2)) Goal]

def= FEEL v [(x1: <+/- Hum.> (x1)) Exp.

(x2: <Desire> (x2)) Phenomenon (x2)] Iness. St.

[(y1: <Degree n: Medium a> (y2)) Manner

(y2: <Reason n: Interest n> (y2)) Reason

(y3: <Impatiently a> (y3)) Manner]

Pos.: Pred./Attributive Freq.: 3.

Ev = Positive/Negative (+)/(-) [Pleasant 1/Unpleasant 1

∈ Senso-emotive + Degree (Medium)]

Examples: She listened to the story with eager attention.

(LDOCE)

She is eager to help. (BBIDOE)

The company is eager that all the workers should come on time. (LLOCE)

She is eager for success. (BBIDOE)

10.4.1.- La subdimensión [∈ FEELING DESIRE].

SUBDIMENSION [∈ FEELING DESIRE]

DEFINIENS DE LA SUBDIMENSION:

FEEL v [(x1: <+/- Hum.> (x1)) Experiencer
 (x2: <Desire> (x2)) Phenomenon (x2)] Inessive
 State.

ESCALA: POSITIVE/NEGATIVE (Según el contexto o intención del hablante).

10.4.1.1.- Grupo [∈ FEELING DESIRE IN GENERAL].

GRUPO [∈ FEELING DESIRE IN GENERAL]

ESCALA: POSITIVE/NEGATIVE (+)/(-) (Según el contexto o intención del hablante).

LEXEMAS:

ANXIOUS 2 (A) PR2 [(x1: <+/- Human> (x1)) Experiencer
 (x2: pp (for) < ... > (x2)) Goal
 (x2: TO-Inf. Clause <...> (x2)) Goal
 (x2: THAT-Clause <...> (x2)) Goal]

def= EAGER 1 (A) ...

[(y1: <Degree n: Medium a> (y1)) Manner]

Pos.: Predicative. Freq.: 3.

Ev = Positive/Negative (+)/(-) [Pleasant 1/Unpleasant 1
 \in Senso-emotive + Degree (Medium)]

Examples: She is anxious to get abroad. (COBUILD)

He was very anxious that we should meet. (BBIDOE)

Civil servants anxious for promotion. (COBUILD)

DESIROUS (A) PR2 [(x1: <+/- Human> (x1)) Experiencer
 $(x2: pp \text{ (of)} < \dots > (x2)) Object.$
 $(x2: \text{THAT-Clause} <\dots> (x2)) Goal]$

def= EAGER 1 (A) ...

[(y1: <Degree n: Medium a> (y1)) Manner]

[FORMAL] Stratic Register.

[OBSOLETE] Stratic Register.

[POMPOUS] Phasic Register.

Pos.: Predicative. Freq.: 1.

Ev = Positive/Negative (+)/(-) [Pleasant 1/Unpleasant 1
 \in Senso-emotive + Degree (High) + Stratic Reg.
 $(\text{Formal/Literary}) / \text{Phasic Reg. (Pompous)}$]

Examples: The president is strongly desirous that you should

attend the meeting. (LLOCE)

Is Miss Paget desirous of travelling to London?.
(COBUILD)

HUNGRY 2 (A) PR2 [(x1: <+/- Human> (x1)) Experiencer
 (x2: pp (for) < ... > (x2)) Goal]
 def= EAGER 1 (A) ...
 [(y1: <Degree n: Medium a> (y1)) Manner]
 [FORMAL] Stratic Register.
 [LITERARY] Stratic Register.
 Pos.: Predicative. Freq.: 1.

Ev = Positive/Negative (+)/(-) [Pleasant 1/Unpleasant 1
 ∈ Senso-emotive + Degree (Medium) + Stratic Reg.
 (Formal/Literary)]

Examples: They were hungry for news. (COBUILD)
We're hungry for news of our brother. (LDOCE)

KEEN 2 (A) PR2 [(x1: <+ Human> (x1)) Experiencer
 (x2: TO-Inf. Clause <...> (x2)) Goal]
 def= EAGER 1 (A) ...
 [(y1: <Degree n: Medium a> (y1)) Manner]
 Pos.: Predicative. Freq.: 3.

Ev = Positive/Negative (+)/(-) [Pleasant 1/Unpleasant 1

\in Senso-emotive + Degree (Medium)]

Examples: She is keen to pass the examination. (BBIDOE)
She is very keen to go. (LDOCE)

ESCALA: POSITIVE/NEGATIVE (+ +)/(- -)

LEXEMA:

AVID 1 (A) PR2 [(x1: <+/- Hum.> (x1)) Experiencer

(x2: pp (for) < ... > (x2)) Goal]

def= EAGER 1 (A) ...

[(y1: <Degree n: High a> (y1)) Manner]

[FORMAL] Stratic Register.

[LITERARV] Stratic Register.

Pos.: Predicative. Freq.: 1.

Ev = Positive/Negative (+)/(-) [Pleasant 1/Unpleasant 1

\in Senso-emotive + Degree (High) + Stratic Reg.

(Formal/Literary)]

Examples: He is avid for praise. (LLOCE)

Avid for success. (LDOCE)

ESCALA: NEGATIVE (-)

LEXEMA:

GREEDY (A) PR2/PR7 [(x1: +/- Hum. <Usu. in behaviour>

(x1)) Experiencer/Agent

(x2: pp (for) - Liv. <Usu. money, food, or power> (x2)) Goal
 (x2: TO-Inf. Clause <...> (x2)) Goal]
 def= EAGER 1 (A) ...
 [(y1: <Degree n: High a> (y1)) Manner]
 [EMOTIVE] Phasic Register
 Pos.: Pred./Attributive Freq.: 2.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Phasic Reg. (Emotive)]

Examples: You greedy pig!. (LDOCE)
Don't be greedy. (COBUILD)
It was greedy of them to eat up all the candy.
 (BBIDOE)
Greedy for fame. (LDOCE)

10.4.1.2.- Grupo [∈ FEELING DESIRE FOR FOOD].

DIMENSION [∈ DESIRE]
 SUBDIMENSION [∈ FEELING DESIRE]
 GRUPO [∈ FEELING DESIRE FOR FOOD]
 ESCALA: NEGATIVE
 DEFINIENS DE LA SUBDIMENSION:
 FEEL v [(x1: <+/- Hum.> (x1)) Experiencer
 (x2: <Desire> (x2)) Phenomenon (x2)] Inessive

State.

ARCHILEXEMA DE LA SUBDIMENSION:

EAGER 1 (A) PR2 [(x1: <+/- Hum., + An.> (x1)) Exp. ...

ARCHILEXEMA DEL GRUPO:

GREEDY (A) PR2/PR7 [(x1: +/- Hum. <Usu. in behaviour>
(x1)) Experiencer/Agent ...

ESCALA: NEGATIVE (-)

LEXEMA:

GLUTTONOUS (A) PR2/PR7 [(x1: + Hum. <Usu.in behaviour>
(x1)) Experiencer/Agent]

def= GREEDY

[(y1: <Degree n: High a> (y1)) Manner
(y2: <Food n> (y2)) Goal]

[EMOTIVE] Phasic Register

Pos.: Pred./Attributive. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
Phasic Reg. (Emotive)]

Examples: Over-fed women and their gluttonous husbands.

(COBUILD)

Though a Norman was not gluttonous, he was
epicurean. (OED)

ESCALA: NEGATIVE (- -)

LEXEMA:

VORACIOUS (A) PR2/PR7 [(x1: +/- Hum., + An. <Usu.
appetite> (x1)) Experiencer/Agent]
def= GREEDY
[(y1: <Degree n: Maximum a> (y1)) Manner
(y2: <Food n: Usually a> (y2)) Goal
(y3: <Limitless a> (y3)) Manner]
[LITERARY] Phasic Register
Pos.: Usu. Attributive. Freq.: 1.

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical +
Degree (Maximum) + Stratic Reg. (Literary)]

Examples: The Duke's voracious capacity for food was
abnormal. (COBUILD)
A voracious appetite. (LDOCE)

10.4.1.3.- Grupo [∈ FEELING DESIRE FOR POSSESSION].

DIMENSION [∈ DESIRE]
SUBDIMENSION [∈ FEELING DESIRE]
GRUPO [∈ FEELING DESIRE FOR POSSESSION]

Algunos lexemas de este grupo podrían situarse en
campos léxicos pertenecientes a la subdivisión [SIGNIFICANCE],
pero siempre en función del contexto de uso.

10.4.1.3.1.- Subgrupo [∈ FEELING DESIRE FOR MATERIAL POSSESSION].

SUBGRUPO [∈ FEELING DESIRE FOR MATERIAL POSSESSION]

ESCALA: NEGATIVE

DEFINIENS DE LA SUBDIMENSION:

FEEL v [(x1: <+/- Hum.> (x1)) Experiencer
 (x2: <Desire> (x2)) Phenomenon (x2)] Inessive
 State.

ARCHILEXEMA DE LA SUBDIMENSION:

EAGER 1 (A) PR2 [(x1: <+/- Hum., + An.> (x1)) Exp. ...

ARCHILEXEMA DEL GRUPO Y DEL SUBGRUPO:

GREEDY (A) PR2/PR7 [(x1: +/- Hum. <Usu. in behaviour>
 (x1)) Experiencer/Agent ...

ESCALA: NEGATIVE (-)

LEXEMAS:

GRASPING (A) PR2/PR7 [(x1: + Hum. <Usu.in behaviour>
 (x1)) Experiencer/Agent]

def= GREEDY

[(y1: <Degree n: High a> (y1)) Manner

(y2: <Money n: Usually a> (y2)) Goal

(y3: <Methods n: Dishonest a> (y3)) Manner]

[EMOTIVE] Phasic Register

Pos.: Usu. Attributive. Freq.: 2.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +

Phasic Reg. (Emotive)]

Examples: A grasping woman. (COBUILD)

Don't let those grasping taxi drivers overcharge you. (LDOCE)

AMBITIOUS 1 (A) PR2/PR7 [(x1: + Hum. <Usu.in behaviour>

(x1)) Experiencer/Agent]

(x2: TO-Inf. Clause <...> (x2)) Goal]

def= GREEDY

[(y1: <Degree n: High a> (y1)) Manner

(y2: <Wealth, power, or success n: Usually

a> (y2)) Goal]

[EMOTIVE] Phasic Register

Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +

Phasic Reg. (Emotive)]

Example: An ambitious woman. (LDOCE)

She is ambitious to succeed. (BBIDOE)

ESCALA: NEGATIVE (- -)

LEXEMAS:

AVARICIOUS (A) PR2/PR7 [(x1: + Hum. <Usu.in behaviour>

def= GREEDY

[(y1: <Degree n: Maximum a> (y1)) Manner
 (y2: <Money or possessions n: Usually a>
 (y2)) Goal]

[EMOTIVE] Phasic Register

Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (- -) [Bad 3 ∈ Ethical + Degree (Maximum)
 + Phasic Reg. (Emotive)]

Examples: Those people are avaricious and will do anything for money. (COBUILD)

He es a very avaricious man; he takes but seldom gives. (LLOCE)

RAPACIOUS (A) PR2/PR7 [(x1: + Hum. <Usu.in behaviour>
 (x1)) Experiencer/Agent]

def= GREEDY

[(y1: <Degree n: Maximum a> (y1)) Manner
 (y2: <Money or possessions n: Usually a>
 (y2)) Goal]

[FORMAL] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Usu. Attributive. Freq.: 1.

Ev = Negative (- -) [Bad 3 ∈ Ethical + Degree (Maximum)

+ Stratic Reg. (Formal) / Phasic Reg. (Emotive)]

Examples: Rapacious businessmen. (COBUILD)

To keep rapacious Rome, from seizing Thrace. (OED)

10.4.1.3.2.- Subgrupo [∈ FEELING DESIRE FOR SOMEONE ELSE`S POSSESSION].

DIMENSION [∈ DESIRE]

SUBDIMENSION [∈ FEELING DESIRE]

GRUPO [∈ FEELING DESIRE FOR POSSESSION]

SUBGRUPO [∈ FEELING DESIRE FOR SOMEONE ELSE`S POSSESSIONS]

ESCALA: NEGATIVE

DEFINIENS DE LA SUBDIMENSION:

FEEL v [(x1: <+/- Hum.> (x1)) Experiencer

(x2: <Desire> (x2)) Phenomenon (x2)] Inessive
State.

ARCHILEXEMA DE LA SUBDIMENSION:

EAGER 1 (A) PR2 [(x1: <+/- Hum., + An.> (x1)) E..P. ...

ARCHILEXEMA DEL GRUPO Y DEL SUBGRUPO:

GREEDY (A) PR2/PR7 [(x1: +/- Hum. <Usu. in behaviour>
(x1)) Experiencer/Agent ...

ESCALA: NEGATIVE (-)

LEXEMAS:

COVETOUS (A) PR2/PR7 [(x1: + Hum. <Usu.in behaviour>
(x1)) Experiencer/Agent

```

(x2: pp (of) < ... > (x2)) Object ]
def= GREEDY
[ (y1: <Degree n: High a> (y1)) Manner
(y2: NP <Someone else's possessions> <y2>)
Goal ]
[ FORMAL ] Stratic Register.
[ LITERARY ] Stratic Register.
[ EMOTIVE ] Phasic Register.
Pos.: Pred./Attributive. Freq.: 1.

```

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High)
+ Stratic Reg. (Formal/Literary) / Phasic Reg.
(Emotive)]

Examples: The United States Steel Corporation was casting
covetous eyes at his company. (COBUILD)
He is covetous of her money. (LLOCE)

ENVIOUS (A) PR2/PR7 [(x1: + Hum. <Usu.in behaviour>
(x1)) Experiencer/Agent
(x2: pp (of) < ... > (x2)) Object]
def= GREEDY
[(y1: <Degree n: High a> (y1)) Manner
(y2: NP <Someone else's possessions> <y2>)
Goal]
Pos.: Pred./Attributive. Freq.: 2.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High)]

Examples: He looked at my new car with envious eyes. (LLOCE)

Ralph watched them, envious and resentful.

(COBUILD)

She was envious of her sister's beauty. (LLOCE)

ESCALA: NEGATIVE (- -)

LEXEMA:

JEALOUS 1 (A) PR2/PR7 [(x1: + Hum. <Usu.in behaviour>

(x1)) Experiencer/Agent

(x2: pp (of) < ... > (x2)) Object]

def= GREEDY

[(y1: <Degree n: Maximum a> (y1)) Manner

(y2: NP <Someone else's possessions> <y2>) Goal

(y3: <Angrily a or resentfully a> (y3)) Manner]

[EMOTIVE] Phasic Register.
Pos.: Pred./Attributive. Freq.: 3.

Ev = Negative (- -) [Bad 3/Unpleasant 1 ∈ Ethical/Senso-emotive + Degree (Maximum) + Phasic Reg. (Emotive)]

Examples: The jealous whinings of those who had not fared so well. (COBUILD)

I often felt jealous because David could go out when he wished. (COBUILD)

He is jealous of their success and wealth. (LLOCE)

10.4.1.4.- Grupo [∈ FEELING DESIRE FOR SEX].

DIMENSION [∈ DESIRE]

SUBDIMENSION [∈ FEELING DESIRE]

GRUPO [∈ FEELING DESIRE FOR SEX]

ESCALA: NEGATIVE

DEFINIENS DE LA SUBDIMENSION:

FEEL v [(x1: <+/- Hum.> (x1)) Experiencer
 (x2: <Desire> (x2)) Phenomenon (x2)] Inessive
 State.

ARCHILEXEMA DE LA SUBDIMENSION Y DEL GRUPO:

EAGER 1 (A) PR2 [(x1: <+/- Hum., + An.> (x1)) Exp. ...

ESCALA: NEGATIVE (+ -)

LEXEMA:

CONCUPISCENTIOUS (A) PR2/PR7 [(x1: + Hum. <Usu. in
 behaviour> (x1)) Experiencer/Agent]

def= EAGER 1

[(y1: <Degree n: Medium a> (y1))

Manner

(y2: <Sex n> <y2>) Goal]

[OBSOLETE] Stratic Register.

Pos.: Pred./Attributive. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (Medium)
 + Stratic Reg. (Obsolete)]

Examples: We are carnal, concupiscentious, and idle. (OED)
The concupiscentious Malefactors make 'em ready and
take London napping. (OED)

ESCALA: NEGATIVE (-)

LEXEMAS:

LASCIVIOUS (A) PR2/PR7 [(x1: + Hum. <Usu. in behaviour>
 (x1)) Experiencer/Agent]
 def= EAGER 1
 [(y1: <Degree n: High a> (y1)) Manner
 (y2: <Sex n> <y2>) Goal
 (y3: <Uncontrolled a> (y3)) Manner]
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attributive. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Phasic Reg. (Emotive)]

Examples: There was nothing lascivious in his caresses.
 (COBUILD)
A lascivious look. (LDOCE)

LECHEROUS (A) PR2/PR7 [(x1: + Hum., + Male <Usu. in

```

behaviour> (x1)) Experiencer/Agent ]
def= EAGER 1
[ (y1: <Degree n: High a> (y1)) Manner
(y2: <Sex n> <y2>) Goal
(y3: <Continual a> (y3)) Manner ]
[ EMOTIVE ] Phasic Register.
Pos.: Usu. Attributive. Freq.: 1.

```

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Phasic Reg. (Emotive)]

Examples: A lecherous old man. (LDOCE)

He had a lecherous expression on his face.
 (COBUILD)

LIBIDINOUS (A) PR2/PR7 [(x1: + Hum. <Usu. in behaviour>
 (x1)) Experiencer/Agent]

```

def= EAGER 1
[ (y1: <Degree n: High a> (y1)) Manner
(y2: <Sex n> <y2>) Goal ]
[ FORMAL ] Stratic Register.
[ LITERARY ] Stratic Register.
Pos.: Usu. Attributive. Freq.: 1.

```

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Stratic Reg. (Formal/Literary)]

Examples: The libidinous spark in Willie's eyes. (COBUILD)
She behaved in a libidinous way with the men.
(COBUILD)

LUSTFUL (A) PR2/PR7 [(x1: + Hum. <Usu. in behaviour>
(x1)) Experiencer/Agent]
def= EAGER 1
[(y1: <Degree n: High a> (y1)) Manner
(y2: <Sex n> <y2>) Goal]
[EMOTIVE] Phasic Register.
Pos.: Usu. Attributive. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
Phasic Reg. (Emotive)]

Examples: Lustful youths. (COBUILD)
Lustful thoughts. (COBUILD)

PASSIONATE 1 (A) PR2/PR7 [(x1: + Hum. <Usu. in behaviour>
(x1)) Experiencer/Agent]
def= EAGER 1
[(y1: <Degree n: High a> (y1)) Manner
(y2: <Love n: Sexual or romantic a> <y2>)
Goal]
Pos.: Usu. Attributive. Freq.: 3.

**Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical +
Degree (High)]**

Examples: A passionate and lonely woman. (COBUILD)
Passionate love. (COBUILD)

ESCALA: NEGATIVE (- -)

LEXEMAS:

**HORNY 1 (A) PR2/PR7 [(x1: + Hum. <Usu. feelings or
behaviour> (x1)) Experiencer/Agent]**

def= EAGER 1

[(y1: <Degree n: Maximum a> (y1)) Manner
(y2: <Love n: Sexual a> <y2>) Goal]
[SLANG] Stratic Register.
[AMERICAN] Topical Register.

Pos.: Pred./Attrib. Freq.: 1.

**Ev = Negative (- -) [Bad 3 ∈ Ethical + Degree (Maximum)
+ Stratic Reg. (Slang)]**

Examples: He says he's feeling horny tonight. (LLOCE)
We are looking for horny girls.

**INCONTINENT 1 (A) PR2/PR7 [(x1: + Hum. <Usu. feelings or
behaviour> (x1)) Experiencer/Agent]**

def= EAGER 1

[(y1: <Degree n: Maximum a> (y1)) Manner
 (y2: <Sex n> <y2>) Goal
 (y3: <Uncontrolled a> (y3)) Manner]
 [OBSOLETE] Stratic Register.
 [LITERARY] Stratic Register.
 Pos.: Usu. Attrib. Freq.: 1.

Ev = Negative (- -) [Bad 3 ∈ Ethical + Degree (Maximum)
 + Stratic Reg. (Obsolete/Literary)]

Examples: The mistress of Daphnis upbraiding him for his
incontinent passion. (OED)

RANDY (A) PR2/PR7 [(x1: + Hum. <Usu. feelings> (x1))
 Experiencer/Agent]
 def= EAGER 1
 [(y1: <Degree n: Maximum a> (y1)) Manner
 (y2: <Intercourse n: Sexual a> <y2>) Goal]
 [INFORMAL] Stratic Register.
 [BRITISH] Topical Register.
 Pos.: Usu. Predicative. Freq.: 1.

Ev = Negative (- -) [Bad 3 ∈ Ethical + Degree (Maximum)
 + Stratic Reg. (Informal)]

Examples: Heat made them both randy. (COBUILD)

He says he's feeling randy tonight. (LLOCE)

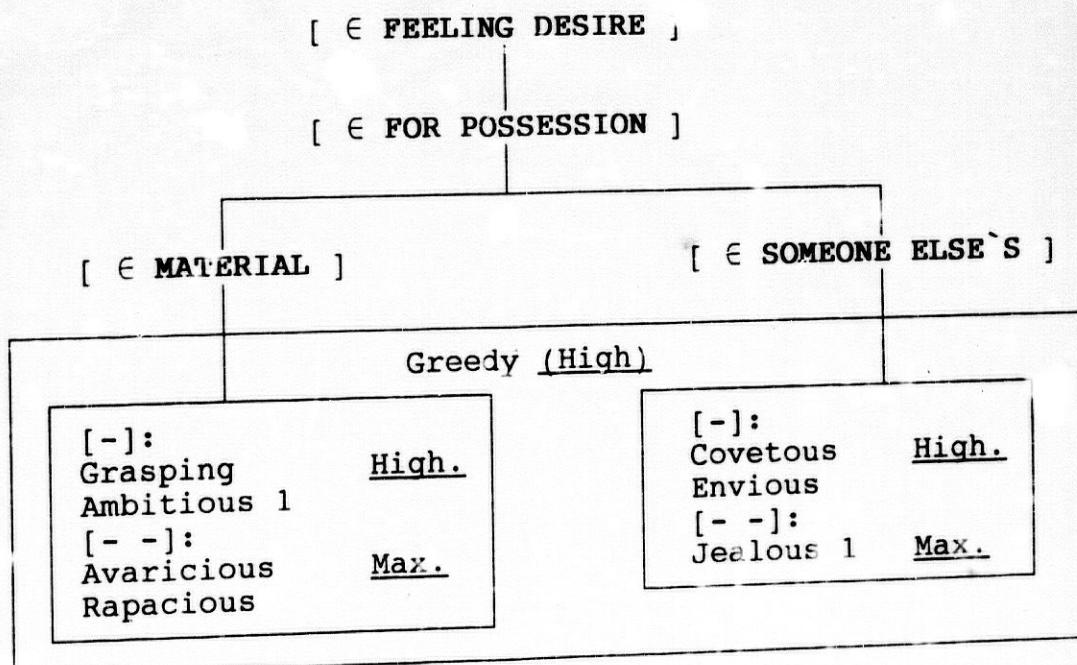
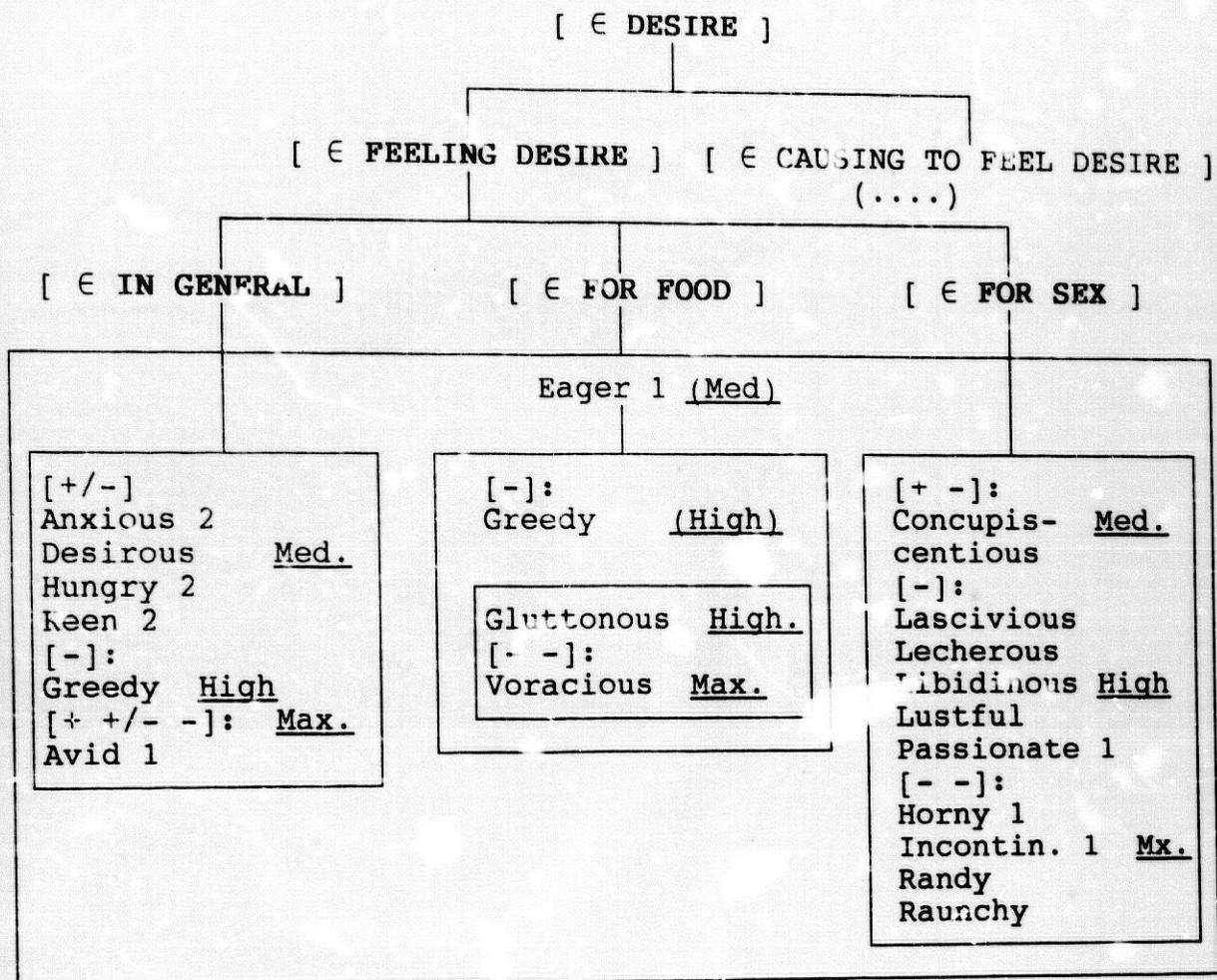
RAUNCHY 1 (A) PR2/PR7 [(x1: + Hum. <Usu. appearance or behaviour> (x1)) Experiencer/Agent]
def= EAGER 1
[(y1: <Degree n: Maximum a> (y1)) Manner
(y2: <Love n: Sexual a> (y2)) Goal]
(y3: <Aggressively a> (y3)) Manner]
[INFORMAL] Stratic Register.
[AMERICAN] Topical Register.
Pos.: Usu. Attrib. Freq.: 1.

Ev = Negative (- -) [Bad 3 ∈ Ethical + Degree (Maximum)
+ Stratic Reg. (Informal)]

Examples: Some of the most brazen, raunchy people in the world. (COBUILD)

10.4.1.5.- Representación gráfica de la subdimensión.

GRAFICO DE LA SUBDIMENSION:



10.4.2.- La subdimensión [∈ CAUSING TO FEEL DESIRE].

SUPERDIMENSION [∈ EMOTION/BEHAVIOUR COMBINED]

DIMENSION [∈ DESIRE]

SUBDIMENSION [∈ CAUSING TO FEEL DESIRE]

DEFINIENS DE LA DIMENSION Y DE LA SUBDIMENSION:

CAUSE v [(x1: < ... > (x1)) Ergative Stimulus

(x2: [FEEL v (x3: <+/- Hum.> (x3))

Experiencer (x4: <Phen: Desire> (x4)) Effected]

(x2)] Inessive State.

10.4.2.1.- El grupo [∈ CAUSING TO FEEL DESIRE FOR SEX].

GRUPO [∈ CAUSING TO FEEL DESIRE FOR SEX]

Algunos lexemas de este grupo (escala positiva) podrían situarse en campos léxicos pertenecientes a la subdivisión [AESTHETICS], pero siempre en función del contexto de uso.

DEFINIENS DEL GRUPO: (El mismo que el de la dimensión y el de la subdimensión).

ESCALA: POSITIVE/NEGATIVE (Según contexto o escala de valores del hablante).

ARCHILEXEMA DE LA SUBDIMENSION: No hemos hallado ninguno.

ARCHILEXEMA DEL GRUPO:

EROTIC (A) PR6 [(x1: <+ Hum. + Sh., + Art., +/- Sta.> (x1)) Causer]

def= CAUSE v [(x1: < ... > (x1)) Ergat. Stimulus
 (x2: [FEEL v (x3: <+/- Hum.> (x3))
 Experiencer (x4: <Phen: Desire> (x4)) Effected]
 (x2)] Iness. State.
 [(y1: <Degree n: Medium a> (y1)) Manner
 (y2: <Sexually a> (y2)) Manner]
 Pos.: Usu. Attributive. Freq.: 2.

Ev = Positive/Negative (+)/(-) [Pleasant 1/Bad 3 ∈ Senso-emotive/Ethical + Degree (Medium)]

Examples: She had loved him with a wild, erotic joy.

(COBUILD)

An erotic picture. (LDOCE)

ESCALA: POSITIVE (+)

LEXEMAS:

DESIRABLE 2 (A) PR6 [(x1: <+ Hum. > (x1)) Causer]

def= EROTIC (A) ...

[(y1: <Degree n: Medium a> (y1)) Manner
 (y2: <Sexually a> (y2)) Manner]

Pos.: Pred./Attributive. Freq.: 2.

Ev = Positive (+) [Pleasant 1 ∈ Senso-emotive + Degree
 (Medium)]

Examples: He found his wife no longer desirable. (COBUILD)
A beautiful and desirable woman. (LDOCE)

SEXY 1 (A) PR6 [(x1: <+ Hum. + Sh., + Art., +/- Sta.>
(x1)) Causer]
def= EROTIC (A) ...
[(y1: <Degree n: High a> (y1)) Manner
(y2: <Sexually a> (y2)) Manner]
[INFORMAL] Stratic Register.
[EMOTIVE] Phasic Register.
Pos.: Pred./Attributive. Freq.: 2.

Ev = Positive (+) [Pleasant 1 ∈ Senso-emotive + Degree
(High) + Stratic Reg. (Informal) / Phasic Reg.
(Emotive)]

Examples: Sexy girls/pictures/underwear. (LDOCE)
He is tremendously sexy. (COBUILD)

VOLUPTUOUS 1 (A) PR6 [(x1: <- Male + Sh., - Art., +/-
Sta.> (x1)) Causer]
def= EROTIC (A) ...
[(y1: <Degree n: High a> (y1)) Manner
(y2: <Sexually a> (y2)) Manner]
[EMOTIVE] Phasic Register.
Pos.: Pred./Attributive. Freq.: 2.

Ev = Positive (+) [Pleasant 1 ∈ Senso-emotive + Degree
 (High) + Phasic Reg. (Emotive)]

Examples: The dancers movements were slow and voluptuous.

(LDOCE)

She stood as majestically as ever, a voluptuous creature with blonde hair. (COBUILD)

ESCALA: NEUTRAL (0) (Si contextualmente resulta positiva o negativa se deberá únicamente a la intencionalidad del hablante)

LEXEMA:

APHRODISIAC (A) PR6 [(x1: +/- Sh., - Liv. <Usu. food or drugs> (x1)) Causer]
 def= EROTIC (A) ...
 [(y1: <Degree n: Medium a> (y1)) Manner
 (y2: <Sexually a> (y2)) Manner]
 Pos.: Pred./Attributive. Freq.: 1.

Ev = Neutral (0) [Pleasant 1/Unpleasant 1 ∈ Senso-emotive + Degree (Medium)]

Examples: Now there's something really aphrodisiac.

(COBUILD)

Aphrodisiac beverages.

ESCALA: NEGATIVE (-)

LEXEMA:

PROVOCATIVE 1 (A) PR6 [(x1: + Hum. <Usu.in behaviour>

(x1)) Causer]

def= EROTIC (A) ...

[(y1: <Degree n: High a> (y1)) Manner

(y2: <Sexually a> (y2)) Manner]

Pos.: Pred./Attributive. Freq.: 2.

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(High)]

Examples: Shaking her hips in a conciously provocative manner. (COBUILD)

Amanda is looking very provocative in those tight jeans. (LDOCE)

ESCALA: NEGATIVE (- -)

LEXEMA:

PORNOGRAPHIC (A) PR6 [(x1: + Hum. + Sh., + Art. < Usu.

books, photographs, or films> (x1))

Causer]

def= EROTIC (A) ...

[(y1: <Degree n: Maximum a> (y1)) Manner

(y2: <Acts n: Sexual a> (y2)) Causer]

[EMOTIVE] Phasic Register.

Pos.: Pred./Attributive. Freq.: 2.

Ev = Negative (- -) [Unpleasant 1/Bad 3 ∈ Senso-emotive/
Ethical + Degree (Maximum) + Phasic Reg. (Emotive)]

Examples: Pornographic films and magazines. (COBUILD)
Adverts become more and more pornographic.
(COBUILD)

10.4.2.2.- El grupo [∈ CAUSING TO FEEL DESIRE FOR FOOD].

DIMENSION [∈ DESIRE]

SUBDIMENSION [∈ CAUSING TO FEEL DESIRE]

GRUPO [∈ CAUSING TO FEEL DESIRE FOR FOOD]

ESCALA: POSITIVE

DEFINIENS DE LA DIMENSION, SUBDIMENSION Y GRUPO:

CAUSE v [(x1: < ... > (x1)) Ergat. Stimulus

(x2: [FEEL v (x3: <+/- Hum.> (x3))

Experiencer (x4: <Phen: Desire> (x4)) Effected]

(x2)] Iness. State.

LEXEMA:

APPETIZING (A) PR6 [(x1: - Liv., +/- Sh., + Perc. <Usu.

food; its smell or appearance> (x1))

Causer]

def= CAUSE v [(x1: < ... > (x1)) Ergat. Stim

(x2: [FEEL v (x3: <+/- Hum.> (x3))

Experiencer (x4: <Phen: Desire> (x4))

Effected] (x2)] Iness. State.

[(y1: <Degree n: High a> (y1)) Manner

(y2: <Food n> (y2)) Source]

[EMOTIVE] Phasic Register.

Pos.: Pred./Attributive. Freq.: 1.

Ev = Positive (+) [Pleasant 1 ∈ Senso-emotive + Degree
(High) + Phasic Reg. (Emotive)]

Examples: What an appetizing smell!. (LLOCE)

Which he ate up all, he found them so appetizing.

(OED)

10.4.2.3.- Representación gráfica de la subdimensión.

GRAFICO ARBOREO DE LA SUBDIMENSION:

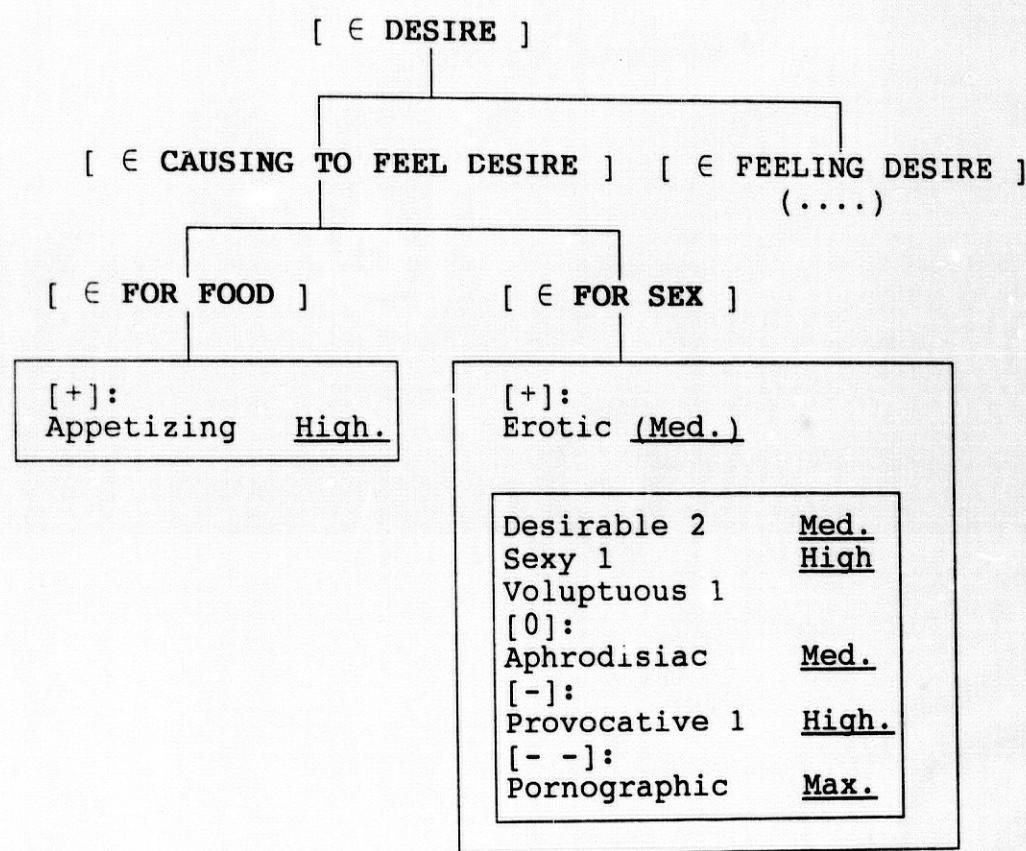


GRAFICO DE TODA LA DIMENSION:

10.5.- LA DIMENSION DE LA ACTITUD ANTE EL PELIGRO.

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD DANGER]

ESCALA: NEGATIVE/POSITIVE (Según subdimensión)

DEFINIENS DE LA DIMENSION:

CAUSE v [(x1: < ... > (x1)) Ergat. Stimulus

(x2: [MANIFEST v (x3: <+/- Hum.> (x3))

Experiencer (x4: <Phen: No fear/Fear> (x4))

Effected] (x2)] Inessive State.

10.5.1.- La subdimensión [∈ MANIFESTING NO FEAR (IN GENERAL)]

SUBDIMENSION [∈ MANIFESTING NO FEAR (IN GENERAL)]

ESCALA: USUALLY POSITIVE

DEFINIENS DE LA SUBDIMENSION:

MANIFEST v [(x1: <+/- Hum.> (x1)) Experiencer

(x2: + Sta., - Ph. <No Fear> (x2)) Phenomenon

(x2)] Inessive State.

ARCHILEXEMA DE LA SUBDIMENSIOM:

UNAFRAID (A) PR2/PR3 [(x1: +/- Hum. <Usu. behav.> (x1))

-periencer

(x2: pp (of) < ... > (x2)) Pot. influencer]

def= MANIFEST v [(x1: <+/- Hum.> (x1)) Experiencer

(x2: + Sta., - Ph. <No Fear> (x2)) Phenomenon
 (x2)] Inessive State.

[(y1: <Degree n: Medium a> (y1)) Manner
 (y2: <Confidently a> (y2)) Manner]
 Pos.: Predicative. Freq.: 2.

Ev = Positive (+) [Pleasant 1/Good 2 ∈ Senso-emotive/Social
 + Degree (Medium)]

Examples: Joseph lay there quite unafeard. (COBUILD)
She was unafeard of defeat or adverse opinion.
 (COBUILD)

ESCALA: POSITIVE (+)

LEXEMA:

FEARLESS (A) PR2/PR3 [(x1: +/- Hum. <Behav.; Action> (x1))
 Experiencer/Agent
 (x2: pp (of) < ... > (x2)) Pot. influencer]
 def = UNAFRAID (A) ...
 [(y1: <Degree n: Medium a> (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+) [Good 2 ∈ Social + Degree (Medium)]

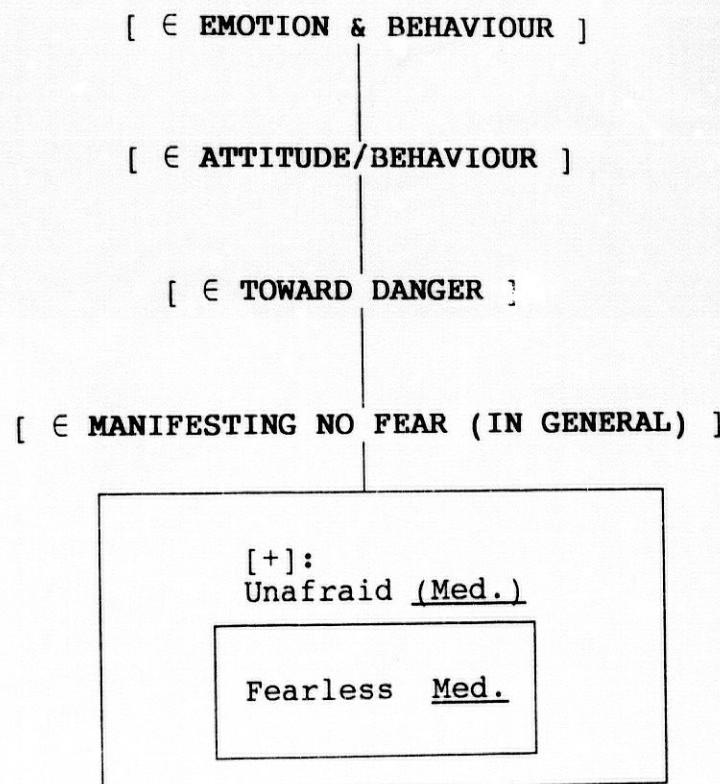
Examples: He seemed quite fearless when he faced the

dangerous animal. (LLOCE)

Fearless reporters. (COBUILD)

He gave them his honest opinion, fearless of the consequences. (LDOCE)

GRAFICO DE LA SUBDIMENSION:



10.5.2.- La subdimensión [∈ MANIFESTING COURAGE]

SUBDIVISION [∈ EMOTION & BEHAVIOUR]

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD DANGER]

ESCALA: POSITIVE/NEGATIVE (Según subdimensión)

SUBDIMENSION [∈ MANIFESTING COURAGE]

ESCALA: USUALLY POSITIVE

DEFINIENS DE LA SUBDIMENSION:

MANIFEST v [(x1: <+/- Hum.> (x1)) Experiencer

(x2: + Sta., - Ph. <Courage> (x2)) Quality

(x2)] State.

[(y1: <Danger/Difficulties n> (y1)) Causer]

ARCHILEXEMA DE LA SUBDIMENSIOM:

BRAVE (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.; Action>

(x1)) Agent

(x2: pp (in) < ... > (x2)) Specifier

(x2: TO-Inf. Clause < ... > (x2)) Object]

def = MANIFEST v [(x1: <+/- Hum.> (x1)) Experiencer

(x2: + Sta., - Ph. <Courage> (x2)) Quality

(x2)] State.

[(y1: <Danger/Difficulties n>

(y1)) Causer]

[(y1: <Degree n: High a> (y1)) Manner]

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High) +

Phasic Reg. (Emotive)]

Examples: He is a brave man; I think he was afraid but he

still did it. (LLOCE)

Be brave - we'll soon have your tooth out. (LDOCE)

He was brave in saying that to the boss.

It was brave of you to do that. 'BBIDOE)

10.5.2.1.- El grupo [∈ MANIFESTING COURAGE IN GENERAL]

GRUPO [∈ MANIFESTING COURAGE IN GENERAL]

DEFINIENS Y ARCHILEXEMA DEL GRUPO:

BRAVE (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.; Action>

(x1)) Agent (...)

ESCALA: POSITIVE (+)

LEXEMAS:

COURAGEOUS (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;

Action> (x1)) Agent

(x2: pp (in) < ... > (x2)) Specifier

(x2: TO-Inf. Clause < ... > (x2)) Object]

def = BRAVE (A) ...

[(y1: <Degree n: High a> (y1)) Manner]

[FORMAL] Stratic Register.

[LITERARY] Stratic Register.

[EMOTIVE] Phasic Register.

[POMPOUS] Phasic Register.

Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High) +

Stratic Reg. (Formal/Literary) / Phasic Reg.
 (Emotive/Pompous)]

Examples: What a courageous man he is/thing to do!. (LLOCE)

He had been courageous in battle. (COBUILD)

It was courageous of her to volunteer. (BBIDOE)

INTREPID (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;
 Action> (x1)) Agent]
 def = BRAVE (A) ...
 [(y1: <Degree n: High a> (y1)) Manner]
 [OBSOLETE] Stratic Register.
 [LITERARY] Stratic Register.
 [EMOTIVE] Phasic Register.
 [HUMOROUS] Phasic Register.
 Pos.: Usu. Attrib. Freq.: 1.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High) +
 Stratic Reg. (Obsolete/Literary) / Phasic Reg.
 (Emotive/Humorous)]

Examples: The intrepid mountaineers. (LDOCE)

The intrepid adventurers went on into the tropical
 forest. (LLOCE)

GALLANT 2 (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;

Action> (x1)) Agent
 (x2: TO-Inf. Clause < ... > (x2)) Object]
def = BRAVE (A) ...
 [(y1: <Degree n: High a> (y1)) Manner
 (y2: <Honourably a> (y2)) Manner]
 [FORMAL] Stratic Register.
 [OBSOLETE] Stratic Register.
 [LITERARY] Stratic Register.
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High) +
 Stratic Reg. (Formal/Obslete/Literary)]

Examples: They have put up a gallant fight for pensioners over the years. (COBUILD)
It was a gallant deed to risk almost certain death to save his friend. (LDOCE)

ESCALA: POSITIVE (+ +)

LEXEMAS:

VALIANT (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.; Action>
 (x1)) Agent]
def = BRAVE (A) ...
 [(y1: <Degree n: Maximum a> (y1)) Manner
 (y2: <Situation n: Risky a> (y2)) Specifier]
 [FORMAL] Stratic Register.

[LITERARY] Stratic Register.

Pos.: Usu. Attrib. Freq.: 2.

Ev = Positive (+ +) [Good 3 ∈ Ethical + Degree (Maximum) +
Stratic Reg. (Formal/Literary)]

Examples: Valiant resistance. (LDOCE)

He made a valiant attempt to rescue the struggling
victim. (COBUILD)

VALOROUS (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;
Action> (x1)) Agent]

def = BRAVE (A) ...

[(y1: <Degree n: Maximum a> (y1)) Manner
(y2: <Situation n: War n> (y2)) Specifier]
[FORMAL] Stratic Register.
[POMPOUS] Phasic Register.

Pos.: Usu. Attrib. Freq.: 1.

Ev = Positive (+ +) [Good 3 ∈ Ethical + Degree (Maximum) +
Stratic Reg. (Formal) / Phasic Reg. (Pompous)]

Examples: The whole universe will acknowledge those valorous
efforts. (OED)
Henry, the valorous father of our invincible
Monarch. (OED)

10.5.2.2.- El grupo [∈ + DETERMINATION]

GRUPO [∈ + DETERMINATION]

DEFINIENS Y ARCHILEXEMA DEL GRUPO:

BRAVE (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.; Action>
 $(x1)) \text{ Agent} \quad (\dots)$

ESCALA: POSITIVE (+)

LLXEMAS:

DAUNTLESS (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.>
 $(x1)) \text{ Agent} \quad]$

def = BRAVE (A) ...

[(y1: <Degree n: High a> (y1)) Manner
 $(y2: <\text{Determinedly } a> (y2)) \text{ Manner} \quad]$

[LITERARY] Stratic Register.

Pos.: Usu. Attrib. Freq.: 1.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High) +
 Stratic Reg. (Literary)]

Examples: Dauntless fighters. (LDOCE)

Alfred's mother was a dauntless woman. (COBUILD)

DOUGHTY (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.>
 $(x1)) \text{ Agent} \quad]$

def = BRAVE (A) ...

[(y1: <Degree n: High a> (y1)) Manner

(y2: <Determinedly a> (y2)) Manner]

[OBSOLETE] Stratic Register.

[HUMOROUS] Phasic Register.

Pos.: Usu. Attrib. Freq.: 1.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High) +
Stratic Reg. (Obsolete) / Phasic Reg. (Humorous)]

Examples: ...such a doughty fighter. (COBUILD)

GUTSY (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.; Action>
(x1)) Agent]

def = BRAVE (A) ...

[(y1: <Degree n: High a> (y1)) Manner

(y2: <Determinedly a> (y2)) Manner]

[INFORMAL] Stratic Register.

[EMOTIVE] Phasic Register.

[AMERICAN] Topical Register.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High) +
Stratic Reg. (Informal) / Phasic Reg.
(Emotive)]

Examples: That young boxer is a gutsy fighter. (LDOCE)

That's so gutsy, you've really got to admire her

for doing it. (COBUILD)

MANFUL (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.; Action>
(x1)) Agent]

def = BRAVE (A) ...
[(y1: <Degree n: High a> (y1)) Manner
(y2: <Determinedly a> (y2)) Manner]
[USU. HUMOROUS] Phasic Register.
Pos.: Usu. Attrib. Freq.: 1.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High) +
Phasic Reg. (Humorous)]

Examples: He made manful efforts to move the heavy
furniture, but failed. (LDOCE)
Carlile stood to their arms in a manful manner.
(OED)

PLUCKY (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.; Action>

(x1)) Agent]

def = BRAVE (A) ...
[(y1: <Degree n: High a> (y1)) Manner
(y2: <Determinedly a> (y2)) Manner
(y3: <Unexpectedly a> (y3)) Manner]
[INFORMAL] Stratic Register.
[EMOTIVE] Phasic Register.

Pos.: Usu. Attrib. Freq.: 1.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High) +
 Static Reg. (Informal) / Phasic Reg.
 (Emotive)]

Examples: This schoolgirl story featured a plucky heroine.

(COBUILD)

ESCALA: POSITIVE (++)

LEXEMA:

HEROIC (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.; Action>

(x1)) Agent

(x2: TO-Inf. Clause < ... > (x2)) Object]

def = BRAVE (A) ...

[(y1: <Degree n: Maximum a> (y1)) Manner

(y2: <Determinedly a> (y2)) Manner

(y3: <Admirably a> (y3)) Manner]

Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (++) [Good 3 ∈ Ethical + Degree (Maximum)]

Examples: Saving the child's life was a heroic act. (LLOCE)

My grandmother, in death, became more heroic.

(COBUILD)

It was heroic of them to oppose the invader.

(BBIDOE)

10.5.2.3.- El grupo [∈ + AUDACITY]

ARCHILEXEMA DEL GRUPO:

DARING (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.; Action>
 (x1)) Agent
 (x2: TO-Inf. Clause < ... > (x2)) Object]
 def = BRAVE (A) ...
 [(y1: <Degree n: High a> (y1)) Manner
 (y2: <Riskily a> (y2)) Manner
 (y3: <Shockingly a> ("3)) Manner]
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+) / Negative (-) [Good 2/Bad 2 / Good 3/Bad
 3 ∈ Social/Ethical + Degree (High) + Phasic Reg.
 (Emotive)]

Examples: That is a daring plan!. (LLOCE)

Be a bit more daring. (COBUILD)

It was daring to attempt the climb at night.

(BBIDOE)

ESCALA: POSITIVE (+) / NEGATIVE (-) (Según contexto)

LEXEMAS:

ADVENTUROUS (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;
 Action> (x1)) Agent
 (x2: pp (in) < ... > (x2)) Specifier]
 def = DARING (A) ...
 [(y1: <Degree n: High a> (y1)) Manner
 (y2: <Experiences n: New a> (y2)) Goal]
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+) / Negative (-) [Good 2/Bad 2 ∈ Social +
 Degree (High)]

Examples: He is an adventurous child. (LLOCE)

I can't help wishing that Sinclair had been a bit
more adventurous. (COBUILD)
They might perhaps be more adventurous in their
repertoire. (COBUILD)

AUDACIOUS (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;
 Action> (x1)) Agent
 (x2: TO-Inf. Clause < ... > (x2)) Object]
 def = DARING (A) ...
 [(y1: <Degree n: High a> (y1)) Manner
 (y2: <Usu. foolishly a> (y2)) Manner]
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Fv = Positive (+) / Negative (-) [Good 2/Bad 2 / Good 3/Bad
 3 ∈ Social/Ethical + Degree (High) + Phasic Reg.
 (Emotive)]

Examples: That was a very audacious act; luckily he succeeded. (LLOCE)
It was audacious of her to try that. (BBIDOE)

BOLD 1 (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.; Action>
 (x1)) Agent
 (x2: TO-Inf. Clause < ... > (x2)) Object]
 def = DARING (A) ...
 [(y1: <Degree n: High a> (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+) / Negative (-) [Good 2/Bad 2 ∈ Social +
 Degree (High)]

Examples: Taking the fort from the enemy was a very bold action. (LLOCE)
It was bold of you to do that.

GAME (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.; Action>
 (x1)) Agent
 (x2: pp (for) < ... > (x2)) Purpose
 (x2: TO-Inf. Clause < ... > (x2)) Object]

def = DARING (A) ...
 [(y1: <Degree n: High a> (y1)) Manner
 (y2: <Experiences n: New/Unusual a> (y2)) Goal]
 Pos.: Predicative. Freq.: ?.

Ev = Positive (+) / Negative (-) [Good 2/Bad 2 ∈ Social +
 Degree (High)]

Examples: He was certainly game. (COBUILD)
I'm game for anything. (COBUILD)
The little boy wa : hurt by the fall, but he was
game enough to get up and try again. (LDOCE)

VENTURESOME (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;
 Action> (x1)) Agent
 (x2: pp (in) < ... > (x2)) Specifier
 (x2: TO-Inf. Clause < ... > (x2)) Object]
 def = DARING (A) ...
 [(y1: <Degree n: High a> (y1)) Manner
 (y2: <Experiences n: New a> (y2)) Goal]
 [LITERARY] Stratic Register.
 [AMERICAN] Topical Register.
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+) / Negative (-) [Good 2/Bad 2 ∈ Social +
 Degree (High) + Stratic Reg. (Literary)]

Examples: There's a new venturesome spirit among today's young people. (COBUILD)

He was most venturesome; in his schemes for action. (OED)

Some persons ... are sufficiently venturesome to visit Billingsgate (OED)

ESCALA: NEGATIVE (- -)

LEXEMAS:

FOOLHARDY (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.; Action> (x1)) Agent
 (x2: TO-Inf. Clause < ... > (x2)) Object]
 def = DARING (A) ...
 [(y1: <Degree n: Maximum a> (y1)) Manner
 (y2: <Experiences n: New a> (y2)) Goal]
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (- -) [Bad 2/Bad 3 ∈ Social/Ethical + Degree (Maximum)]

Examples: It's a foolhardy act to start out on a long mountain climb without taking food or warm clothing. (LLOCE)

It would be foolhardy to try. (COBUILD)

RECKLESS (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;

Action> (x1)) Agent
(x2: pp (of) < ... > (x2)) Object
(x2: TO-Inf. Clause < ... > (x2)) Object]
def = DARING (A) ...
[(y1: <Degree n: Maximum a> (y1)) Manner
(y2: <Carelessly a> (y2)) Manner
(y3: <Irresponsibly a> (y3)) Manner]
Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (- -) [Bad 3 ∈ Ethical + Degree (Maximum)]

Examples: His reckless driving will cause an accident one

day. (LLOCE)

I don't like the way he drives. He's reckless.

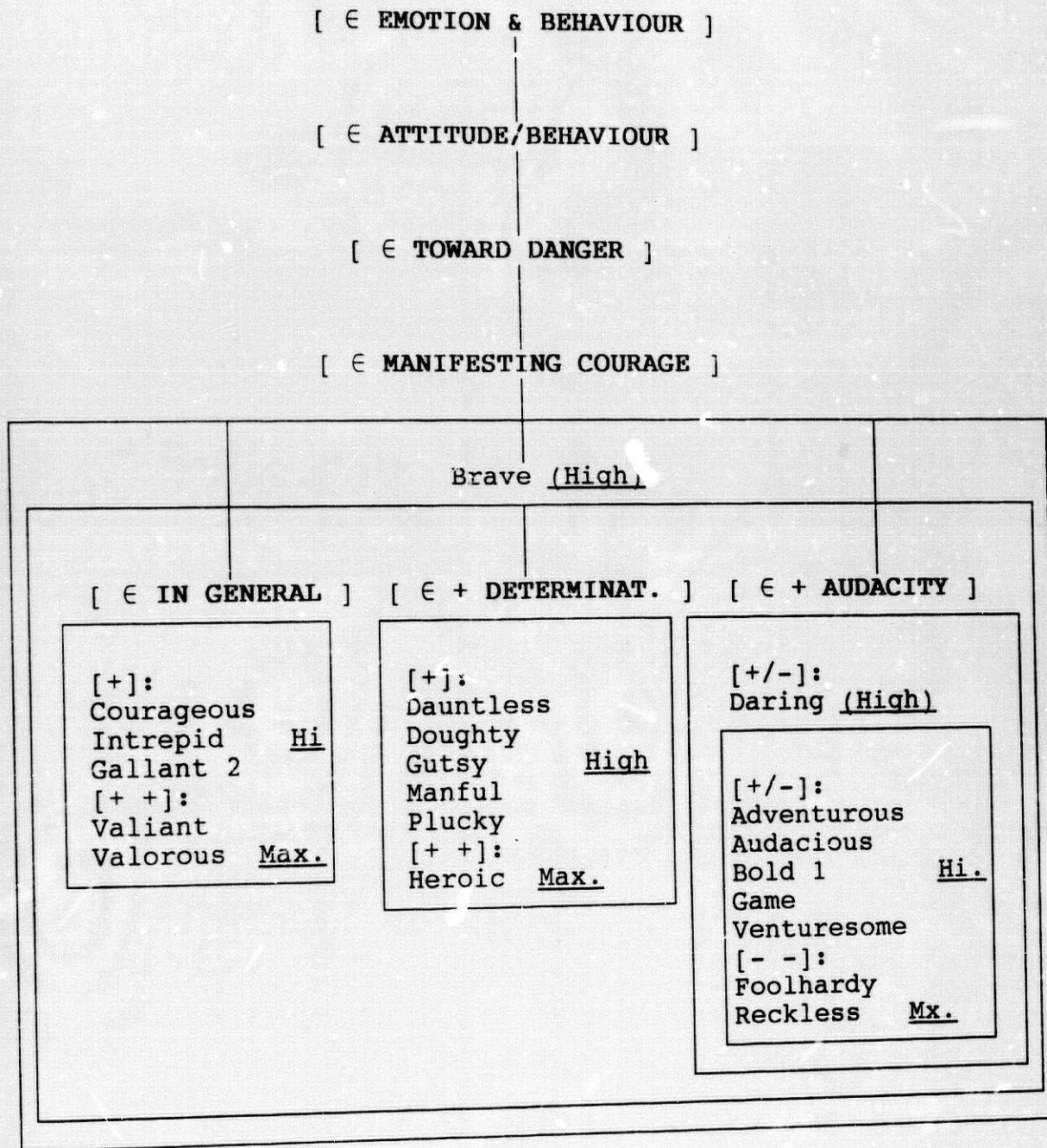
(COBUILD)

He is quite reckless of what may happen. (LLOCE)

It was reckless of them to go out alone at night.

(BBIDOE)

GRAFICO DE LA SUBDIMENSION:



10.5.3.- Subdimensión [∈ MANIFESTING COWARDICE].

SUBDIVISION [∈ EMOTION & BEHAVIOUR]

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD DANGER]

ESCALA: NEGATIVE/POSITIVE (Según subdimensión)

SUBDIMENSION [∈ MANIFESTING COWARDICE]

ESCALA: NEGATIVE

DEFINIENS DE LA SUBDIMENSION:

MANIFEST v [(x1: <+/- Hum.> (x1)) Experiencer/Agent
 (x2: + Sta., - Ph. <Dishonourable fear> (x2))
 Quality (x2)] State.
 [(y1: <Danger/Difficulties/Pain a> (y1)) Causer]

ARCHILEXEMA DE LA SUBDIMENSIOM:

COWARDLY (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;
 Action> (x1)) Agent
 (x2: TO-Inf. Clause < ... > (x2)) Object]

def = MANIFEST v [(x1: <+/- Hum.> (x1))
 Experiencer/Agent (x2: + Sta., - Ph.
 <Dishonourable fear> (x2)) Quality (x2)]
 State [(y1: <Danger/Difficulties/Pain n> (y1))
 Causer]

[(y1: <Degree n: High a> (y1)) Manner]
 [EMOTIVE] Phasic Register.
 pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +

Phasic Reg. (Emotive)]

Examples: His cowardly behaviour caused their deaths.

(LLOCE)

Management was feeble and cowardly. (COBUILD)

It was cowardly of them to behave like that.

(BBIDOE)

ESCALA : NEGATIVE (-)

LEXEMAS:

GUTLESS (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;
Action> (x1)) Agent
(x2: TO-Inf. Clause < ... > (x2)) Source]
def = COWARDLY (A) ...
[(y1: <Degree n: High a> (y1)) Manner]
(y2: <Irresolutely a> (y2)) Manner]
[INFORMAL] Stratic Register.
[EMOTIVE] Phasic Register.
Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
Stratic Reg. (Informal) / Phasic Reg. (Emotive)]

Examples: ...that yellow, gutless worm, Claude. (COBUILD)
It was gutless of him to lie. (BBIDOE)

PUSILLANIMOUS (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;
 Action> (x1)) Agent]
 def = COWARDLY (A) ...
 [(y1: <Degree n: High a> (y1)) Manner]
 (y2: <Irresolutely a> (y2)) Manner]
 [FORMAL] Stratic Register.
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Stratic Reg. (Formal) / Phasic Reg. (Emotive)]

Examples: You are now anxious to for excuses to yourself for
a conduct so pusillanimous. (OED)
What a cowardly and pusillanimous disowning of his
power and goodness!. (OED)

RECREANT (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;
 Action> (x1)) Agent]
 def = COWARDLY (A) ...
 [(y1: <Degree n: High a> (y1)) Manner]
 (y2: <Disloyally a> (y2)) Manner]
 [OBSOLETE] Stratic Register.
 [POETICAL] Stratic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Stratic Reg. (Obsolete/Poetical)]

Examples: He that does not ... Is recreant and unworthy of his spurs. (OED)

The loud recreant wretch who boasts and flies.
 (OED)

SPINELESS 1 (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;
 Action> (x1)) Agent
 (x2: TO-Inf. Clause < ... > (x2)) Source]
def = COWARDLY (A) ...
 [(y1: <Degree n: High a> (y1)) Manner
 (y2: <Weakness n: Moral a> (y2)) Reason]
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Phasic Reg. (Emotive)]

Examples: He was a weak and spineless creature. (COBUILD)
I was too spineless to stand up to the boss, so I ended up working all the weekend. (LDOCE)

YELLOW 2 (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;
 Action> (x1)) Agent]

def = COWARDLY (A) ...
 [(y1: <Degree n: High a> (y1)) Manner]
 [INFORMAL] Stratic Register.
 [EMOTIVE] Phasic Register.
 Pos.: Usu. Predicative. Freq.: ?.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Stratic Reg. (Informal) / Phasic Reg. (Emotive)]

Examples: I always knew you were yellow. (COBUILD)

ESCALA: NEGATIVE (---)

LEXEMA:

CRAVEN (A) PR1/PR7 [(x1: + Hum. <Dispos.; Behav.;
 Action> (x1)) Agent]
def = COWARDLY (A) ...
 [(y1: <Degree n: Maximum a> (y1)) Manner]
 [FORMAL] Stratic Register.
 [OBSOLETE] Stratic Register.
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Stratic Reg. (Formal/Obslete) / Phasic Reg. (Emotive)]

Examples: I had no doubt that the craven fellow would only

be pleased to back out. (COBUILD)

Death is here out-braved, called craven to his face. (OED)

GRAFICO DE LA SUBDIMENSION:

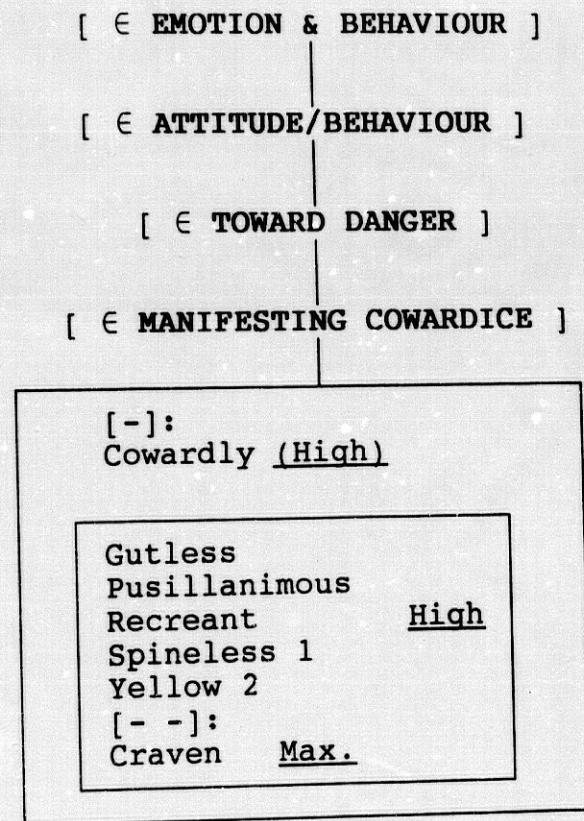
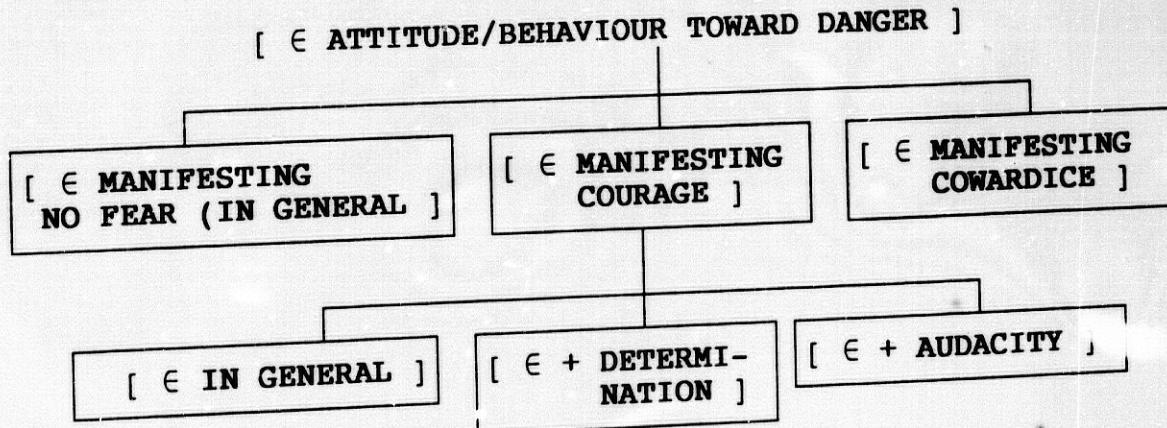


GRAFICO DE TODA LA DIMENSION:



10.6.- LA DIMENSION DE LA ACTITUD ANTE LOS ASUNTOS SEXUALES.

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD SEXUAL MATTERS]

DEFINIENS DE LA DIMENSION:

BEHAVE v [(x1: <+ Hum.> (x1)) Agent]

[(y1: <Properly/Improperly a> (y1)) Manner]

10.6.1.- El parámetro dimensional negativo.

ESCALA: NEGATIVE

DEFINIENS DEL PARAMETRO DIMENSIONAL NEGATIVO:

IMMORAL 1 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>
(x1)) Agent
(x2: TO-Inf. Clause <...> (x2)) Object]

def = BEHAVE v [(x1: <+ Hum.> (x1)) Agent]
[(y1: <Improperly a> (y1)) Manner]

[(y1: Degree n : Medium a (y1)) Manner
(y2: <Rule n: Ethical a> (y2)) Reference]
Pos.: Pred./Attrib. Freq.: 2.

E_v = Negative (-) [Bad 3 ∈ Ethical + Degree (Medium)]

Examples: An immoral seducer of youth. (COBUILD)

Using other people for one own's profit is immoral. (LDOCE)

It's immoral to steal. (COBUILD)

10.6.1.1.- La subdimensión [∈ IN GENERAL].

SUBDIMENSION [∈ IN GENERAL]

DEFINIENS Y ARCHILEXEMA DE LA SUBDIMENSION:

IMMORAL 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>

(x1)) Agent

(x2: TO-Inf. Clause <...> (x2)) Object]

def = IMMORAL 1 (A) ...

[(y1: Degree n : Medium a (y1)) Manner

(y2: <Sex n> (y2)) Reference]

Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (Medium)]

Examples: A pimp lives off the immoral earnings of a prostitute. (LDOCE)

It's immoral to sleep with someone if you're not in love. (COBUILD)

ESCALA: NEGATIVE (-)

LEXEMAS:

CORRUPT 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>

```

(x1)) Agent ]
def = IMMORAL 2 (A) ...
[ (y1: Degree n : Medium a (y1)) Manner ]
Pos.: Usu. Attrib. Freq.: 2.

```

Ev - Negative (-) [Bad 3 ∈ Ethical + Degree (Medium)]

Examples: An all-night orgy involving a large number of corrupt young people. (COBUILD)

```

IMMODEST 2 (A) PR1/PR7 [ (x1: + Hum., - Male <Disp.;
Behav.; Action> (x1)) Agent ]
def = IMMORAL 2 (A) ...
[ (y1: Degree n : Medium a (y1)) Manner ]
Pos.: Pred./Attrib. Freq.: 1.

```

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree (Medium)]

Examples: An immodest dress/immodest behaviour. (LDOCE)
Her arms and legs were bare, but Posy did not look immodest. (COBUILD)

```

IMPROPER 2 (A) PR1/PR7 [ (x1: + Hum., - Male <Disp.;
Behav.; Action <Esp. in comments, thoughts,
etc.>> (x1)) Agent ]

```

def = IMMORAL 2 (A) ...
 [(y1: Degree n : Medium a (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
 (Medium)]

Examples: What an improper suggestion!. (LDOCE)
Your comments are improper.

ESCALA: NEGATIVE (- -)

LEXEMAS:

DEPRAVED 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.;
 Action> (x1)) Agent]
 def = IMMORAL 2 (A) ...
 [(y1: Degree n : High a (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (- -) [Bad 3 ∈ Ethical + Degree (High)]

Examples: The judge described the rapist as a vicious and depraved man. (LDOCE)
In those days, dancing was considered 'depraved'.
 (COBUILD)

PERVERTED 1 (A) PR1/PR7 [(X1: + Hum. <Disp.; Behav.;

Action <Esp. in thoughts, practices,
etc.>> (x1)) Agent]

def = IMMORAL 2 (A) ...

[(y1: Degree n : High a (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (- -) [Bad 3 ∈ Ethical + Degree (High)]

Examples: He had called the Headmaster arrogant and
perverted. (COBUILD)
Perverted sexual practices. (LDOCE)

10.6.1.2.- La subdimensión [∈ + BOLDLY].

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD SEXUAL MATTERS]

ESCALA: NEGATIVE

SUBDIMENSION [∈ + BOLDLY]

DEFINIENS Y ARCHILEXEMA DE LA SUBDIMENSION:

IMMORAL 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>
(x1)) Agent (...)

ESCALA: NEGATIVE (-)

LEXEMAS: (El lexema *Provocative* 1 perteneciente a la
superdimensión [EMOTION/BEHAVIOUR COMBINED], subdimensión
[CAUSING TO FEEL DESIRE], grupo [FOR SEX], podría incluirse
simultáneamente en esta subdimensión en función del punto de

vista dominante contextualmente).

FAST 3 (A) PR1/PR7 [(X1: + Hum., - Male <Disp.; Behav.>
(x1)) Agent]

def = IMMORAL 2 (A) ...

[(y1: Degree n : High a (y1)) Manner

(y2: <Boldly a) (y2)) Manner]

[FMOTIVE] Phasic Register.

Pos.: Usu. Attrib. Freq.: ?.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
Phasic Reg. (Emotive)]

Examples: It would stigmatize her for life as a fast woman.

(COBUILD)

WANTON 2 (A) PR1/PR7 [(X1: + Hum., - Male <Disp.; Behav.;
Action> (x1)) Agent]

def = IMMORAL 2 (A) ...

[(y1: Degree n : High a (y1)) Manner

(y2: <Boldly a) (y2)) Manner]

[FORMAL] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Usu. Attrib. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
Stratic Reg. (Formal) / Phasic Reg. (Emotive)]

Examples: Wanton behaviour/glances. (LDOCE)

10.6.1.3.- La subdimensión [∈ + FREQUENT RELATIONSHIPS].

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD SEXUAL MATTERS]

ESCALA: NEGATIVE

SUBDIMENSION [∈ + FREQUENT RELATIONSHIPS]

DEFINIENS DE LA SUBDIMENSION:

IMMORAL 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>
 $(x1)) \text{ Agent} \quad (\dots)$

ARCHILEXEMA DE LA SUBDIMENSION:

PROMISCUOUS (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.;>
 $(x1)) \text{ Agent}$]

def = IMMORAL 2 (A) ...

[(y1: Degree n : High a (y1)) Manner
 $(y2: \text{NP } <\text{Short sexual relationships}\text{)} (y2)$]

Goal

[(y3: <Frequently a> (y3)) Manner]

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Phasic Reg. (Emotive)]

Examples: A promiscuous girl/life. (LDOCE)

I'm not sexually promiscuous. (COBUILD)

ESCALA: NEGATIVE (-)

LEXEMA:

LOOSE 2 (A) PR1/PR7 [(X1: + Hum., - Male <Disp.; Behav. >

(x1)) Agent]

def = PROMISCUOUS (A) ...

[(y1: Degree n : High a (y1)) Manner]

[OBSOLETE] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Usu. Attrib. Freq.: ?.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
Phasic Reg. (Emotive)]

Examples: A loose woman/living. (LDOCE)

He tried to keep away from loose women. (COBUILD)

10.6.1.4.- La subdimensión [∈ + OFFENSIVELY].

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD SEXUAL MATTERS]

ESCALA: NEGATIVE

SUBDIMENSION [∈ + OFFENSIVELY]

Esta subdimensión no sólo hace referencia a la conducta humana, sino también a la transferencia de los rasgos de esa

conducta a constructos humanos de base causativa que provocan reacciones emotivas. Por tanto, esta sección podría haberse encuadrado subsidiariamente en la superdimensión [EMOTION/BEHAVIOUR COMBINED].

DEFINICIÓN DE LA SUBDIMENSION: (En este caso interactúan la causatividad emotiva y el comportamiento transgresor de las reglas morales en función del contexto escogido)

A) CAUSE v [(x1: < ... > (x1)) Ergative Stimulus
 (x2: [EXPERIENCE v (x3: <+/- Hum.> (x3)) Exp.
 (x4: <Sensation: Unpleasantness> (x4)) Effected]
 (x2)] Inesive State.

B) IMMORAL 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.;
 Action> (x1)) Agent (...)

ARCHILEXEMA DE LA SUBDIMENSION:

INDECENT 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.;
 Act.>; +/- Shape; + Artifact <Usu. words,
 pictures, films> (x1, Agent/Causer
 (x2: TO-Inf. Clause <...> (x2)) Object]

def = IMMORAL 2 (A) ...
 [(y1: Degree n : High a (y1)) Manner
 (y2: <Offensively a> (y2)) Manner]
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High)]

Examples: Obscene and indecent advertising/Indecent jokes.

(COBUILD)

It was indecent of him to do that. (BBIDOE)

ESCALA: NEGATIVE (-)

LEXEMAS:

DIRTY 3 (A) PR1/PR7 [(X1: + Hum. <Act.>; +/- Shape; +
 Artifact <Usu. jokes, books, language> (x1))
 Agent/Causer]
 def = INDECENT 2 (A) ...
 [(y1: Degree n : High a (y1)) Manner
 (y2: NP <Sex or other bodily functions> (y2))
 Reference]
 Pos.: Attributive. Freq.: ?.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High)]

Examples: Blue movies and dirty books were banned. (COBUILD)

FOUL 3 (A) PR1/PR7 [(X1: + Artifact <Usu. words or
 language> (x1)) Agent/Causer]
 def = INDECENT 2 (A) ...
 [(y1: Degree n : High a (y1)) Manner]
 [INFORMAL] Stratic Register.
 Pos.: Attributive. Freq.: ?.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +

Stratic Reg. (Informal)]

Examples: I won't have you using such foul language in my house!. (COBUILD)

LEWD (A) PR1/PR7 [(X1: + Hum. <Behav.; Act.>; + State, - Phys. <Thoughts, ideas>; + Artifact <Usu. jokes, songs, language> (x1)) Agent/Causer]

def = INDECENT 2 (A) ...

[(y1: Degree n : High a (y1)) Manner

(y2: <Interest n: Excessive a> (y2)) Specifier]

[EMOTIVE] Phasic Register.

Pos.: Attributive. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
Phasic Reg. (Emotive)]

Examples: A lewd joke/She had a look almost of lewd abandon.
(COBUILD)

OBSCENE 1 (A) PR1/PR7 [(X1: + Hum. <Behav.; Act.>; + State, - Phys. <Thoughts, ideas>; + Artifact <Usu. jokes, books, language> (x1))

Agent/Causer

(x2: TO-Inf. Clause <...> (x2)) Object]

def = INDECENT 2 (A) ...

[(y1: Degree n : High a (y1)) Manner]

Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High)]

Examples: The police seized a quantity of obscene publications. (LDOCE)

It's obscene to make such a comparison. (BBIDOE)

RUDE 3 (A) PR1/PR7 [(X1: + Hum. <Usu. children <Act.>>;
+/- Shape; + Artifact <Usu. jokes or language>
(x1)) Agent/Causer]

def = INDECENT 2 (A) ...

[(y1: Degree n : High a (y1)) Manner
(y2: NP <Sex or other bodily functions> (y2))
Reference]

Pos.: Attributive. Freq.: ?.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High)]

Examples: A rude joke/A rude noise. (COBUILD)

SALACIOUS (A) PR1/PR7 [(X1: + Hum. <Act.>; +/- Shape; +
Artifact <Usu. jokes, books, language> (x1))
Agent/Causer]

def = INDECENT 2 (A) ...

[(y1: Degree n : High a (y1)) Manner
 (y2: PP <In detail> (y2)) Manner]
 [FORMAL] Stratic Register.
 [EMOTIVE] Phasic Register.
 Pos.: Usu. Attributive. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Stratic Reg. (Formal) / Phasic Reg. (Emotive)]

Examples: It is a theme that usually gets salacious treatment in the media. (COBUILD)

SMUTTY (A) PR1/PR7 [(X1: + Hum. <Act.>; +/- Shape; +
 Artifact <Usu. jokes, books, language> (x1))
 Agent/Causer]

def = INDECENT 2 (A) ...
 [(y1: Degree n : High a (y1)) Manner
 (y2: <Sex or other bodily functions> (y2))
 Reference]
 [INFORMAL] Stratic Register.
 Pos.: Usu. Attributive. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Stratic Reg. (Informal)]

Examples: My daughter would never read smutty books.

(COBUILD)

ESCALA: NEGATIVE (- -)

LEXEMA:

FILTHY 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.;
Act.); +/- Shape; + Artifact <Usu. words,
books, films> (x1)) Agent/Causer]
def = INDECENT 2 (A) ...
[(y1: Degree n : Maximum a (y1)) Manner]
Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (- -) [Bad 3 ∈ Ethical + Degree (Maximum)]

Examples: The dishonesty that prevails in this filthy world
we have to live in. (COBUILD)
The film is disgusting -It's absolutely filthy!.

(LDOCE)

10.6.1.5.- La subdimensión [∈ + EASILY SHOCKED].

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD SEXUAL MATTERS]

ESCALA: NEGATIVE

SUBDIMENSION [∈ + EASILY SHOCKED]

Esta subdimensión no sólo hace referencia a una conducta humana intencional, sino también a una emotividad no

intencionada. Por tanto, dada la dependencia contextual para poder optar por una opción u otra, esta sección podría haberse encuadrado subsidiariamente en la superdimensión [EMOTION/BEHAVIOUR COMBINED].

DEFINIENS Y DE LA SUBDIMENSION:

A) EXPERIENCE v [(x1: <+ Hum.> (x1)) Experiencer

(x2: + Sta., - Ph. <Shock> (x2)) Phenomen.]

[(y1: <Matters n: Sexual a> (y1)) Causer]

A) MANIFEST v [(x1: <+ Hum.> (x1)) Agent

(x2: + Sta., - Ph. <Shock> (x2)) Phenomen.]

[(y1: <Matters n: Sexual a> (y1)) Causer]

ARCHILEXEMA DE LA SUBDIMENSION: (No hemos hallado ninguna lexicalización adecuada)

ESCALA: NEGATIVE (-)

LEXEMAS:

PRIM 1 (A) PR2/PR7 [(X1: + Hum.<Disp.; Behav.;> (x1))
Experiencer/Agent]

def = EXPERIENCE v/MANIFEST v [(x1: <+ Hum.> (x1))

Experiencer/Agent

(x2: + Sta., - Ph. <Shock> (x2)) Phenomen.]

[(y1: <Usu. Matters n: Sexual a> (y1)) Causer]

[(y1: Degree n : High a (y1)) Manner

(y2: <Correctness n: Extreme a> (y2)) Refer.]

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-) [Bad 2 ∈ Social + Degree (High) +
Phasic Reg. (Emotive)]

Examples: There was a prim avoidance of the issue. (COBUILD)
She is much too prim and proper to enjoy such a
rude joke. (LDOCE)

PRUDISH (A) PR2/PR7 [(x1: + Hum.<Disp.; Behav.;> (x1))
Experiencer/Agent
(x2: pp (about) < Sexual matters > (x2)) Ref.
(x2: T0-Inf. Clause <...> (x2)) Object]

def = EXPERIENCE v/MANIFEST v [(x1: <+ Hum.> (x1))
Experiencer/Agent

(x2: + Sta., - Ph. <Shock> (x2)) Phenomen.]
[(y1: <Usu. Matters n: Sexual a> (y1)) Causer]

[(y1: Degree n : High a (y1)) Manner]

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-) [Bad 2 ∈ Social + Degree (High) +
Phasic Reg. (Emotive)]

Examples: Her compressed lips registered a trace of prudish disapproval. (COBUILD)

Although he's a doctor, he's strangely prudish about sex. (COBUILD)

It's prudish of you to behave like that.

10.6.2.- El parámetro dimensional positivo.

SUBDIVISION [∈ EMOTION & BEHAVIOUR]

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD SEXUAL MATTERS]

DEFINIENS DE LA DIMENSION:

BEHAVE v [(x1: <+ Hum.> (x1)) Agent]

[(y1: <Properly/Improperly a> (y1)) Manner]

ESCALA: POSITIVE

DEFINIENS DEL PARAMETRO DIMENSIONAL POSITIVO:

MORAL 1 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action> (x1)) Agent]

def = BEHAVE v [(x1: <+ Hum.> (x1)) Agent]

[(y1: <Properly a> (y1)) Manner]

[(y1: Degree n : Medium a (y1)) Manner]

[(y2: <Rule n: Ethical a> (y2)) Reference]

Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (Medium)]

Examples: You don't know all the circumstances of their divorce, so don't make moral judgements about it.
 (LDOCE)

Why do you have to be so moral?. (COBUILD)

10.6.2.1.- Subdimensión [∈ + LEGITIMACY/INACTIVITY]

SUBDIMENSION [∈ + LEGITIMACY/INACTIVITY]

DEFINIENS Y ARCHILEXEMA DE LA SUBDIMENSION:

MORAL 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>
 (x1)) Agent]
 def = MORAL 1 (A) ...
 [(y1: Degree n : Medium a (y1)) Manner
 (y2: <Sex n> (y2)) Reference]
 Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (Medium)]

Examples: A very moral man. (LDOCE)

Why do you have to be so moral?. (COBUILD)

ESCALA: POSITIVE (+)

LEXEMAS:

CHASTE 1 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.> (x1))

Agent]

def = MORAL 2 (A) ...

[(y1: Degree n : High a (y1)) Manner

(y2: <Sex n: Inactive/legitimate a> (y2))

Goal]

[OBSOLETE] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High) +

Stratic Reg. (Obsolete) / Phasic Reg. (Emotive)]

Examples: She was a holy woman, innocent and chaste.

(COBUILD)

We had a beautiful, chaste relationship for over a
year. (COBUILD)

FAITHFUL 3 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.> (x1))

Agent

(x2: pp (to) <Husband, wife or lover> (x2))

Recipient]

def = MORAL 2 (A) ...

[(y1: Degree n : High a (y1)) Manner

(y2: <Sex n: Loyal a> (y2)) Goal]

Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High)]

Examples: Like the faithful wife she was, (COBUILD)

He would never be faithful to you if you married him. (COBUILD)

PURE 3 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.>; + State,
- Phys. <Esp. thoughts> (x1)) Agent]

def = MORAL 2 (A) ...

[(y1: Degree n : High a (y1)) Manner

(y2: <Inexperience n: Sexual a > (y2)) Reason]

[LITERARY] Stratic Register.

Pos.: Pred./Attrib. Freq.: ?.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High) +
Stratic Reg. (Literary)]

Examples: A pure young girl. (LDOCE)

I'm sure his motives were pure. (LDOCE)

VIRTUOUS 2 (A) PR1/PR7 [(X1: + Hum.; - Male <Disp.;
Behav. > (x1)) Agent]

def = MORAL 2 (A) ...

[(y1: Degree n : High a (y1)) Manner

(y2: <Sex n: Inactive/legitimate > (y2))

Goal]

[OBSOLETE] Stratic Register.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High) +
Stratic Reg. (Obsolete)]

Examples: Nicholas and his very virtuous sister, Kate.

(COBUILD)

'She will be virtuous', said she (OED)

10.6.2.2.- Subdimensión [∈ + DECENCY]

SUBDIVISION [∈ EMOTION & BEHAVIOUR]

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD SEXUAL MATTERS]

ESCALA: POSITIVE

SUBDIMENSION [∈ + DECENCY]

DEFINIENS Y ARCHILEXEMA DE LA SUBDIMENSION:

MORAL 2 (A) PR1/PR7 [(x1: + Hum.<Disp.; Behav.; Action>
(x1)) Agent] (...)

ESCALA: POSITIVE (+)

LEXEMA:

MODEST 2 (A) PR1/PR7 [(x1: + Hum.; Usu. - Male <Disp.;
Behav.; Action>; + Artif. <Usu. dress> (x1))
Agent]

def = MORAL 2 (A) ...

[(y1: Degree n : High a (y1)) Manner
 (y2: <Avoid v > (y2)) Purpose
 (y3: <Arousal n: Sexual a> (y3)) Purpose
 [OBSOLETE] Stratic Register.
 [EMOTIVE] Phasic Register.
 Pos.: Usu. Attrib. Freq.: ?.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High) +
 Stratic Reg. (Obsolete) / Phasic Reg. (Emotive)]

Examples: Modest dress. (LDOCE)

That such a modest man should be unclothed seems
highly improbable. (COBUILD)

10.6.2.3.- Subdimensión [∈ + CONTROL]

SUBDIVISION [∈ EMOTION & BEHAVIOUR]

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD SEXUAL MATTERS]

ESCALA: POSITIVE

SUBDIMENSION [∈ + CONTROL]

DEFINIEINS Y ARCHILEXEMA DE LA SUBDIMENSION:

MORAL 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>
 (x1)) Agent] (...)

ESCALA: POSITIVE (+)

LEXEMA:

CONTINENT 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.> (x1))

Agent

def = MORAL 1 (A) ...

[(y1: Degree n : Medium a (y1)) Manner
(y2: <Self-restraint n: Sexual a> (y2))

Goal]

[FORMAL] Stratic Register.

Pos.: Usu. Attrib. Freq.: 1.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (High) +
Stratic Reg. (Formal)]

Examples: In the continent and the incontinent man. (OED)

10.6.3.- Representación gráfica de toda la dimensión.

GRAFICO DE LA DIMENSION, PARAMETRO NEGATIVO:

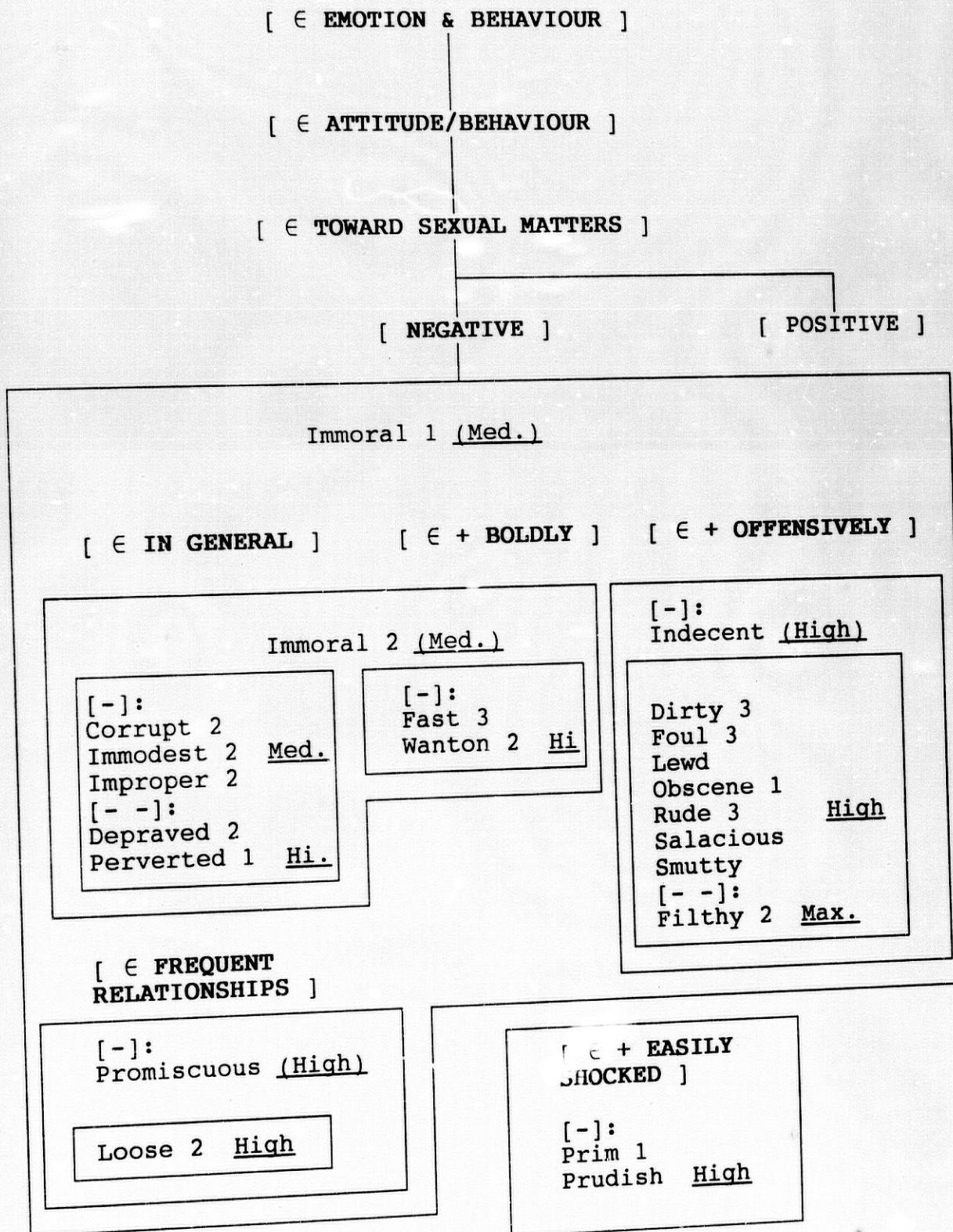
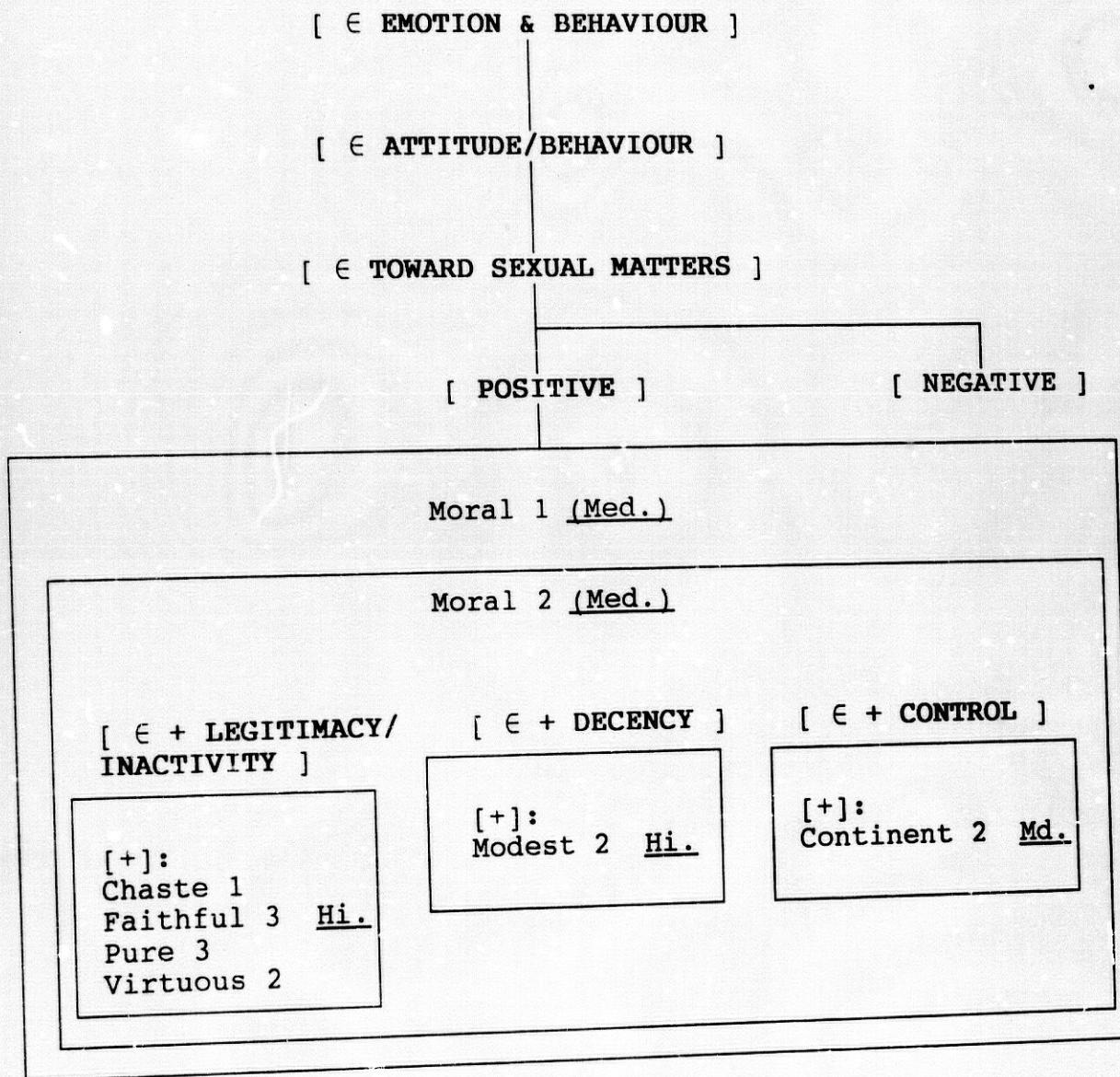


GRAFICO DE LA DIMENSION, PARAMETRO POSITIVO:



10.7.- LA DIMENSION DE LA ACTITUD ANTE LA COMIDA/BEBIDA.

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD NOURISHMENT]

DEFINIENS DE LA DIMENSION:

EAT/DRINK v [(x1: <+/- Hum.> (x1)) Agent

(X2: <Solid/Liquid> (x2)) Goal]

10.7.1.- Subdimension [∈ DRINKING NOTHING].

SUBDIMENSION [∈ DRINKING NOTHING]

DEFINIENS DE LA SUBDIMENSION:

DRINK v [(x1: <+ Hum.> (x1)) Agent

(X2: <No alcoholic beverages> (x2)) Goal]

ESCALA: POSITIVE

UNICO LEXEMA:

ABSTINENT (A) PR1 [(X1: + Hum.<Disp.; Behav.>(x1)) Ag.]

def = DRINK v [(x1: <+ Hum.> (x1)) Agent

(X2: <No alcoholic beverages> (x2)) Goal]

[(y1: De n : Low a (y1)) Manner]

[FORMAL] Stratic Register.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+) [Good 2/Good 3 ∈ Social/Ethical +

Degree (Low) + Stratic Reg. (Formal)]

Examples: What abstinent integrity is (OED)

And he againe, who is too, too sober, and
abstinent (OED)

10.7.2.- Subdimensión [∈ EATING/DRINKING LITTLE].

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD NOURISHMENT]

SUBDIMENSION [∈ EATING/DRINKING LITTLE]

DEFINIENS DE LA SUBDIMENSION:

EAT/DRINK v [(x1: <+ Hum.> (x1)) Agent
 (x2: <Little> (x2)) Goal]

ESCALA: POSITIVE

ARCHILEXEMA DE LA SUBDIMENSION: El archilexema o hiperónimo que proponemos, MODERATE 1 (aunque también el adjetivo TEMPERATE 1 podría realizar la misma función), hace referencia a la contención de cualquier exceso en la conducta en términos muy generales. En cualquier caso, se trata de una modalidad de adjetivos que inciden sobre la intensificación de la misma u otras clases léxicas en términos muy generales, y que, u otras clases léxicas en términos muy generales, y que, debidamente clasificados, aclararían uno de los rasgos semántico-pragmáticos más importantes: la graduación. Por tanto, el archilexema propuesto podría utilizarse en dimensiones, subdimensiones, etc. de campos léxicos muy

diversos.

MODERATE 1 (A) PR1 [(X1: + Hum.<Disp.; Behav.>(x1)) Ag.]

def = EAT/DRINK v [(x1: <+ Hum.> (x1)) Agent
 (X2: <Little> (x2)) Goal]

[(y1: Degree n : Medium a (y1)) Manner]
 Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+) [Good 2/Good 3 ∈ Social/Ethical + Degree
 (Medium)]

Examples: You are such a moderate man (OED)
Your eating is moderate.

ESCALA: POSITIVE (+)

LEXEMAS:

ABSTEMIOUS (A) PR1 [(X1: + Hum.<Disp.; Behav.>(x1)) Ag.]

def = MODERATE 1 (A) ...
 [(y1: Degree n : Medium a (y1)) Manner
 (y2: <Moderately a> (y2)) Manner]
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+) [Good 2/Good 3 ∈ Social/Ethical + Degree
 (Medium)]

Examples: An abstemious meal. (LDOCE)

You're being very abstemious today!. (LDOCE)

FRUGAL (A) PR1/PR7 [(X1: Usu. + Hum.<Disp.; Behav.> (x1))

Agent]

def = MODERATE 1 (A) ...

[(y1: Degree n : Medium a (y1)) Manner

(y2: <Austerely a> (y2)) Manner]

[FORMAL] Stratic Reg.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+) [Good 2/Good 3 ∈ Social/Ethical + Degree
 (Medium) + Stratic Reg. (Formal)]

Examples: Frugal habits. (LDOCE)

Be as frugal as a monk. (COBUILD)

Este lexema funciona simultáneamente en la dimensión [ATTITUDE TOWARD EXPENSE], pero, dada la naturaleza diferente del contenido y de la complementación preposicional, se definen mediante definiens diferentes.

10.7.3.- Subdimensión [∈ DRINKING A LOT].

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD NOURISHMENT]

SUBDIMENSION [∈ DRINKING A LOT]

DEFINIENS DE LA SUBDIMENSION:

DRINK v [(x1: <+ Hum.> (x1)) Agent
 (X2: <Abundantly> (x2)) Manner]

ESCALA: NEGATIVE (-)

LEXEMAS: La subdimensión [DRINKING A LOT] sólo se refiere a ingerir bebidas alcohólicas. Los adjetivos utilizables no aluden a una conducta o actitud determininada, sino más bien a estados fisiológicos o psicosomáticos resultantes de la ingestión de las bebidas citadas, manifestandose finalmente en una serie de conductas que, lexicográficamente, se definirían en otras divisiones o dimensiones. No obstante, tras un detallado estudio de las fuentes. sólo dos lexemas mencionan directa o indirectamente la conducta específica referida a este fenómeno.

BOOZY (A) PR1/PR7 [(X1: Usu. + Hum.<Disp.; Behav.> (x1))
 Agent]

def = DRINK v [(x1: <+ Hum.> (x1)) Agent
 (X2: <Abundantly> (x2)) Manner]

[(y1: Degree n : High a (y1)) Manner
 (y2: <Beverages n: Alcoholic a> (y2)) Causer
 (y3: <Intoxication n: Alcoholic a> (y3)) Res.]

[INFORMAL] Stratic Reg.
 Pos.: Usu. Attrib. Freq.: 1.

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
 (High) + Stratic Reg. (Informal)]

Examples: He doesn't want Gertrude to meet his boozy
 drinking companions. (COBUILD)

INEBRIATE (A) PR1/PR7 [(X1: Usu. + Hum.<Disp.; Behav.>
 (x1)) Agent]

def = DRINK v [(x1: <+ Hum.> (x1)) Agent
 (x2: <Abundantly> (x2)) Manner]

[(y1: Degree n : High a (y1)) Manner
 (y2: <Beverages n: Alcoholic a> (y2)) Causer
 (y3: <Intoxication n: Alcoholic a> (y3)) Res.]
 [FORMAL] Stratic Reg.
 Pos.: Usu. Attrib. Freq.: 1.

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
 (High) + Stratic Reg. (Formal)]

Examples: His inebrate father. (COBUILD)

10.7.4.- Subdimension [∈ EATING A LOT].

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD NOURISHMENT]

SUBDIMENSION [∈ EATING A LOT]

DEFINIENS DE LA SUBDIMENSION:

EAT v [(x1: <+/- Hum.> (x1)) Agent

(X2: <Abundantly> (x2)) Manner]

ESCALA: NEGATIVE (-)

LEXEMAS: Los lexemas *Gluttonous* o *Voracious* integrados en la subdimensión [FEELING DESIRE], grupo [FOR FOOD] se pueden incluir en esta subdimensión por su carácter ambivalente, pues se refieren tanto al deseo de ingerir alimentos como a la actitud o al comportamiento conducente a la ingestión excesiva de alimentos. En consecuencia, tratándose únicamente de variantes contextuales dependientes de la intencionalidad del hablante, sólo vamos a representar las diferencias formales entre uno y otro uso.

GLUTTONOUS (A) PR1/PR7 [(X1: Usu. + Hum.<Disp.; Behav.>
(x1)) Agent]

def = EAT v [(x1: <+/- Hum.> (x1)) Agent
(X2: <Abundantly> (x2)) Manner]

[(y1: Degree n : High a (y1)) Manner]
[EMOTIVE] Phasic Register
Pos.: Pred./Attributive. Freq.: 1.

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree

(High) + Phasic Reg. (Emotive)]

Examples: Over-fed women and their gluttonous husbands.

(COBUILD)

Though a Norman was not gluttonous, he was
epicurean. (OED)

PIGGISH 1 (A) PR1/PR7 [(X1: Usu. + Hum.<Disp.; Behav.>>
 (x1)) Agent]

def = EAT v [(x1: <+/- Hum.> (x1)) Agent
 (X2: <Abundantly> (x2)) Manner]

[(y1: Degree n : High a (y1)) Manner]
 [INFORMAL] Stratic Register.
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attributive. Freq.: 1.

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
 (High) + Stratic Reg. (Informal) / Phasic Reg.
 (Emotive)]

Examples: He did not mean they were piggish or coarse .

(OED)

He is a piggish man.

ESCALA: NEGATIVE (- -)

LEXEMA:

VORACIOUS (A) PR1/PR7 [(X1: Usu. +/- Hum.<Disp.; Behav.>
(x1)) Agent]

def = EAT v [(x1: <+/- Hum.> (x1)) Agent
(X2: <Abundantly> (x2)) Manner]

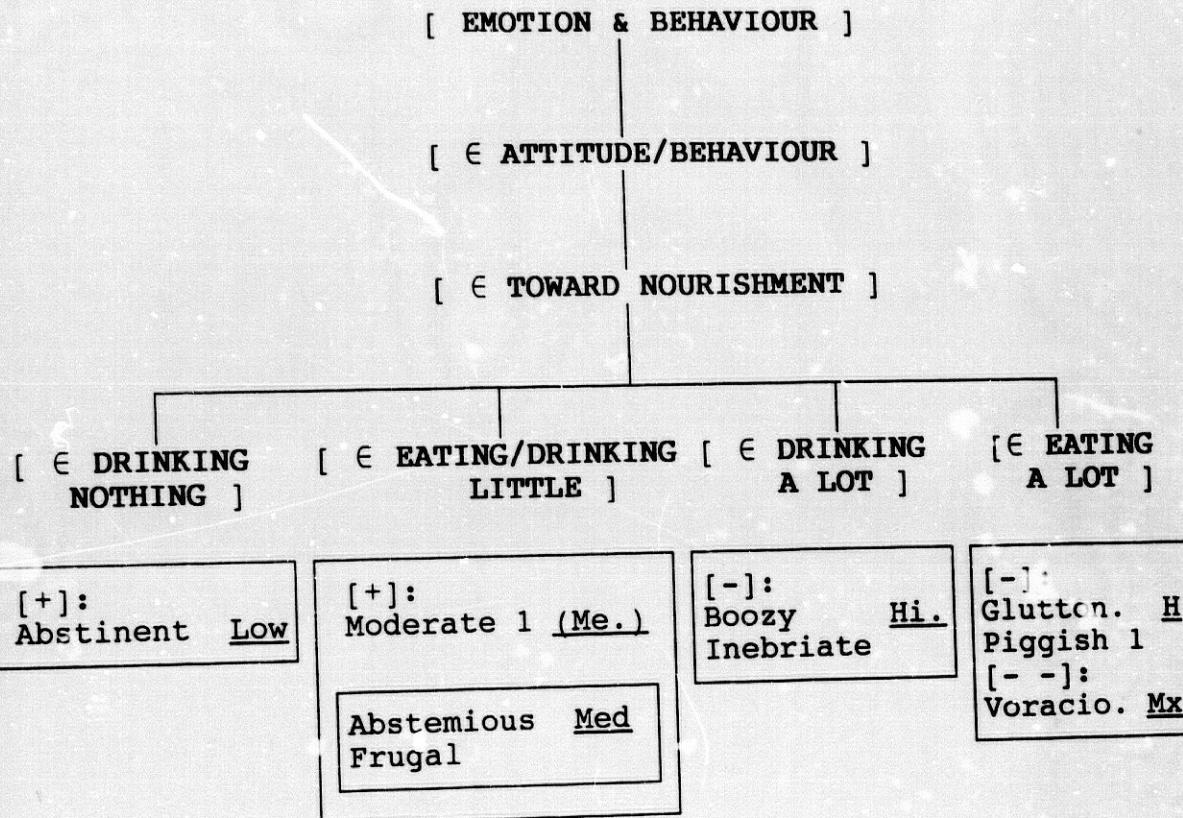
[(y1: Degree n : High a (y1)) Manner
(y2: <Limitless a> (y2)) Manner]
[LITERARY] Stratic Register
Pos.: Usu. Attributive. Freq.: 1.

Ev = Negative (-) [Bad 2/Bad 3 ∈ Social/Ethical + Degree
(Maximum) + Stratic Reg. (Literary)]

Examples: The Duke's voracious capacity for food was abnormal. (COBUILD)
Pigs are voracious feeders. (LDOCE)

10.7.5.- Representación gráfica de toda la dimensión.

GRAFICO DE LA DIMENSION:



10.8.- LA DIMENSION DE LA ACTITUD ANTE EL GASTO.

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [€ TOWARD EXPENSE]

DEFINIENS DE LA DIMENSION:

SPEND v [(x1: <+ Hum.> (x1)) Agent
 (x2: <Usu. money> (x2)) Goal]

10.8.1.- Subdimensión [∈ SPENDING A LOT].

SUBDIMENSION | ∈ SPENDING A LOT]

DEFINIENS DE LA SUBDIMENSION:

SPEND/GIVF . [(x1: <+ Hum.> (x1)) Agent
(x2: <Usu. money> (x2)) Goal]
[(y1: <Abundantly a> (y1)) Manner]

10 8.1.1.:= Grupo [∈ + UNSELFISHLY].

GRUPO [€ + UNSELFISHLY]

ESCALA: POSITIVE

DEFINICIONES DEL GRUPO:

SPEND/GIVE v [(x1: <+ Hum.> (x1)) Agent (. . .)

ARCHITECTURE OF THE GROUP:

GENERAL 1 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>

(x1)) Agent
(x2: pp (towards) <+ Hum.> (x2)) Recip.

(x2: pp (with) <...> (x2)) Recip./Refer.
 (x2: pp (in) <+/- Conc., - Hum.> (x2)) Spec.
 (x2: TO-Inf. Clause <...> (x2)) Object]

def = SPEND/GIVE v [(x1: <+ Hum.> (x1)) Agent

(x2: <Usu. money> (x2)) Goal]

[(y1: <Abundantly a> (y1)) Manner]

[(y1: Degree n : Medium a (y1)) Manner

(y2: <Unselfishly a> (y2)) Manner]

Pos.: Pred./Attrib. Freq.: 3.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (Medium)]

Examples: A generous and forgiving nature. (LDOCE)

You're far too generous with your money. (LLOCE)

Be generous towards your friends.

They are generous in everything.

It was generous of her to contribute such generous

sum. (BBIDOE)

ESCALA: POSITIVE (+)

LEXEMA:

LIBERAL 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.;

Action> (x1)) Agent

(x2: pp (with) <...> (x2)) Recip./Refer.]

```

def = GENEROUS 1 (A) ...
[ (y1: Degree n : Medium a (y1)) Manner
(y2: <Unselfishly a> (y2)) Manner
(y3: <freely a> (y3)) Manner ]
Pos.: Usu. Attrib. Freq.: 3.

```

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (Medium)]

Examples: She gave us liberal helpings of food. (LLOCE)
He is very liberal with his money. (LLOCE)

ESCALA: POSITIVE (+ +)

LEXEMAS:

LAVISH 1 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>
(x1)) Agent
(x2: pp (with) <...>(x2)) Reference.
(x2: pp (in) <+/- Conc., - Hum.> (x2)) Specif.
(x2: TO-Inf. Clause <...> (x2)) Object]

def= GENEROUS 1 (A) ...
[(y1: Degree n : High a (y1)) Manner
(y2: <Unselfishly a> (y2)) Manner
(y3: <Excessively a> (y3)) Manner]
Pos.: Pred./Attrib. Freq.: 2.

Ev = Positive (+ +) [Good 3 ∈ Ethical + Degree (High)]

Examples: The whole building was given the lavish attention of craftsmen. (COBUILD)

He is lavish with praise. (BBIDOE)

He is lavish in donating money to charity.

(BBIDOE)

MUNIFICENT (A) PR1/PR7 [(X1: + Hum.<Disp; Behav.; Action>
 (x1)) Agent]
 def= GENEROUS 1 (A) ...
 [(y1: Degree n : High a (y1)) Manner
 (y2: <Unselfishly a> (y2)) Manner]
 [FORMAL] Stratic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+ +) [Good 3 ∈ Ethical + Degree (High)]

Examples: A munificent mother. (COBUILD)
Laud was munificent ... almost magnificent. (OED)

UNSPARING (A) PR1/PR7 [(X1: + Hum.<Behav.;Action> (x1))
 Agent
 (x2: pp (of) < +/- Conc., - Hum.> (x2)) Object
 (x2: pp (in) <Usu. Money or Help> (x2))
 Specifier]
 def= GENEROUS 1 (A) ...
 [(y1: Degree n : High a (y1)) Manner

(y2: <Unselfishly a> (y2)) Manner]

Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+ +) [Good 3 ∈ Ethical + Degree (High)]

Examples: Unsparing love, her treasure (OED)

He was unsparing in his efforts to save hospital

from closure. (LDOCE)

Unsparing of praise. (BBIDOE)

10.8.1.2.- Grupo [∈ + CARELESSLY].

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD EXPENSE]

SUBDIMENSION [∈ SPENDING A LOT]

GRUPO [∈ + CARELESSLY]

ESCALA: NEGATIVE

DEFINIENS DEL GRUPO:

WASTE v [(x1: < Hum. > (x1)) Agent

(x2: <Usu. money> (x2)) Goal

def = SPEND/GIVE (V) ...

[(y1: <Abundantly a> (y1)) Manner

(y2: <Carelessly a> (y2)) Manner]

ARCHILEXEMA DEL GRUPO:

WASTEFUL (A) PR1/PR7 [(x1: + Hum.<Disp.; Behav.; Action>

(x1)) Agent

(x2: pp (of) <+/- Conc., - Hum.> (x2)) Object
 (x2: pp (in) <+/- Conc., - Hum.> (x2)) Specif.
 (x2: TO-Inf. Clause <...> (x2)) Object]
def= WASTE (V)
 [(y1: Degree n : High a (y1)) Manner
 (y2: <Abundantly a> (y2)) Manner
 (y3: <Carelessly a> (y3)) Manner]
 Pos.: Pred./Attrib. Freq.: 2.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High)]

Examples: Wasteful habits. (LDOCE)

Progress towards being less wasteful in energy.

(COBUILD)

Wasteful of natural resources. (BBIDOE)

It's wasteful to use so much fuel. (BBIDOE)

ESCALA: NEGATIVE (-)

LEXEMAS:

IMPROVIDENT (A) PR1/PR7 [(X1:+ Hum.<Disp.; Behav.; Act.>
 (x1)) Agent]
def= WASTEFUL (A) ...
 [(y1: Degree n : High a (y1)) Manner
 (y2: <Farsightedly a> (y2)) Manner]
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High)]

Examples: They have lived improvident lives. (COBUILD)
A childhood that had caused him to turn out feckless and improvident. (COBUILD)

PRODIGAL 1 (A) PR1/PR7 [(X1:+ Hum.<Disp.; Behav.; Act.)
(x1)) Agent]
def= WASTEFUL (A) ...
[(y1: Degree n : High a (y1)) Manner
(y2: <Unreasonably a> (y2)) Manner]
[LITERARY] Stratic Register.
[EMOTIVE] Phasic Register.
Pos.: Pred./Attrib. Freq.:1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
Stratic Reg. (Literary) / Phasic Reg. (Emotive)]

Examples: His prodigal lifestyle. (LDOCE)
Lothair was profuse, but he was not prodigal.
(OED)

ESCALA: NEGATIVE (- -)

LEXEMAS:

PROFLIGATE (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Act.)
(x1)) Agent

(x2: pp (of) <...> (x2)) Object
 (x2: TO-Inf. Clause <...> (x2)) Agent]
 def= WASTEFUL (A)
 (y1:< Degree n :Maximum a> (y1)) Manner
 (y2: <Foolishly a> (y2)) Manner
 [FORMAL] Stratic Register.
 Pos.: Pred./Attrib. Freq.:1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (Maximum) +
 Stratic Reg. (Formal)]

Examples: Our profligate use of resources. (COBUILD)
The utterly bad is in general profligate, and
therefore poor. (OED)

EXTRAVAGANT 2 (A) PR1/PR7 [(x1:+ Hum.<Disp.; Behav.; Act.>
 (x1)) Agent
 (x2: pp (in) <...> (x2)) Specifier]
 def = WASTEFUL (A)
 [(y1:< Degree n : Maximum a> (y1)) Man.
 (y2: <Unreasonably a> (y2)) Manner
 (y3: <Unnecessarily a> (y2)) Manner]
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.:2.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (Maximum) +

Phasic Reg. (Emotive)]

Examples: He said his wife was extravagant. (COBUILD)

An extravagant party. (LDOCE)

Extravaqant in spending his father's money.

(BBIDOE)

SPENDTHRIFT (A) PR1/ PR7 [(X1:+ Hum.<Disp.; Behav.; Act.)
(x1)) Agent] Agent

def = EXTRAVAGANT 2 (A) ...

[(y1:< Degree n : Maximum a> (y1)) Manner]

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.: 2.

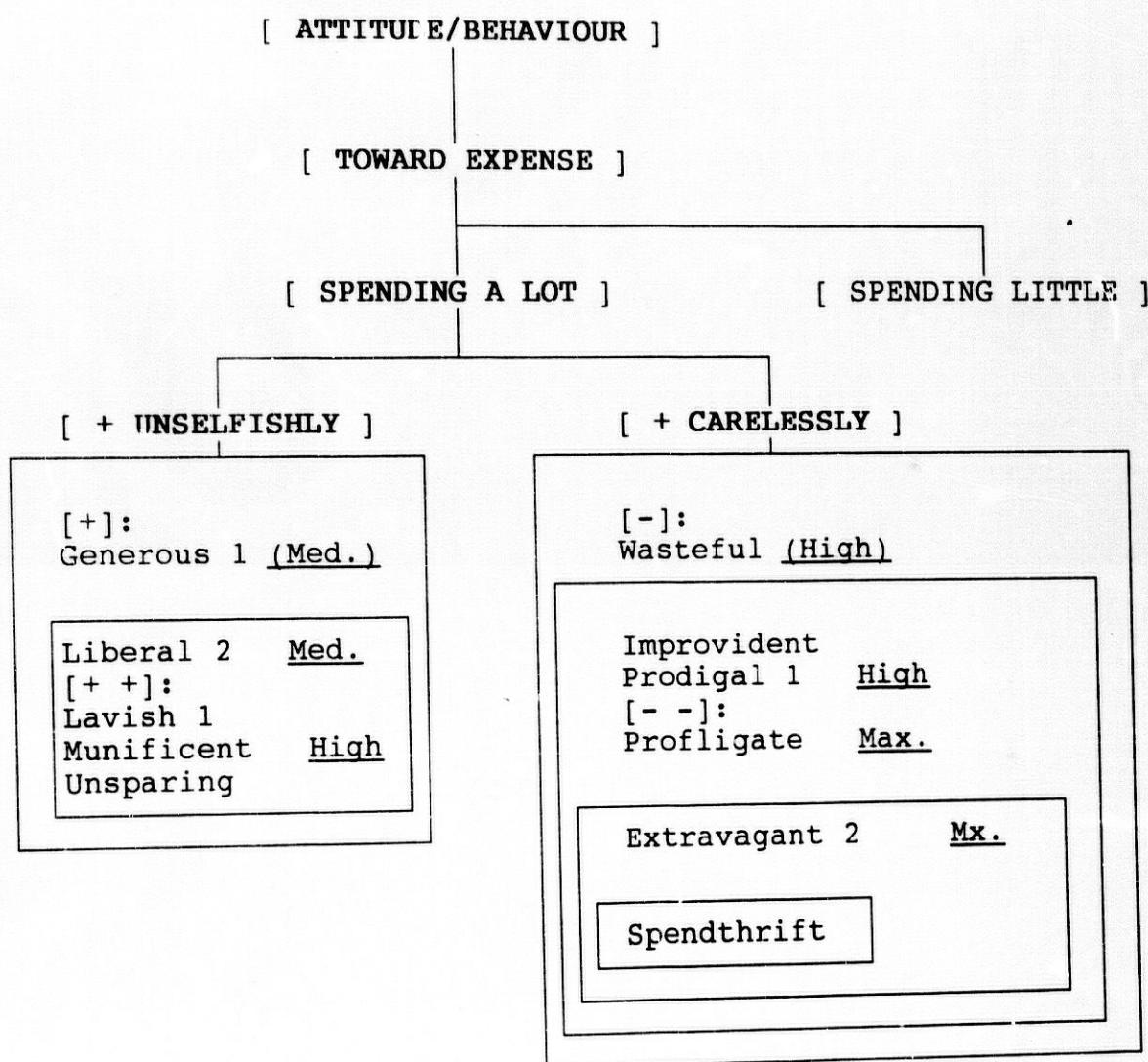
Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (Maximum) +
Phasic Reg. (Emotive)]

Examples: This confirmed all his worst fears about her
spendthrift habits. (COBUILD)

Nature is no spendthrift, but takes the shortest
way to her ends. (OED)

10.8.1.3.- Representación gráfica de la subdimensión.

GRAFICO DE LA SUBDIMENSION:



10.8.2.- Subdimensión [∈ SPENDING LITTLE].

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD EXPENSE]

SUBDIMENSION [∈ SPENDING LITTLE]

DEFINIENS DE LA SUBDIMENSION:

SPEND/GIVE v [(x1: <+ Hum.> (x1)) Agent
 (x2: <Usu. money> (x2)) Object]
 [(y1: <Little a> (y1)) Goal]

10.8.2.1.- Grupo [∈ IN GENERAL].

GRUPO [∈ IN GENERAL]

ESCALA: NEUTRAL

DEFINIENS DEL GRUPO:

SPEND/GIVE v [(x1: <+ Hum.> (x1)) Agent (...)

ESCALA: NEUTRAL (0)

UNICO LEXEMA:

SPARING (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>

(x1)) Agent

(x2: pp (with) <+/- Conc., - Hum.> (x2))

Reference

(x2: pp (in) <+/- Conc., - Hum.> (x2))

Specifier]

def = SPEND/GIVE v [(x1: <+ Hum.> (x1)) Agent

(x2: <Usu. money> (x2)) Object]

[(y1: <Little a> (y1)) Goal]

[(y.. Degree n : Medium a (y1)) Manner]

Pos.: Predicative. Freq.: 1.

Ev = Neutral (0) [Good 2/Bad 2 ∈ Social + Degree
 (Medium)]

Examples: She was sparing with heat and light. (COBUILD)
He was rather sparing in giving praise. (LDOCE)

10.8.2.2.- Grupo [∈ + CAREFULLY].

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD EXPENSE]

SUBDIMENSION [∈ SPENDING LITTLE]

GRUPO [∈ + CAREFULLY]

DEFINIENS DEL GRUPO:

SPEND/GIVE v [(x1: <+ Hum.> (x1)) Agent (...)

ESCALA: POSITIVE

ARCHILEXEMA DEL GRUPO:

CAREFUL 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav ; Action>

(x1)) Agent

(x2: pp (in) <+/- Conc., - Hum.> (x2)) Spec.

(x2: pp (with) <+/- Conc., - Hum.> (x2))

Reference

(x2: pp (about) <+/- Conc., - Hum.> (x2))

Reference

(x2: TO-Inf. Clause <...> (x2)) Object]

def = SPEND/GIVE v [(x1: <+ Hum.> (x1)) Agent

(X2: <Usu. money> (x2)) Object]

[(y1: <Little a> (y1)) Goal]

[(y1: Degree n : Medium a (y1)) Manner

(y2: <Cautiously a> (y2)) Manner]

Pos.: Usu. Predicative. Freq.: 4.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (Medium)]

Examples: You should be more careful with your money.

(LDOCE)

They had to be careful about money. (COBUILD)

Be careful in your expenses.

We are careful not to spend so much money.

ESCALA: POSITIVE (+)

LEXEMAS:

CANNY 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>
(x1)) Agent]

def = CAREFUL 2 (A) ...

[(y1: Degree n : Medium a (y1)) Manner

(y2: <Cleverly a> (y2)) Manner]

Pos.: Usu. Attributive. Freq.: 1.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (Medium)]

Examples: A canny Scots Housekeeper. (COBUILD)

ECONOMICAL 1 (A) PR¹/PR7 [(X1: + Hum.<Disp.; Behav.;
Action> (x1)) Agent]
def = CAREFUL 2 (A) ...
[(y1: Degree n : Medium a (y1)) Manner
(y2: <Sensibly a> (y2)) Manner]
Pos.: Usu. Attributive. Freq.: 2.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (Medium)]

Examples: She thought of herself as an economical housewife.
(COBUILD)

FRUGAL (A) PR1/PR7 [(X1: Usu. + Hum.<Disp.; Behav.> (x1))
Agent
(x2: pp (of) <+/- Conc. <Usu. money>> (x2))
Object
(x2: pp (with) <+/- Conc. <Usu. money>> (x2))
Reference]
def = CAREFUL 2 (A) ...
[(y1: Degree n : Medium a (y1)) Manner
(y2: <Austerely a> (y2)) Manner]
[FORMAL] Stratic Reg.
Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (Medium) +
 Stratic Reg. (Formal)]

Examples: Frugal habits. (LDOCE)

Be as frugal as a monk. (COBUILD)

Frugal of one's money. (BRTDOE)

Although he's become rich, he's still very frugal
 with his money. (LDOCE)

PROVIDENT (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>
 (x1)) Agent]

def = CAREFUL 2 (A) ...

[(y1: Degree n : Medium a (y1), Manner

(y2: <Farsightedly a> (y2)) Manner

(y3: PP <By saving or storing> (y3)) Inst.]

[EMOTIVE] Phasic Register.

PoE.: Pred./Attrib. Freq.: 1.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (Medium) +
 Phasic Reg. (Emotive)]

Examples: He will always be poor because he never was a
 provident man. (OED)

It was fortunate that Humphrey had been so
 provident. (OED)

THRIFTY (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>
 (x1)) Agent
 (x2: pp (in) <+/- Conc. <esp. moneys>> (x2))
 Specifier]
 def = CAREFUL 2 (A) ...
 [(y1: Degree n : Medium a (y1)) Manner
 (y2: <Wisely a> (y2)) Manner
 (y3: PP <By saving> (y3)) Instrument]
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.: 1.

Ev = Positive (+) [Good 3 ∈ Ethical + Degree (Medium) +
 Phasic Reg. (Emotive)]

Examples: A thrifty housewife. (LDOCE)

He was honest, ..thrifty, and hard-working. (OED)

...seldom fail to be much more thrifty in their
Decline. (OED)

10.8.2.3.- Grupo [∈ + UNWILLINGLY].

SUPERDIMENSION [∈ ATTITUDE/BEHAVIOUR]

DIMENSION [∈ TOWARD EXPENSE]

SUBDIMENSION [∈ SPENDING LITTLE]

GRUPO [∈ + UNWILLINGLY]

DEFINIENS DEL GRUPO:

SPEND/GIVE v [(x1: <+ Hum.> (x1)) Agent
 (X2: <Usu. money> (x2)) Object]
 [(y1: <Little a> (y1)) Goal
 (y2: <Unwillingly a> (y2)) Manner]

ESCALA: NEGATIVE

ARCHILEXEMA DEL GRUPO: (No hemos hallado ninguna lexicalización dominante como definiens de las demás).

ESCALA: NEGATIVE (-)

LEXEMAS:

MEAN 1 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>
 (x1)) Agent
 (x2: pp (with) <+/- Conc., - Hum.> (x2))
 Reference
 (x2: pp (about) <+/- Conc., - Hum.> (x2))
 Reference]

def = SPEND/GIVE v [(x1: <+ Hum.> (x1)) Agent
 (X2: <Usu. money> (x2)) Object]
 [(y1: <Little a> (y1)) Goal]

[(y1: Degree n : High a (y1)) Manner

(y2: <Unwillingly a> (y2)) Manner]

Pos.: Usu. Predicative. Freq.: 3.

Ev = Negative (-) [Bad $\exists \in$ Ethical + Degree (High)]

Examples: He is very mean with his money. (LDOCE)

I used to be very mean about hot water. (COBUILD)

MINGY (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>
 (x1)) Agent
 (x2: pp (abcut) <+/- Conc., - Hum.> (x2))
 Reference]

def = SPEND/GIVE v [(x1: <+ Hum.> (x1)) Ag. (...)

[(y1: Degree n : High a (y1)) Manner
 (y2: <Unwillingly a> (y2)) Manner]
 [INFORMAL] Stratic Register.
 [BRITISH] Topical Register.
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.:1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Stratic Reg. (Informal) / Phasic Reg. (Emotive)]

Examples: A mingy person/present. (LDOCE)

She is rather mingy about food. (COBUILD)

NIGGARDLY (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>
 (x1)) Agent
 (x2: pp (in) <+/- Conc., - Hum. <Usu. money

or praise>> (x2)) Reference]

def = SPEND/GIVE v [(x1: <+ Hum.> (x1)) Ag. (...)

[(y1: Degree n : High a (y1)) Manner

(y2: <Unwillingly a> (y2)) Manner]

[LITERARY] Stratic Register.

[EMOTIVE] Phasic Register.

Pos.: Pred./Attrib. Freq.:1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
Stratic Reg. (Literary) / Phasic Reg. (Emotive)]

Examples: Niggardly praise. (LDOCE)

I don't want to seem niggardly. (COBUILD)

Let us not be niggardly in our exhortations. (OED)

STINGY (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>

(x1)) Agent

(x2: pp (with) <+/- Conc., - Hum. <Usu. money>>

(x2)) Reference

(x2: TO-Inf. Clause <...> (x2)) Object]

def = SPEND/GIVE v [(x1: <+ Hum.> (x1)) Ag. (...)

[(y1: Degree n : High a (y1)) Manner

(y2: <Unwillingly a> (y2)) Manner
 (y3: <Saving n> (y3)) Gcal]
 [INFORMAL] Stratic Register.
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.:1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
 Stratic Reg. (Informal) / Phasic Reg. (Emotive)]

Examples: He is too stingy to give money to charity.

(LDOCE)

Don't be stingy. (COBUILD)

A stingy meal. (LDOCE)

He's stingy with his money. (LDOCE)

TIGHT 2 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>
 (x1)) Agent
 (x2: pp (with) <+/- Conc., - Hum. <Usu.
 money>> (x2)) Reference]

def = SPEND/GIVE v [(x1: <+ Hum.> (x1)) Ag. (...)
 [(y1: Degree n : High a (y1)) Manner
 (y2: <Unwillingly a> (y2)) Manner
 [INFORMAL] Stratic Register.
 [EMOTIVE] Phasic Register.

Pos.: Usu. Predicative. Freq.: 2.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
Stratic Reg. (Informal) / Phasic Reg. (Emotive)]

Examples: Don't be so tight.

He's really tight with his money. (COBUILD)

UNGENEROUS 1 (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.;
Action> (x1)) Agent]

def = SPEND/GIVE v [(x1: <+ Hum.> (x1)) Ag.

[(y1: Degree n : High a (y1)) Manner
(y2: <Unwillingly a> (y2)) Manner
(y3: <Selfishly a> (y3)) Manner]
[OBSOLETE] Stratic Register.

Pos.: Pred./Attrib. Freq.: 1.

Ev = Negative (-) [Bad 3 ∈ Ethical + Degree (High) +
Stratic Reg. (Obsolete)]

Examples: You won't find me ungenerous. (COBUILD)

An irregular but not ungenerous allowance.

(COBUILD)

ESCALA: NEGATIVE (- -)

LEXEMAS:

MISERLY (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.; Action>
 (x1)) Agent
 (x2: pp (with) <+/- Conc., - Hum. <Usu.
 money>> (x2)) Reference]

def = SPEND/GIVE v [(x1: <+ Hum.> (x1)) Ag. (...)

[(y1: Degree n : Maximum a (y1)) Manner
 (y2: <Unwillingly a> (y2)) Manner]
 [EMOTIVE] Phasic Register.
 Pos.: Pred./Attrib. Freq.:1.

Ev = Negative (- -) [Bad 3 ∈ Ethical + Degree (Maximum) +
 Phasic Reg. (Emotive)]

Examples: A miserly attitude. (LDOCE)

Don't spoil things by being miserly. (COBUILD)

He is very miserly with his money. (LLOCE)

PARSIMONIOUS (A) PR1/PR7 [(X1: + Hum.<Disp.; Behav.;
 Action> (x1)) Agent]

def = SPEND/GIVE v [(x1: <+ Hum.> (x1)) Ag.

[(y1: Degree n : Maximum a (y1)) Manner
(y2: <Unwillingly a> (y2)) Manner]
[FORMAL] Stratic Register.
[EMOTIVE] Phasic Register.
Pos.: Pred./Attrib. Freq.:1.

Ev = Negative (- -) [Bad 3 ∈ Ethical + Degree (Maximum) +
Stratic Reg. (Formal) / Phasic Reg. (Emotive)]

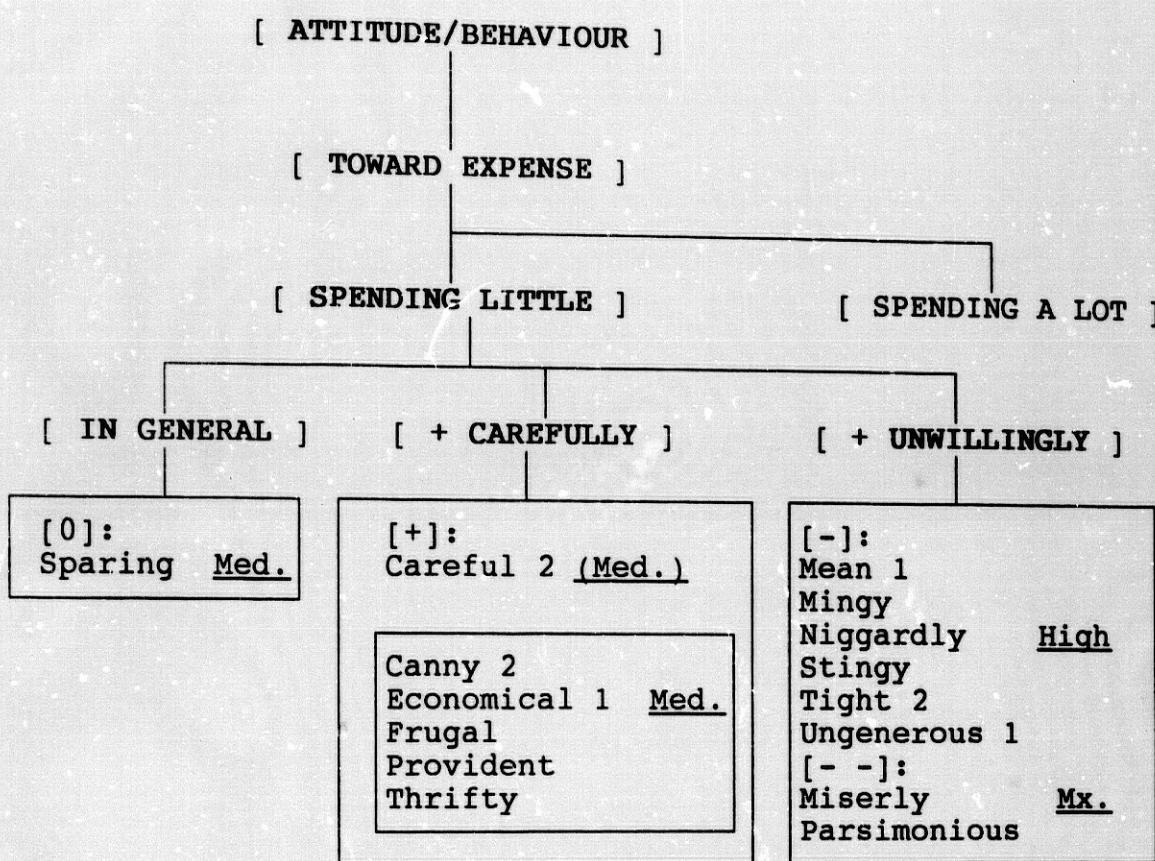
Examples: A parsimonious person/gift. (LDOCE)

Her expenditure was parsimonious and even miserly.

(OED)

10.8.2.3.- Representación gráfica de la subdimensión.

GRAFICO DE LA SUBDIMENSION:



Capítulo undécimo:

CONCLUSIONES.

11.- CONCLUSIONES.

Una vez concluida la extensa exposición de la parte analítica, creemos llegado el momento de plantearnos una recapitulación crítica de los posibles resultados teóricos y prácticos que pudieran extraerse del conjunto de esta disertación.

Antes de proceder a la enumeración de las conclusiones, queremos destacar de modo muy especial uno de los objetivos fundamentales que planteamos desde el inicio mismo de este trabajo; nos referimos a la necesidad de que la lingüística moderna se preocupe con mayor intensidad del parámetro axiológico o valorativo, pues se trata de un eje que atraviesa y afecta al lenguaje y a las lenguas humanas en todos sus niveles. Y, según hemos referido en diversas ocasiones, el citado parámetro ha sido objeto de un tratamiento generalmente superficial por parte de las dos grandes corrientes lingüísticas de este siglo. Hecho insólito si apreciamos su importancia.

Por otra parte, en esta obra nos planteamos el componente axiológico más como un problema de "macrolingüística" que de "microlingüística", sin que por ello dejemos de analizar un corpus considerable de adjetivos de la lengua inglesa a título de muestra y sin que, asimismo, dejemos de ponderar la posibilidad (y la necesidad) de emprender (o sugerir) estudios más concretos sobre las manifestaciones axiológicas de carácter morfológico (afijos, etc.), morfo-sintáctico (relación entre negación y axiología, etc.), sintáctico-semántico (pruebas para establecer la congruencia etc.).

o incongruencia de determinadas oraciones en base al parámetro valorativo, etc.), etc.

Vamos a proceder seguidamente a la enumeración de las conclusiones de lo que, a nuestro juicio, consideramos como más relevante en nuestro trabajo.

1. Las deliberaciones de carácter general en torno a aspectos esenciales que inciden en la comprensión de lo axiológico (y su configuración en el lenguaje y en las lenguas) nos han facilitado las evidencias siguientes: (1) el carácter ontogenésico, primario y dual que el componente valorativo posee (dentro de una inmensidad de fenómenos del cosmos que nos rodea y dentro, también, de la índole ambivalente y opositiva de la lógica humana frente a otros seres); (2) su manifestación precoz y pre-verbal en los seres humanos, al menos en su dimensión hedónica, adquiriéndose en etapas sucesivas el discernimiento de las demás categorías axiológicas; (3) su carácter universal en las manifestaciones verbales y no verbales de la especie humana, jugando un papel destacado en la gestación de significados (nivel lexicogenésico); (4) su imbricación (como causa y como efecto) en una gama muy considerable de fenómenos y procesos psíquicos (afectividad, volición, cognición), así como en las manifestaciones culturales y sociales donde se origina, opera y modifica.

2. Procuramos asimismo recopilar argumentos y ejemplos en favor del carácter central, principal y denotativo del componente

axiológico, frente al carácter secundario y connotativo que se le ha atribuido tradicionalmente en diversos tratados. Ahora bien, teniendo en cuenta que dicho carácter denotativo resulta incuestionable en la utilización de aquellas unidades léxicas cuya función primordial es la de evaluar (el caso de *good*, *baj*, *excellent*, *terrible*, etc.) y también en el caso de las que integran necesariamente la valoración como un elemento constante de su fórmula sémica (las unidades referidas a la conducta, a las emociones, a la inteligencia, a la estética, etc., que siempre son axiológicas de alguna forma), en las demás circunstancias el carácter axiológico de las mismas dependerá efectivamente de factores accesorios tales como el contexto de uso, la intención del hablante, la interpretación del oyente, etc.

3. Al aproximarnos a la naturaleza del componente axiológico, hemos tratado de diseccionar y tipificar sus características esenciales, alcanzando los resultados siguientes: (1) la polémica histórica (en filosofía) entre los que defendían el objetivismo frente al subjetivismo valorales y viceversa no la mantendríamos ahora, pues dada la complementariedad entre ambas, abogaríamos por una síntesis ecléctica entre ambos presupuestos; (2) existen abundantes evidencias filosóficas, psicológicas y lingüísticas de la naturaleza a la vez polar y gradual de una inmensa mayoría de términos axiológicamente relevantes. Merece destacarse en este punto el brillante análisis que de las relaciones axiológico-intensificativas en las combinaciones adjetivo-sustantivo

efectuaron Aarts y Calvert (1979); (3) un constituyente que prácticamente no ha sido tenido en cuenta en las aproximaciones lingüísticas que conocemos ha sido la norma o canon axiológico. Este hecho resulta sorprendente cuando se trata de un elemento clave, tanto para la tipificación de las modalidades de valoración como para determinar las diferencias entre enunciados axiológicos; Y (4), contrariamente a lo que piensan muchos filósofos y lingüistas, nosotros, aunque propugnemos matizadamente la existencia de jerarquías axiológicas válidas a nivel intersubjetivo (según el "ethos" de cada pueblo y cultura y en razón de las diferencias fásicas, estráticas, e incluso individuales), sin embargo discrepamos de que dicha jerarquía (que procede de nuestro conocimiento acerca del mundo) pueda reflejarse a nivel de lengua con la misma fidelidad que a nivel extralingüístico. Eso sí, existirán ejemplos aislados que puedan apuntar en esa dirección, pero no sistemáticamente. La única jerarquía que defendemos es la que nos proporcionan las relaciones entre unidades significativas a nivel de lengua (relaciones hiperónimas e hipónimas).

4. Otros aspectos no menos importantes y en torno a los cuales hemos debatido extensamente han sido, en primer lugar, la necesidad de no confundir el componente axiológico con un registro estilístico más. Confusión ésta bastante común en las obras lexicográficas y en los tratados lingüísticos. Especialmente frecuente ha sido la interpretación del componente axiológico como un registro estilístico emotivo cuando, en realidad, se trata de

dos aspectos claramente diferenciados. En segundo lugar, tratamos de demostrar cómo el componente axiológico reside fundamentalmente en la función expresivo-conativa o interpersonal del lenguaje, si bien de algún modo la propia función descriptiva sería sensible al eje valorativo precisamente como etapa intermedia o neutral en dicho proceso. Y si aludimos a la función estética, de alguna manera nos referimos a la imbricación de lo axiológico en el propio discurso. Por último, la ubicuidad axiológica se manifiesta en todos los niveles del lenguaje, resultando de especial interés para esta disertación su presencia en los niveles semántico y pragmático. En cuanto a las disciplinas del lenguaje, resulta obvio que todas ellas tienen algo que decir al respecto, pero en este caso defendemos la clasemática (emanada de la lexemática) en su vertiente semántico-pragmática como el marco idóneo para el estudio del que en lo sucesivo debería denominarse clasema axiológico.

5. En relación con la conclusión que acabamos de enunciar, debemos señalar cómo el fenómeno estudiado requiere, dada su extensión, diversidad y complejidad, una aproximación multidisciplinar, destacando en especial las contribuciones de filósofos y psicólogos expuestas a lo largo del capítulo tercero. Las reflexiones y clasificaciones allí reseñadas, sobre todo las de axiólogos y filósofos como M. Scheler, Ortega y Gasset, L. Lavelle, R. Le Senne o J. M. Fondevila; o bien, trabajos de psicología tan influyentes como los estudios psicosemánticos de Osgood y su círculo, los análisis estructurales de datos de S.

Fillenbaum y A. Rapoport, o los análisis conductistas de Ch. Morris, nos han resultado, tanto unos como otros, de gran utilidad para apoyar algunas de las hipótesis defendidas anteriormente, así como para cimentar las ordenaciones axiológicas de carácter onomasiológico que hemos ido efectuando (si bien hemos de matizar que nuestras deducciones siempre han sido corroboradas por estudios inductivos del léxico afectado a partir de fuentes lexicográficas).

En definitiva, aun teniendo en cuenta los problemas que arrastran las obras filosóficas, pedagógicas, etc. que han versado sobre estos temas: ambigüedad, arbitrariedad, crítica impresionista, relativismo (subjetivismo) frente a absolutismo (objetivismo), etc., y si queremos hacer balance, estamos convencidos de que potenciar cualquier posibilidad de enfoque combinado puede contribuir decisivamente a arrojar nueva luz sobre aspectos de lo axiológico anteriormente ignorados.

6. Ante la ausencia (y necesidad) de una compilación de cómo el componente (clasema) axiológico ha sido tratado en la lingüística contemporánea, la confección de un tratado de esas características ha constituido uno de los objetivos prioritarios de este estudio.⁶

Sintetizando en extremo las contribuciones expuestas a lo largo del capítulo cuarto, sobresale el siguiente rasgo: el carácter fragmentario y frecuentemente superficial de las

⁶ Sólo tenemos conocimiento de un tratado similar elaborado en polaco por Puzyńska (citado por T. P. Krzeszowski (1990:161)), si bien desconocemos su contenido.

aportaciones reseñadas (cuando éstas han existido). En la mayor parte de los casos se trata simplemente de breves reseñas al hilo de demostraciones y objetivos muy alejados de un planteamiento global del problema axiológico en el lenguaje o en una lengua en particular.

7. Ahora bien, aun siendo fragmentarias, las contribuciones lingüísticas no son tan escasas como había apuntado Krzeszowski (1990). Es más, tomadas en su conjunto, podemos constatar cómo dichas contribuciones (o al menos algunas de ellas) intentan resolver e incluso llegan a esclarecer un buen número de problemas. Si nos referimos a las más importantes, Ch. Bally, por ejemplo, intuyó entre otras cuestiones el papel decisivo que la capacidad humana de valorar ha desempeñado en la conservación de nuestra especie y en la gestación de las lenguas naturales. Asimismo, el autor demuestra la estrecha relación existente entre procesos emotivo-afectivos, manifestaciones socio-culturales y juicios de valor. Mucho después Sorin Stati, pese a lo dudoso de la metodología empleada en sus análisis y clasificaciones, suscita temas tan decisivos como la interrelación entre graduabilidad, estilística y valoración, la intuición del concepto de canon, o mejor aún, llega a ofrecernos la clasificación más exhaustiva que conocemos de adjetivos valorativos (para la lengua francesa sobre todo). También Aarts y Calbert elevan el rasgo [+ EVALUATIVE] a la categoría de rasgo supraprimario y esbozan una clasificación axiológica bastante lúcida, respetando la jerarquía

intralingüística. No menos importantes son las propuestas efectuadas por L. Martín Mingorance en favor tanto de la posible existencia de un clasema valorativo de carácter pragmático⁷ como de la trascendencia otorgada a la idea de norma o canon, aun cuando no desarrolle con detalle esos postulados. Asimismo, B. Pottier contribuye en sus obras tanto a la conexión entre intención y valoración como a no perder de vista que los mecanismos articuladores de lo axiológico en el lenguaje humano se inspiran en criterios extralingüísticos de carácter socio-cultural, sensitivo, etc. Ahora bien, su mayor acierto ha consistido en elevar lo valorativo al nivel de modalidad específica (que se inserta con un *status* especial tanto entre las nociones clave lingüístico-conceptuales como entre las grandes categorías semántico-gramaticales). Finalmente, Tomasz P. Krzeszowski, auténtico precursor de la axiología lingüística contemporánea, además de aludir en mayor o menor medida a gran parte de los aspectos antes citados, intenta integrar su concepción axiológica en el marco de la semántica cognitiva, obteniendo valiosos resultados aun cuando discrepemos de su concepción de jerarquía y de los ejemplos de metáforas que supuestamente fundamentan el eje *good-bad*. Sin embargo, la propuesta más valiosa de este autor procede, a nuestro juicio, de la enunciación del llamado principio axiológico, ya que colabora decisivamente a esclarecer la naturaleza y la génesis del clasema axiológico en el lenguaje.

⁷ Recordemos nuevamente que esta idea ya la esbozó E. Coseriu (1968, ed. español 1977a:146-47 y 175-76) para los adjetivos y con carácter más general.

8. A pesar de los logros reseñados, los autores citados no llegan a desarrollar suficientemente, tal y como intentamos hacer nosotros, (1) una aproximación monográfica a este problema (excepción hecha de Krzeszowski), (2) una fórmula genuinamente axiológica o una taxonomía que exprese las relaciones entre sus componentes (interacción, dominancia, etc.); y (3) tampoco nos facilitan una clasificación axiológica que no esté fundamentada únicamente en intuiciones o deducciones de carácter extralingüístico, por muy atinadas que éstas sean. Por ese motivo, en esta disertación nos proponemos ofrecer una clasificación que (aunque incompleta, dada su extensión) proceda del análisis empírico (inductivo-deductivo) de un corpus léxico basado fundamentalmente en la información contenida en las definiciones lexicográficas.

9. Como ya hemos apuntado, ha sido uno de nuestros objetivos básicos el describir y fundamentar el número, propiedades y funciones de los constituyentes del llamado clasema axiológico, creando una taxonomía adecuada (inspirada en la semántica estructural) para referirnos con mayor precisión a esos constituyentes. Así se obtienen, por ejemplo, términos tales como "axioema", "archiaxioema", "hipercanon", "hipocanon", etc. Este proceso conducirá finalmente a la creación de una fórmula axiológica global que se integre en la descripción de cada unidad léxica (según la terminología de la lexemática) o de cada marco predicativo (según la de la GF de S.C. Dik) perteneciente a un

campo léxico axiológicamente determinado (objeto de estudio).

10. Para la confección del corpus léxico seleccionado en esta disertación y donde posteriormente procederemos a insertar la fórmula antes citada, creemos que la combinación de los principios de la semántica estructural en su versión lexemática (Escuela de Tubinga dirigida por E. Coseriu), de la gramática funcional de S. C. Dik, y del modelo lexemático-funcional de L. Martin Mingorance (que integra y amplía los dos precedentes), resultan ser los modelos de análisis lingüístico más convenientes para efectuar la disección del citado corpus léxico.

11. Dada la extensión del parámetro axiológico, cuyo ordenamiento onomasiológico partiendo de análisis semasiológicos (inductivos) supone una tarea inmensa e imposible de cubrir en una sola disertación, en la parte analítica sólo hemos podido ofrecer una clasificación onomasiológica exhaustiva tanto de las evaluaciones centrales y genéricas (formada por aquellas unidades léxicas adjetivales cuya única función es la de valorar), como de la evaluación central y específica relativa a emociones y conducta (formada por unidades léxicas adjetivales donde el componente axiológico es un elemento integrante del significado denotativo). Con respecto a esta última subdivisión, consideramos que las emociones y la conducta, preferentemente humanas, son dos de los ámbitos genuinamente axiológicos donde mejor se pueden llegar a reflejar la riqueza y variedad del clasema axiológico.

En cuanto a los resultados concretos de las clasificaciones y análisis efectuados en la segunda parte de la disertación, podemos ofrecer el siguiente balance: (1) coincidimos con S. Stati (1979:97-98) en afirmar también para la lengua inglesa el predominio de los adjetivos negativos (respecto a los positivos) en gran parte de las dimensiones estudiadas, pudiéndose extraer de este dato las conclusiones oportunas; (2) llama la atención asimismo la frecuencia con que se superponen los archiaxioemas canónicos y los hipocánones de toda índole en un número elevado de las dimensiones y subdimensiones estudiadas, lo cual contribuye a ratificar la hipótesis de la heterogeneidad y complejidad del parámetro axiológico, así como la dificultad que implica su formalización; (3) la presencia constante del sema de graduabilidad en la fórmula axiológica (que se representa mediante el axioema de grado) de las unidades descritas corrobora la idea de proximidad e interdependencia entre ambos constituyentes; (4) finalmente, los análisis empíricos han confirmado la frecuente simbiosis entre lo emotivo y lo conductual en los análisis efectuados; demostrándose, por tanto, que la idea inicial de estudiar conjuntamente ambos fenómenos (en la misma subdivisión) no era desacertada; si bien, como sucede con los conceptos abstractos en general, los límites entre los diversos ámbitos resultan a veces muy difusos.

12. En lo concerniente a las posibilidades de aplicaciones prácticas de este trabajo, puede inferirse fácilmente que la fórmula axiológica que hemos diseñado, de acuerdo con sus

características, podría utilizarse en lexicografía, tanto en la compilación de diccionarios monolingües como en la de diccionarios bilingües, multilingües, contrastivos, etc., ordenados semasiológica u onomasiológica. De hecho, tanto el corpus analizado como el desarrollo de la fórmula axiológica que propugnamos forman parte del proyecto de investigación dirigido por el Profesor Martín Mingorance en la Universidad de Granada, consistente en la elaboración de un lexicón contrastivo (inglés, español, alemán), ordenado onomasiológicamente y siguiendo el modelo lexemático-funcional antes citado (cf. 1.2.1.).

13. Al igual que señalamos en 1.2, la fórmula y el corpus referidos anteriormente pueden servir asimismo como base de datos terminológica, utilizable mediante medios informáticos, tanto para el proyecto antes citado como para investigaciones ulteriores. Por otra parte, el diseño, desarrollo y aplicaciones de la fórmula axiológica que propugnamos pueden servir tanto para entender mejor el funcionamiento de la lengua como para impulsar la **clasemática**, disciplina ésta que trata de explicar la interacción entre componentes diversos de las lenguas naturales, contribuyendo de este modo a acercarnos un poco más a una mejor comprensión de algunos de los llamados universales lingüísticos. Por tanto, el análisis y sistematización del componente axiológico, al ofrecer una información semántico-pragmática de carácter psíquico y socio-cultural, podría estimarse como una contribución novedosa para la creación de un mapa clasemático de las lenguas naturales, proyecto

éste que supone un reto para la lingüística moderna.

14. Finalmente, la necesidad de multiplicar los estudios que desarrollen todos los aspectos y todas las conexiones y derivaciones implicadas por el clasema axiológico (a nivel intra-, extra- e interlingüístico) podrían requerir, si se estimase oportuno, el desarrollo de una nueva rama científica dependiente de la clasemática y que, a fin de que no se confundiese con la llamada axiología lingüística divulgada por A. Martinet (1973, 1975), propondríamos para ella la denominación de **AXIOEMATICA**.

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