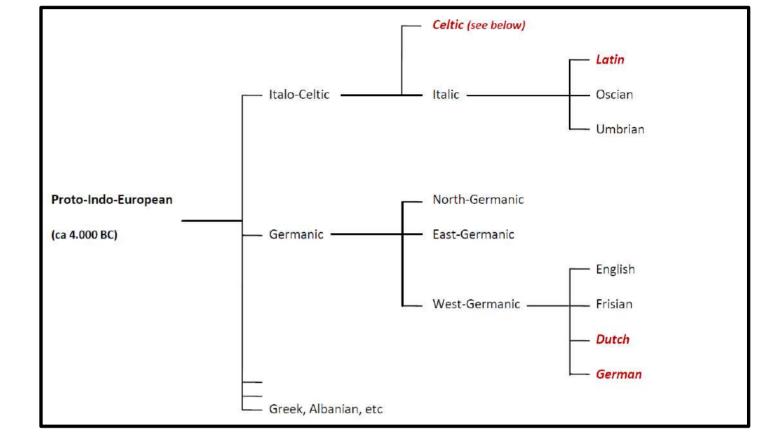
We draw the past

TERRA MOS

## Languages

The Euregio Meuse Rhine is divided over three countries, many districts, and includes three official languages and dozens of local and regional dialects. The Euregio is divers in its languages, and modern languages caused by (labor) immigration also occur frequently. So the number of languages spoken is much higher than the official ones. Cross border contact is sometimes easier through dialects, because mutual knowledge of the official languages is not common (anymore).



## Language Development

The languages and dialects within the Euregio have a long history, which is in general not in accordance with the current state



borders. Dutch-speaking Limburg is divided into Belgium and the Netherlands. The Belgium-German-borders changed frequently and German is also spoken in Belgium in the Deutschsprachige Gemeinschaft (Ostkantons). French was spoken in the 18<sup>th</sup> century in Maastricht, Aix-la-Chapelle and Liège, but today only Liège is a French-speaking (Walloon) town. Terra Mosana will show how these three languages developed from a mutually spoken language during the early Middle Ages - which originated in the prehistoric and Roman languages - into the three languages of today, with their cross border understandable dialects.

## Language Diversity

The diversity of the three official languages, the many dialects and the new languages like Arabic, Greek, Polish, Turkish and many more are 'shown' (made audible) to the civilians and tourists by 'soundscapes': soundworks of art, during which everyone living in or visiting the Euregio can participate and contribute by recording six selected sentences, which cover some parts of the Euregional shared history. Without public participation, their will no result. This soundwork of art can and will be used in Terra Mosana-products, like exhibitions, lectures or video-productions and will be available on the internet. For serious interest, for fun, for cultural-historypurposes and for scientific research.







