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### COOPERATIVE SIGN-SYSTEMS – SYSTEMIC

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<th>Dramatic Subcodes</th>
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<td>Rules for interpretation of movement in terms of character, etc.</td>
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<td>Spatial conventions (regarding playhouse, set, configurations of bodies, etc.)</td>
<td>⇔ Proxemic codes ⇔</td>
<td>Constraints on reading of spatial arrangements in terms of inter-relationships, dramatic space, etc.</td>
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<td>Rules for theatrical costume and its connotations</td>
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<td>Make-up conventions</td>
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<td>Scenic subcodes</td>
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<td>Restrictions on musical accompaniment, interludes, etc.</td>
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<td>Norms regulating the inference of dramatic information from ‘significant’ music etc.</td>
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<tr>
<td>Stage and playhouse norms, etc.</td>
<td>⇔ Architectural codes etc ⇔</td>
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### COOPERATIVE SIGN-SYSTEMS – LINGUISTIC

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<tr>
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<td>⇔ Idiolectal etc. ⇔</td>
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From: *The Semiotics of Theatre and Drama* – Keir Elam (1980:57,58)