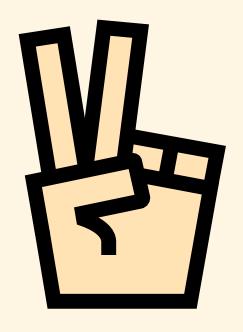
PROMOTING RELIGIOUS TOLERANCE THROUGH THE DESIGN OF A PICTOGRAM COMMUNICATION SYSTEM FOR DIGITAL PEACEMAKERS ON SOCIAL NETWORKING SITES

SYED GOWHAR ANDRABI



PICTOGRAM COMMUNICATION
SYSTEM OF RELIGIOUS TOLERANCE
(PCSoRT)

DESIGN GUIDEBOOK

SUBMITTED TO THE UNIVERSITY OF HERTFORDSHIRE IN PARTIAL FULFILMENT OF THE REQUIREMENTS OF THE DEGREE OF DOCTORATE IN DESIGN

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INTRODUCTION: PICTOGRAM COMMUNICATION SYSTEM OF RELIGIOUS TOLERANCE (PCSoRT)

PCSoRT is a design project, a computer-mediated pictogram communication system designed to promote religious tolerance in the comment sections of social networking sites, particularly YouTube.

It is a non-phonetic graphical representation system that uses digitally produced pictograms to communicate shared beliefs and common values of Abrahamic religions.

It serves as a bridge between users from different backgrounds, fostering a sense of belonging and shared interpretation while providing a common ground for finding ways to promote religious tolerance.

It is aimed at tolerant users (digital peacemakers) who have prior knowledge of using pictograms and have a certain degree of "fluency" and "practice" in pictogram narrative and communication.

GUIDEBOOK: PICTOGRAM COMMUNICATION SYSTEM OF RELIGIOUS TOLERANCE (PCSoRT)

Dear Digital Peacemaker

This guidebook is an information manual describing the vocabulary and application of the Pictogram Communication System of Religious Tolerance (PCSoRT). It provides a reference guide for religiously tolerant users (digital peacemakers) who communicate in English and are looking for a tool to express specific ideas about religious tolerance based on shared concepts in the context of social networking sites (YouTube).

The guidebook provides guidelines and a range of examples to ensure a consistent and coherent visual representation of the pictogram system.

The guidebook strives to evolve continuously to help you represent shared religious concepts. You are welcome to share your sketches and suggestions with us at any time (gowharandrabi@gmail.com). Your contributions are greatly appreciated.

Participation in the co-creation process is open to you, offering you the opportunity to contribute to the ongoing improvement of the system.

We really hope you find this resource beneficial!

BASIC RULES:

Reading Order:

PCSoRT is aimed at English speaking digital peacemakers and follows a left-to-right reading order. It is designed for users familiar with pictogram communication systems. Users who are unfamiliar with the system can learn it with little practice.

The placement of pictograms plays a crucial role in representing concepts in PCSoRT because it establishes relationships between different elements in a sequence. Since the meaning of a pictogram may not always be present in the representation itself and can be vague when viewed in isolation, placement makes the meaning clear and allows combinations to work effectively.

PCSoRT-Character:

A pictogram is the basic unit or character of PCSoRT. It is a single character that can stand alone with its basic semantic meaning or acquire a more complex meaning when combined with other pictograms. A combination of pictograms along with modifiers and other elements would form the pictogram set representing a particular concept.

Types of PCSoRT-Characters:

A pictogram can be either an icon (e.g., representing an idea directly), an index (e.g., representing an idea indirectly), or a symbol. Depending on the concept, these can be used independently or in combination

with each other (e.g., a combination of icon and index pictograms to create a new concept). This allows PCSoRT to use concrete concepts to represent abstract concepts through visual metaphors and cues.

Singular Form:

Achieved by a generalised pictogram to represent a concept in its singular form.

Plural Form:

Achieved by repeating a generalised singular concept.

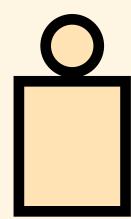
Visual Emphasis:

This technique is used to emphasise a specific feature in a concept. It serves as a focal point to draw attention to a particular pictogram or expand its meaning by making it stand out from the rest. This is achieved by selecting "bold" formatting or simply adding a solid pictogram to emphasize the highlighted feature in the concept.

Modifiers:

Modifiers are individual characters, mostly used as separate prefixed pictogram, to modify the state of a pictogram or to clarify the concept. They act as grammatical marks to inform users that the upcoming pictogram has some modifying properties. There are five groups of modifiers: specific modifiers, tense modifiers, prohibition modifier, signal modifiers, and numeric modifiers (see page 32 for details).

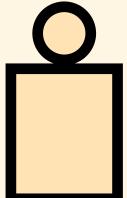
VOCABULARY



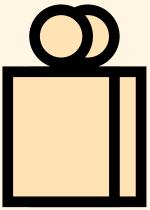
HUMAN:

A graphic form that is abstracted and represents the idea of a general human figure.

Usage: Singular/ Plural



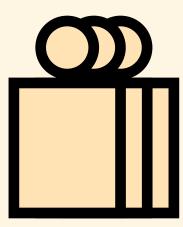
SINGULAR FORM: Achieved by using a general pictogram to represent the idea in its most basic, singular form.



PLURAL FORM:

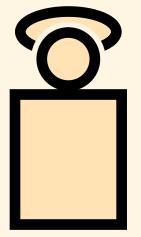
Achieved by repeating a general pictogram to represent the idea in its plural form.





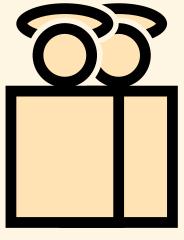
HUMANKIND/ PEOPLE:

Achieved by repeating a general pictogram three times to represent the more significant idea of humankind as a whole.



MESSENGER/ PROPHET:

Achieved by incorporating a halo into a general pictogram to symbolise the idea of a messenger or prophet.



PLURAL FORM:
Achieved by repeating the general pictogram of a messenger/ prophet to represent the idea in its plural form.

Usage 3: Concept Extension



ADAM/ EVE:

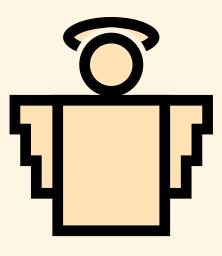
Achieved by incorporating a halo into a general pictogram and dividing it evenly to symbolise the idea of Adam and Eve as equal better halves.



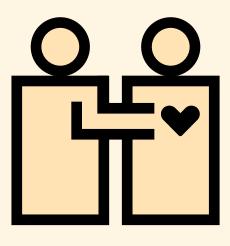
FATHER/ MOTHER:

Achieved by a general pictogram and divided evenly to represent the idea of Father and Mother as equal better halves.

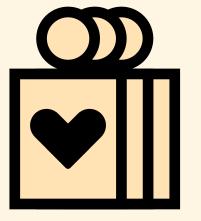
Other Usages: Concept Extensions



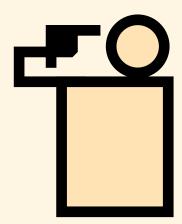




AFFECTION:
A pair of friendly humans with a heart shape, representing friendship and affection.



HUMANITY:
Achieved by incorporating a heart into the pictogram of humankind, representing the qualities of goodness, compassion, and kindness.



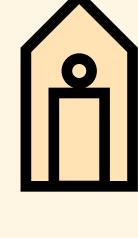
SUICIDE:
A human figure aiming a gun at themselves, representing the thought of taking one's own life.



FAMILY:
Achieved by a houseshaped form with three
human figures (father, mother, and child) representing the idea of kinship, bonding, and togetherness.



PROTECT PARENTS:
A protective umbrella holding and shielding two human figures (father and mother), representing the idea of safety, security, and care.



HOUSE:

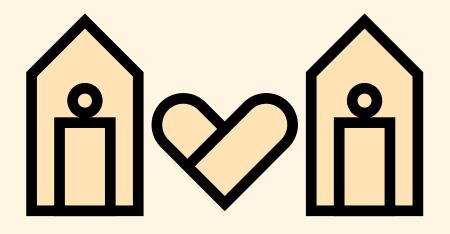
A human figure positioned inside a house-shaped form representing the idea of home.



HEART/LOVE:

A well-known heart shape representing love, kindness, and compassion.

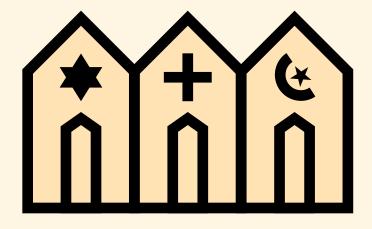
Usage: Concept Extension 1



NEIGHBOUR:

Achieved by positioning a heart pictogram in the centre of two houses with human figures, symbolising a sense of neighbourhood and community.

Usage: Concept Extension 2



RELIGION:

Connected houses of worship with corresponding symbols, representing commonness and shared beliefs between them.



JUDGE: A balanced pictogram of scales of justice, representing fairness and impartiality in judgment.



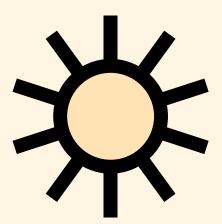
BOOK OF DEEDS:
Well-stacked books with a bookmark representing the record of actions and events in life.

Usage 1: Concept Extension



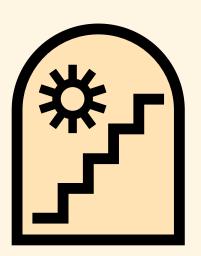
JUDGEMENT:

Achieved by weighing the book of deeds on a balanced pictogram of the scales of justice representing the idea of divine judgement.

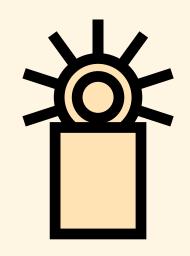


RADIANT/ DIVINE LIGHT:
A bright sun with radiating rays, symbolising heavenly light and enlightenment.

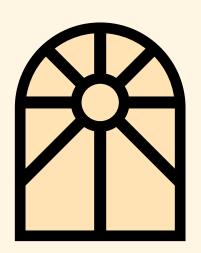
Usage 1: Concept Extension



RESURRECTION:
A shining entrance with an ascending staircase representing the ideas of resurrection and illumination.



SPIRITUAL:
A radiant halo encircling a human figure, symbolising divine luminance and enlightenment.



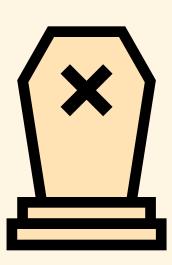
GOD:
A divine light coming through a bay window, representing the metaphorical presence of God.



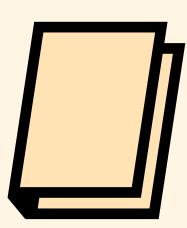
HOLY:
A glowing mandala shaped like an almond representing majesty and holiness.

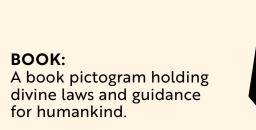


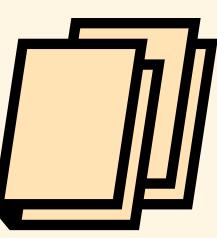
SOUL: A human figure with revolving concentric circles all around it, representing depth, spiritual movement, and tranquillity.



A gravestone with tiers and a cross, representing the idea of death.



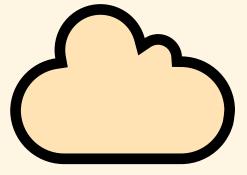




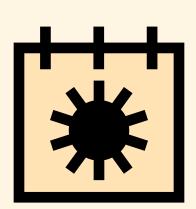
BOOKS (PLURAL):
Achieved by
repeating a general
book pictogram two
times to represent
the idea of divine
law and guidance in
its plural form.



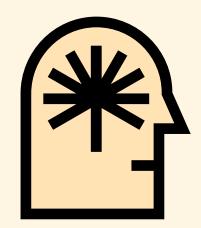
EARTH:
A well-known
pictogram of a globe
with longitudes and
latitudes representing
the earth.

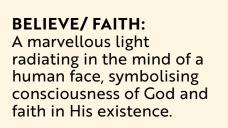


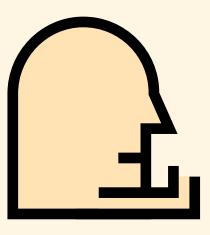
HEAVEN:A cloud pictogram representing spiritual cosmology.



DAY:A calendar featuring a stylised sun illustrating the idea of a day.



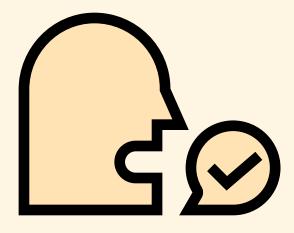




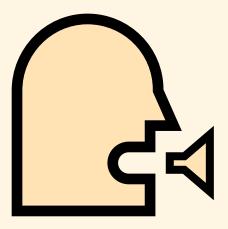
WORSHIP:
A human face with outstretched arms representing the act of submission and obedience.



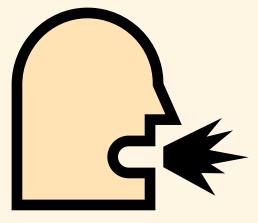
CONDUCT:
An optimistic checkmark in a speech bubble inside the mind of a human face, representing guidance, transparency, and good behaviour.



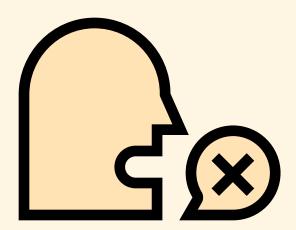
TRUTH (SPEAK):
A human face with
an open mouth and a
checkmark pictogram,
representing the habit
of speaking truth.



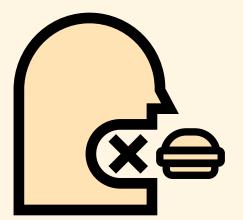
TELL/ SPEAK: A human face with an open mouth and a speaker pictogram, representing the habit of telling the truth loudly and fearlessly.



ABUSE: A human face with an open mouth and a bang pictogram, representing the habit of using inflammatory words to insult others.



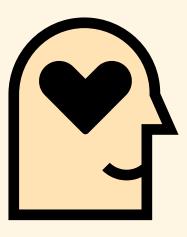
LIE/LYING/DISHONEST: A human face with an open mouth and a cross pictogram, representing the tendency of lying and being dishonest.



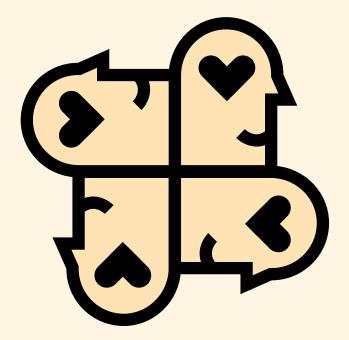
FASTING: An open mouth with a cross and a burger, representing the prohibition of eating during specified times.



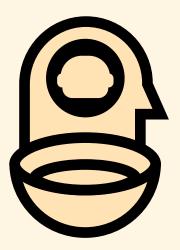
SIN:
A deceitful snake in the mind of a human face, symbolising temptation and transgression of divine laws.



KINDNESS:
A human face with a heart inside the mind, representing compassion and generosity.



TOGETHER/ UNITY:
Connected human faces smiling with a heart pictogram in the mind, representing closeness and companionship.



HUNGRY:

A helpless face with an empty bowl and food in the mind, representing the idea of starvation.



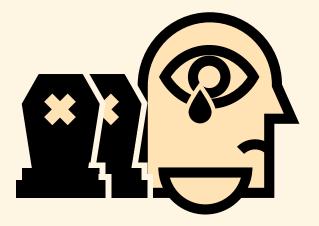
POOR:

A helpless face with weeping eyes and a bowl, representing the idea of sorrow, destitution, and poverty.



WIDOW:

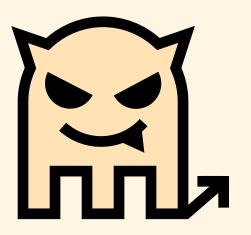
A helpless face with weeping eyes, complemented by a gravestone and an empty bowl, representing grief, starvation, and hardship.

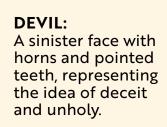


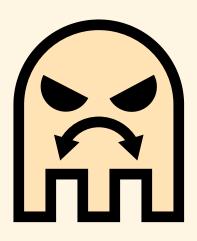
ORPHAN:

A helpless face with weeping eyes, complemented by two gravestones and an empty bowl, representing grief, starvation, and the hardships of orphanhood.

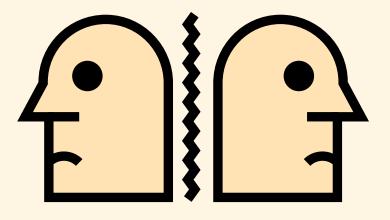








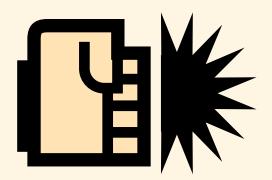
EVIL:
A sinister face with
a confusing trident
forming malicious teeth,
representing hostility and
wickedness.



ENEMY:Back-to-back human faces, separated by a zigzag barrier, representing enmity and discord.

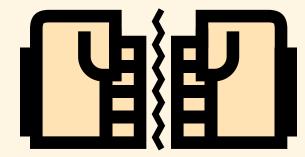


FAULT:
An eye with an error symbol representing the habit of fault finding.

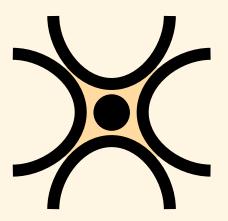


HARM:

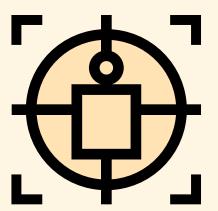
A tightly clenched fist with a thud symbol, representing the readiness to strike a blow or cause physical harm.



ADVERSARY:
Tightly clenched fists facing each other across a zigzag barrier, representing the idea of animosity and conflict.

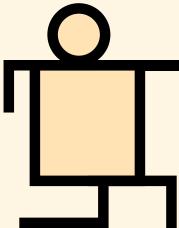


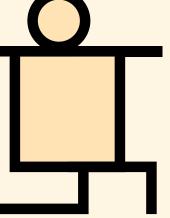
ANGER: A well-known protruded veins pictogram formed by opposing semicircles used in comics to represent anger.

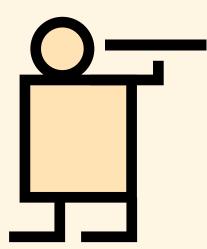


KILL:

A human figure encircled by a sniper target, representing the idea of shooting to kill.

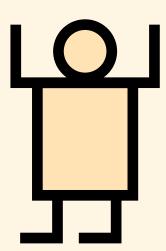




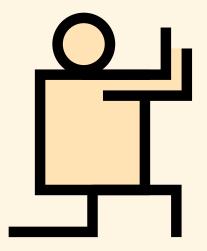


PURSUE/ FOLLOW:
A moving human figure with arms flying, representing the quest for righteousness and uprightness.

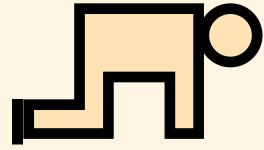
SEEK:
A human figure seeing through a device representing the search to seek grace, mercy, and goodness.



SERVE: A human figure with raised hands, representing submission to God and the willingness to serve Him.



KNEEL:
A human figure in a beseeching posture, representing veneration and devotion.



BOW:
A human figure in a bowing posture, representing reverence and modesty.



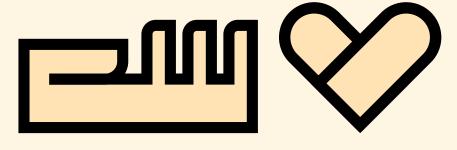
REPENTANCE:

A kneeling figure with weeping eyes and hands raised in prayers, representing remorse and the desire for forgiveness.

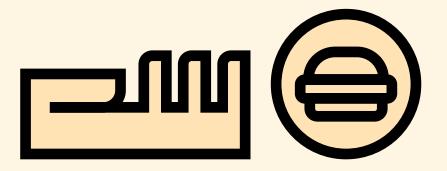


TREAT:

A caring and helping hand representing the habit of treating others with respect and kindness.

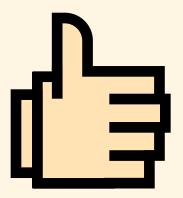


GENEROUS/ KIND:A caring and helping hand with a heart representing generosity and being bountiful.



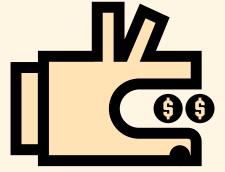
FEED:

A caring and helping hand with meals nearby representing the habit of feeding those in need.





LIKE/GOOD:
A well-known thumbs-up pictogram indicating liking or appreciation.



STEAL:
A hand pictogram
attempting to steal
money without
permission and having no
intention of returning it.



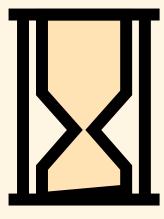
ALMS/ CHARITY: An outstretched hand

offering help and assistance through donation and charity.



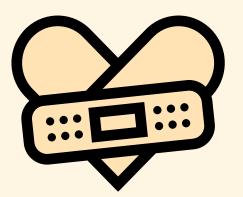
A V-shaped hand pictogram representing an internationally recognised peace pictogram.

VOCABULARY





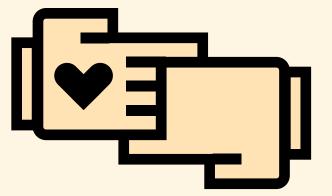
PATIENCE:
An uneven hourglass with an elongated top part and narrow opening representing the idea of slowness or patience.



FORGIVE:
A heart with a bandaid (bandage plaster), representing pardon and healing.

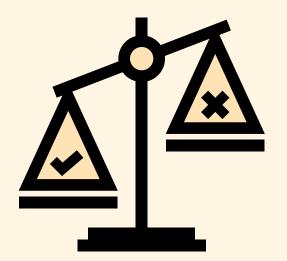
Visual Emphasis

to emphasise a specific feature in a concept



HELP:

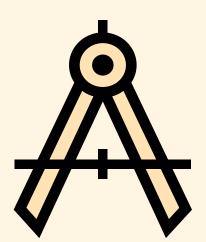
A sympathetic and A sympathetic and compassionate hand offering a heart pictogram to another hand (those in need), representing the habit of lending a helping hand.



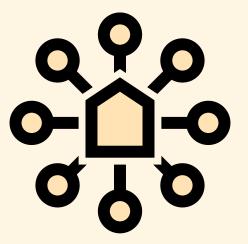
MORALITY:
Unbalanced
scales slanting
towards goodness,
representing the
idea of virtue and
ethical balance.



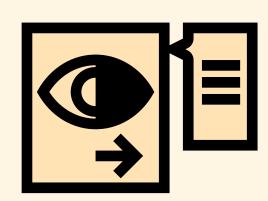
HONOUR:
A heart-decorated medal commemorating mutual respect, honour, and compassion.



CREATE:
A geometric compass proficient in constructing different realms, representing the act of creation.



DWELL:A general house-shaped pictogram surrounded by connected circles, conveying the idea of peaceful and harmonious coexistence.





A directional arrow moving a screen away from the eye and commandments written next to it, representing the revelation of ideas and divine communication divine communication.

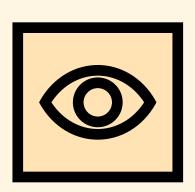


TREE OF HUMANITY:
A tree with many branches, symbolising the common roots of humanity and the bond as a family.



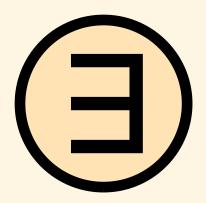
MESSAGE/COMMAND:

A square tablet of divine commandments representing the idea of sacred messages.

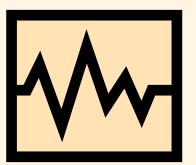


DISPLAY:

A screen with a metaphorical eye, making divine inspiration and messages readily visible.

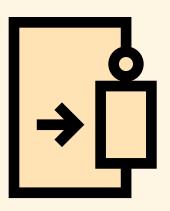


EXISTS/ EXISTENCE:
The mathematical symbol "∃" symbolising the suppressed form of "believe in the existence."



LIFE:

A pictogram of an animated ECG (electrocardiogram) line with peaks and valleys representing the presence of life.



DEPART: A human figure with a direction arrow at the edge of a rectangular frame represents a change in current condition.

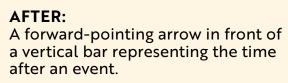


START/ BEGIN:

A well-known round play button seen on digital devices, representing the beginning of creation..









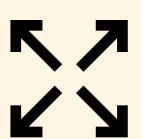
BEFORE:

A backwards-pointing arrow in front of a vertical bar representing the time before an event.



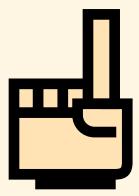
PLUS MARK:

A well-known crossing line creating a plus mark, representing addition.



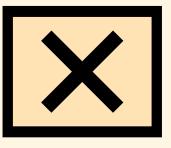
ALL/ EVERY PERSON:

Arrowheads pointing in all four directions representing inclusion for everyone.



ONE:

A hand with an index finger raised, representing a single entity or being.



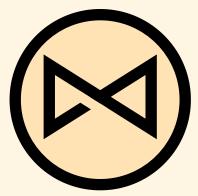
PROHIBITION:

A "do not" or "X/ cross" mark inside a rectangle representing restriction and prevention. This would be used alongside another pictogram to indicate the prohibited acts.



ARROWS:

Arrows of different directions are used alongside other pictograms to indicate either a direction or a state change (state a to state b). These would be used between other pictograms.



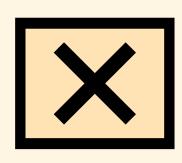
ETERNAL:

A well-known infinity symbol made up of interlocking triangles representing boundlessness and endlessness.

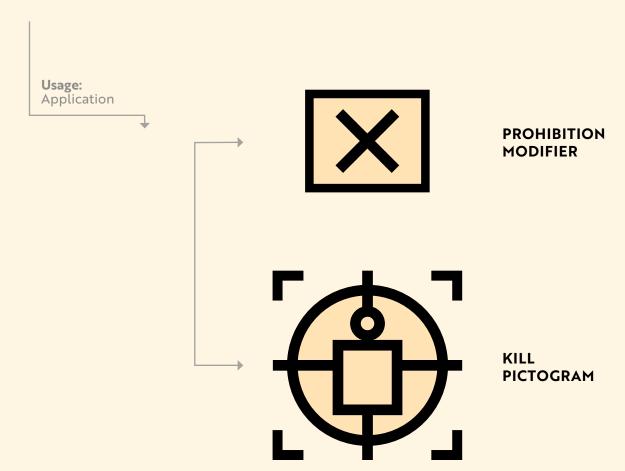




Icons Indexes Symbols **DESIGN** Modifiers Formed by intersecting lines to change the meaning of a pictogram. Prohibition Modifier



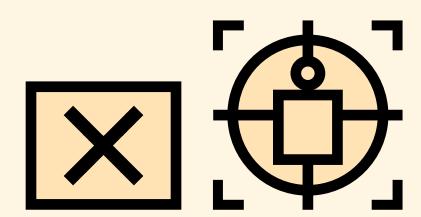
PROHIBITION:
A "do not" or "X/ cross"
mark inside a rectangle
representing restriction
and prevention. This would
be used alongside another
pictogram to indicate the
prohibited acts.



ols | Modifiers

Prohibition Modifier

Usage 1: Concept Extension



DO NOT KILL

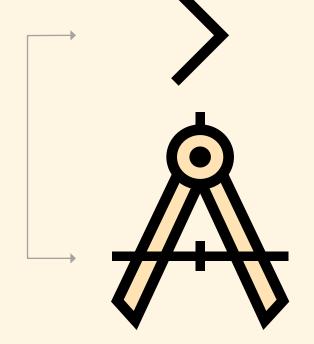
Prohibition modifier prefixed with a kill pictogram representing the idea of "do not kill."

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Usage: Application

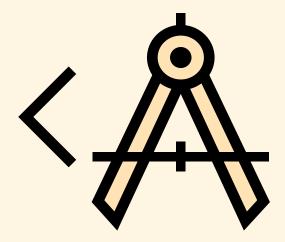
TENSE MODIFIERS:
Arbitrary signs that serve as state and voice changers. The direction of tense modifiers plays a crucial role in understanding the time state.



TENSE MODIFIER

CREATE PICTOGRAM

(verb/ present state, no modifier)



CREATED (PAST STATE, ACHIEVED BY PLACING **〈** TENSE MODIFIER AFTER THE PICTOGRAM)

WILL CREATE (FUTURE STATE, ACHIEVED BY PLACING > MODIFIER AFTER THE PICTOGRAM)

The tense modifiers will show the past state of the shared concept: "God created heavens and earth" on page 42.

Although the statement is in the past tense, PCSoRT offers the opportunity to represent other states as well.

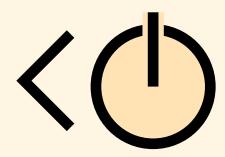
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mbols Modifiers

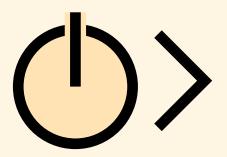
Tense Modifiers

VOCABULARY

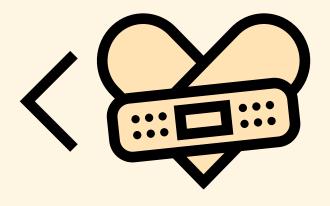
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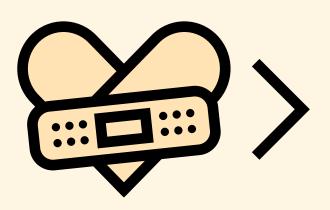
BEGAN (PAST STATE, ACHIEVED BY PLACING **〈** TENSE MODIFIER AFTER THE PICTOGRAM)



BEGIN/ WILL BEGIN (FUTURE STATE, ACHIEVED BY PLACING > MODIFIER AFTER THE PICTOGRAM)



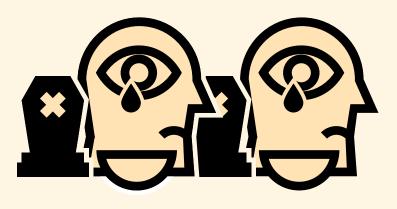
FORGIVEN (PAST STATE, ACHIEVED BY PLACING TENSE MODIFIER AFTER THE PICTOGRAM)



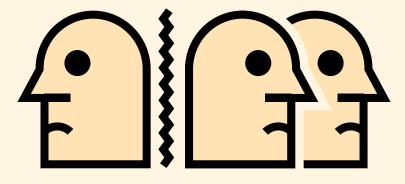
FORGIVE/ WILL FORGIVE (FUTURE STATE, ACHIEVED BY PLACING > MODIFIER AFTER THE PICTOGRAM)

Tense Modifiers Singular Form: Achieved by a generalised pictogram to represent a concept in its singular form.

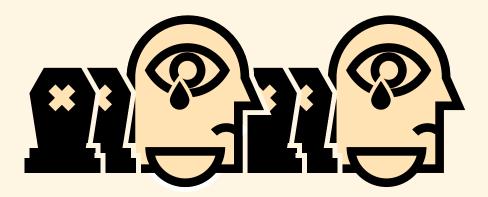
Plural Form: Achieved by repeating a generalised singular concept.



WIDOWS



ENEMIES



ORPHANS



FAULTS

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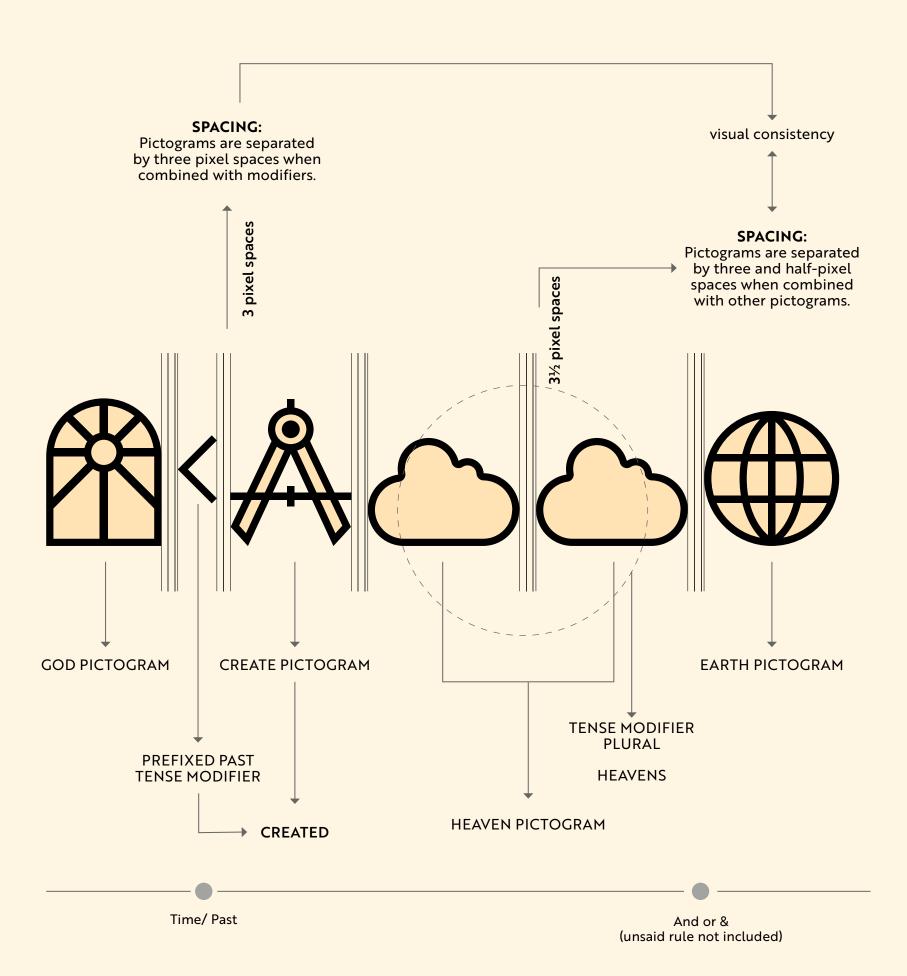
GOD CREATED HEAVENS AND EARTH

reading order from left to right

Usage: Placement and Application Modification (Tense) Spacing

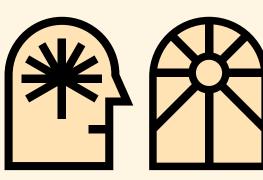
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-----WORKING + STRUCTURE



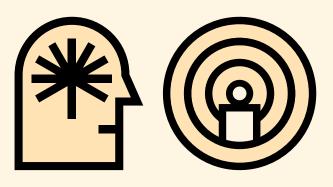
BELIEVE IN GOD/ HAVE FAITH IN GOD/ GOD EXISTS

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Believe in God/ Have faith in God/ God Exists

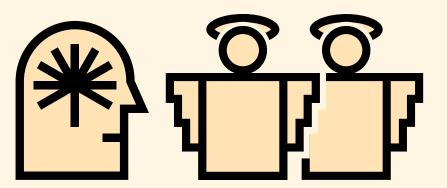




Believe in Soul/ Soul Exists

BELIEVE IN ANGELS/ ANGELS EXISTS

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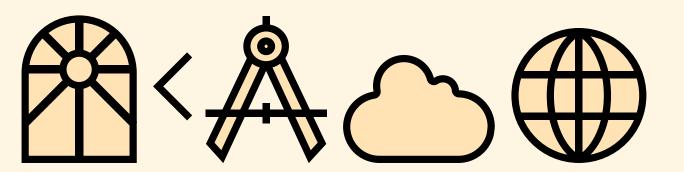


Believe in Angels/ Angels Exists BELIEVE IN GOD'S MERCY AND FORGIVENESS OF SINS

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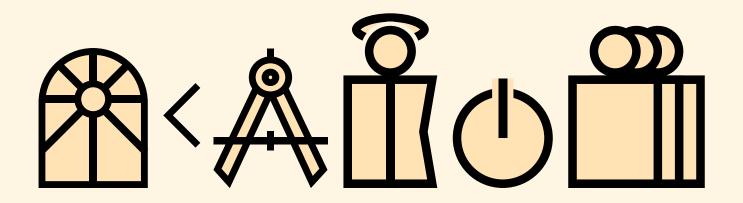


Believe in God's mercy and forgiveness of sins



God created heavens and earth

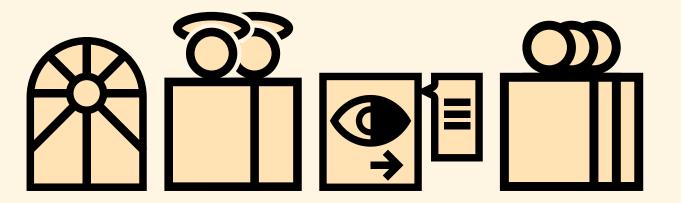
WORKING



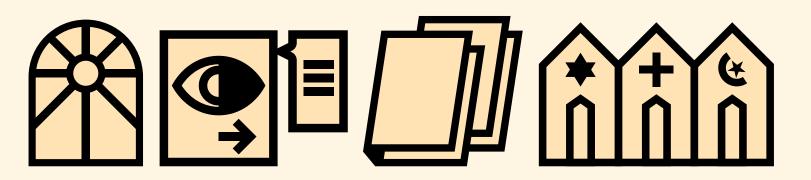
God created Adam and Eve and thus began humankind

GOD SENDS PROPHETS/ MESSENGERS TO REVEAL HIS MESSAGE TO PEOPLE

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God sends prophets/ messengers to reveal His message to people



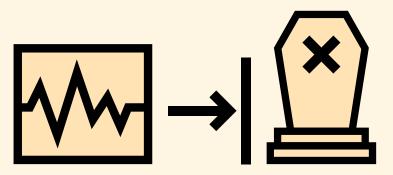
God's revelations form the holy book of each religion

GOD SHALL JUDGE
EVERYONE ON THE
DAY OF THE
RESURRECTION

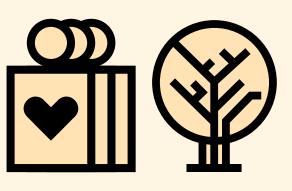


God shall judge everyone on the day of the resurrection

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There is a life after death

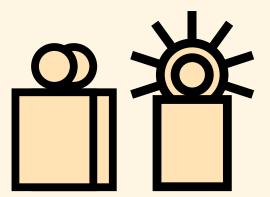


Humanity is one family

HUMANS ARE SPIRITUAL BEINGS

WORKING

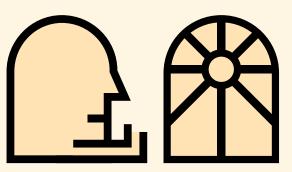
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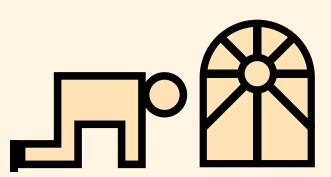
Humans are spiritual beings

WORSHIP THE LORD YOUR GOD, AND SERVE HIM ONLY

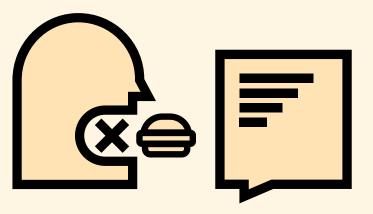
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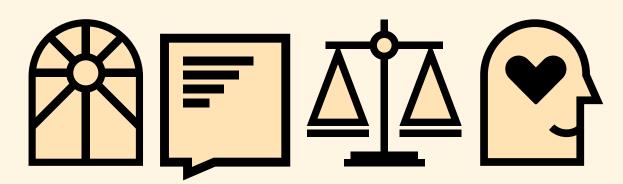
Worship the Lord your God, and serve him only



Bow down and kneel before the LORD

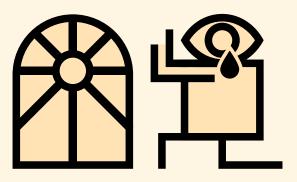


Fasting is prescribed for you



God commands justice and kindness

TURN TO GOD WITH SINCERE REPENTANCE



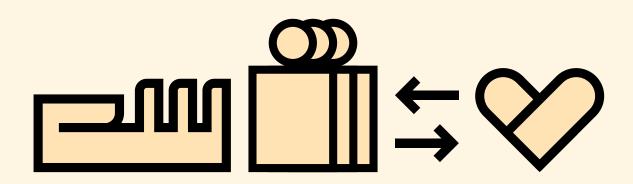
Turn to God with sincere repentance

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TREAT OTHERS AS YOU WOULD LIKE OTHERS TO TREAT YOU

WORKING

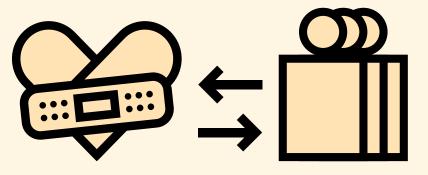
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Treat others as you would like others to treat you

FORGIVE, AND YOU SHALL BE FORGIVEN

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Forgive, and you shall be forgiven

Love your enemies

LOVE YOUR
NEIGHBOUR AS YOU
LOVE YOURSELF

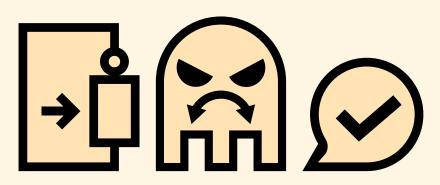
Love your neighbour as you love yourself

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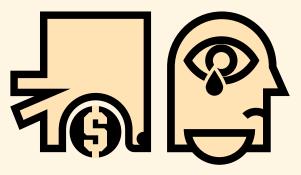
DEPART
FROM EVIL
AND DO
GOOD

WORKING

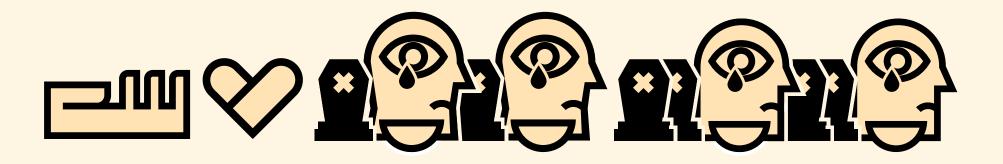
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Depart from evil and do good



Give alms to the poor



Be generous to widows and orphans

HELP THOSE IN NEED

Help those in need

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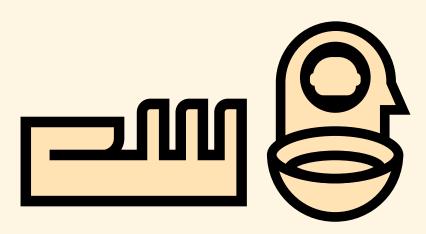
DESIGN

shared beliefs and common values of Abrahamic religions

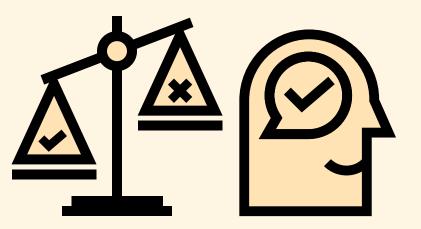
FEED THE HUNGRY

WORKING

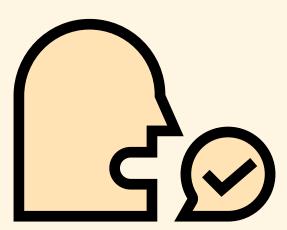
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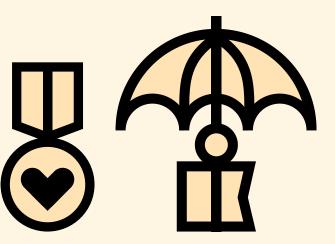
Feed the hungry



Display morality in the conduct



Tell the truth



Honour and protect your father and your mother

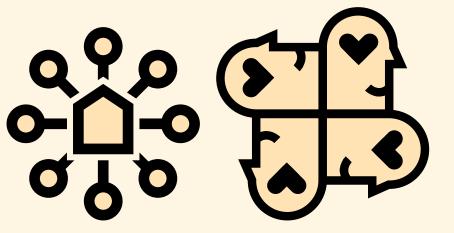
BE KIND AND AFFECTIONATE TO ONE ANOTHER

WORKING

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Be kind and affectionate to one another

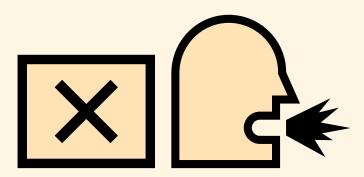


Dwell together in unity

KEEP YOUR TONGUE FROM EVIL/ DO NOT SPEAK EVIL

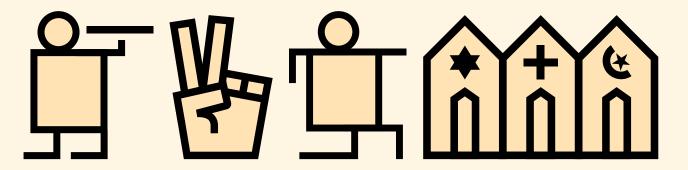
WORKING

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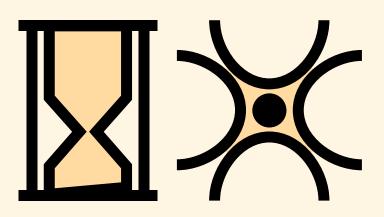
Keep your tongue from evil/ Do not speak evil SEEK PEACE AND PURSUE IT

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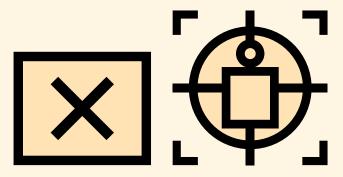
Seek peace and pursue it (with fellow Abrahamic religions)

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Be patient in anger

DO NOT KILL
ANYBODY/
ONE



Do not kill anybody/ one

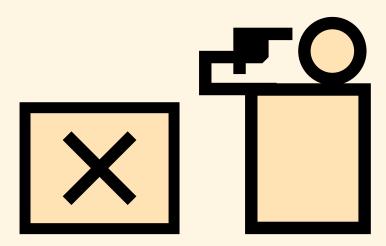
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shared beliefs and common values of Abrahamic religions

DO NOT COMMIT SUICIDE

WORKING

GUIDEBOOK PCSORT®

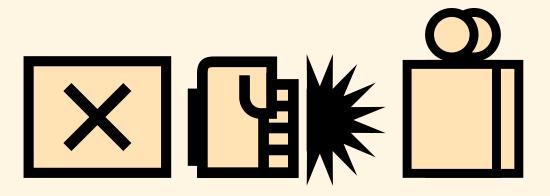


Do not commit suicide

shared beliefs and common values of Abrahamic religions

DO NOT

HARM ANYONE

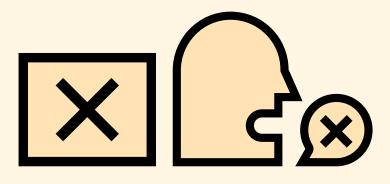


Do not harm anyone

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WORKING

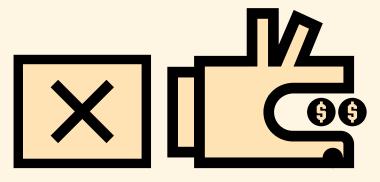
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Do not lie

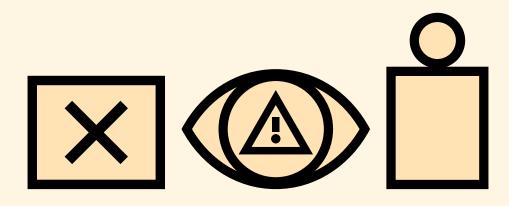
shared beliefs and common values of Abrahamic religions

DO NOT STEAL



Do not steal

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Do not look for faults in others

MOCK UP

"AT A TIME OF INCREASINGLY TRAGIC CONFLICT AROUND THE WORLD, I PRAY THAT WE CAN ALSO DO ALL IN OUR POWER TO PROTECT EACH OTHER... THE WORDS OF JESUS SEEM MORE THAN EVER RELEVANT: "DO TO OTHERS AS YOU WOULD HAVE THEM DO TO YOU." SUCH VALUES ARE UNIVERSAL, DRAWING TOGETHER OUR ABRAHAMIC FAMILY OF RELIGIONS, AND OTHER BELIEF SYSTEMS, ACROSS THE COMMONWEALTH AND WIDER WORLD. THEY REMIND US TO IMAGINE OURSELVES IN THE SHOES OF OUR NEIGHBOURS, AND TO SEEK THEIR GOOD AS WE WOULD OUR OWN."

-KING CHARLES III.

PICTOGRAM COMMUNICATION SYSTEM OF RELIGIOUS TOLERANCE (PCSoRT)

DESIGN GUIDEBOOKSUBMITTED FOR THE DEGREE OF PROFESSIONAL DOCTORATE IN DESIGN

SYED GOWHAR ANDRABI