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UZBEK NATIONAL WORD GAMES

Abstract: This article focuses on the Uzbek national word games, their types and their specific features. In particular, such types as “phonostilistic game”, “phonographic game”, “lexical-semantic game”, “morphological game”, “syntactic game”, which are manifested in the language levels of word games, are subject to analysis from a linguistic point of view.

Key words: uzbek national word game, wordplay, askiya, pun.

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Introduction

The word game is a combination of the game character of words in which an artistic-aesthetic task is assigned. The word game is a linguistic phenomenon with wide coverage; a formal and meaningful game aimed at understanding, interpreting and interpreting in different ways. The word game is an interesting derivative, attracting the attention of the listener with its expressiveness-aesthetic aspects. Its occurrence is associated with the spiritual world of man, his concepts and linguistic skills.

The main part

The Uzbek language is rich in vocabulary games. The fact that the creator Temurbek Turabayev wrote a whole-headed work using only one letter "T", attracted the attention of many. According to literature scientist Suyun Karimov: "in his novel, the word 1571 was used 6166 times in the form of 15146 words. In five volumes of the Explanatory Dictionary of the Uzbek language, we encountered 2684 words beginning with the sound "t". Here the sentence is not in the case when the ratio of words comes or does not come equal. It is clear that the author does not use all the words in the dictionary, beginning with "t" in our native language. The sentence is about how the author uses existing words, to what extent they are able to bring out their artistic and aesthetic possibilities. At the same time, when he took the words not found in

the "Explanatory Dictionary" from our ancient language, dialects and brought them to the field of artistry and was able to impose on them an artistic and aesthetic task in a certain sense" [1].

An example of this work based on the word game: "Tepalayotgan to'pni tutolmasligini tushungan to'po'rar to'pni tutishga tutinmadi. Tili-tiliga tinmay tushuntirardi, tili-tilila tillashardi. Tugunni tushuraverdi... Tutamlari tugunni tutolmadi. To'xtabuning tutamidan tungan tutun tumaladi. To'xtabu tugunni tutishga tutinmadi".

Uzbek national word games were studied by Kh.Dusmatov on the example of the askian genre. [11;12;13]

The Uzbek national word games can initially be divided into 2 types: a) word games related to the form; B) meaningful word games.

Crossword, skanvord, rebus, muvashshah, etc.for word games related to the form.the G.feasibility can be entered. Meaningful word games will consist of multivalued information related to the semantics of the text, and they are a derivative of the colloquial combination. According to the nature and function of the word games like this: a) word games based on the principle of "think, seek, find" (riddle, chiston, problem, history genres); b) word games loaded on an expressively-aesthetic task (in different speech manifestations: artistic, popular, speech of

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soldiers and comedians, etc. the G.) can be divided into such types as.

Also, word games can be divided into the following types within the framework of language levels: "phonostilistic game", "phonographic game", "lexical-semantic game", "morphological game", "syntactic game".

"Phonostilistic game" is a word game that is performed using phonetic means. With a deliberate change of the sound of a particular speech, it is possible to express different goals: **YASHASIN DIMAKRATIYA!** (the vowel *i* and *a* in the word democracy are changed, and the information that the authority of the blogger Dima Qoyum is expressed: Dima-Dima Qoyum, kratia-power)

Alliteration is a kind of word game in this direction, it is used in artistic, colloquial and popular speech styles:

Ali: *Bugun Bahodir boqqa bormay bobosinikiga bordimi, bozorga bordimi?*

Vali: *Bugun Bahodir bobosinikigayam bormadi, bozorgayam bormadi. Bahodir bolalar bilan birgalikda Bog'dodga bordi.*

Ali: *Bahodirga Bog'dodda balo bormikin?*

Vali: *Balo bormi bilmadim-ku, Bahodir Bog'dodga bot-bot boradigan bo'ldi.*

Ali: *Bir balosi bordirki bot-bot Bog'dodga boradi. Bilmadingmi?*

Vali: *Bilmadim. Bolalardan birgina Bobur bilarkan.*

Ali: *Boburdan so'rab ko'r-chi.*

Vali: *Yutqazding!*

In our classical literature it is known that everyfiy arts (problem, istichroj)" is used as a means of artistic image, in which the importance of phonostilistic means is great.[4] Word games based on this art are also available in other languages. French scientist M.Bernasso says that there are seven genres that are based on finding the hidden word (M.Bernascani, "Histoires des enigmes", Paris: POF, 1964). They are related to the connection of one word with another, its harmony, etymology, the number of letters and sounds. This word game in French is called" griphos " – a logotype derived from the word of the letter. The logo is a known literary game from ancient times, when a new word is formed by adding a letter to a word or subtracting a letter from it. Remi dor of frantism, who published the book" problems of Alisher Navoi " (Paris, 2006), cites the logo in his letter to a friend of an Italian man: "mitto tibi navem prora puppique carentem"– "I'm sending you a ship without a beak and a tail". In Latin, the ship is called navem. If we remove the letter-N from his tumshug, and the tail-m, the ave – Hello suffix is formed.

The problem, which is considered a complex form of the word game, is that the art of Remi dor was compared to a complex, mavhum, vague universe. Her cuttings are numerous-She, however, looks dimly on the eye. In this genre, the poet expresses his ideas so

short, laconic that he can not understand any meaning from dabdurust. The author shows more problem - solving, he keeps the methods of solving a secret. Bunda brings a thorough knowledge and a broad outlook to both the reader and the translator. Therefore, in the Navoi era, the problem was considered as a criterion for assessing the skill of poets, and for members of society it was a means of sharpening the mind, improving the thinking.

"Phonographic game" - combinations based on phonetic and graphic means.

Tazarru

Ongimda qo'zg'algan o'ylardan

Yig'layman ingranib netayin,

Rohatni istadim maylardan,

Topmadim ilinlar qaytmayin [9].

In the poem Phonographic tool: from the bottom to the top, a hidden instruction "destroy the continent" is generated by dialing the capital letters of each of the four syllables. Apparently, the speaker can sometimes also use the word game to convey secret information, realizing its secret purpose.

Word games like this are referred to as tavshih, muvashshah. Tavshih is an art name that refers to the beginning of the poem Egyptians, either bringing a few letters or words in between, when it is read with the addition of letters or words, the name of a person, any word, one or more lines, bytes or poetry is formed. And such an artistic work is called muvashshah [10]. This traditional art member is also three in my heart's" action" poemraydi:

Qarshilik. Qamoq. Qiynoq. Qasos. Qilich. Qalqon. Quyiladi qon qaynoq. Qattol. Qattiq. Qatag'on.

O'lar. O'kirar. O'ylar. O'pirilar. O'rtanar. O'nglanar. O'qir. O'ynar. O'sar. O'tar. O'rganar.

Quvonch. Qahat. Qotadi. Qora qismat. Qayg'u. Qon. Qadim qudrat qaytadi, qaytadi qachon, qachon, qachon?

Olish. Otish. Obodlik. Og'ir ojiz olamga. Omonligu ozodlik omonatdir odamga.

Notoqlar nomard, nokas. Nechun nolish, nasihat? Najot-norozi nafas. Nafarat-nasiba ne'mat.

In this prose poem one can see that the term "Kokand" is hidden. This is evident when reading by adding the first letters in the beginning of each line.

In the above poem, The Art of rabbit was formed on the basis of alliteration and assonances. It should be noted that the poet's goal from the application of this art is not only to become a game of words, but also to try to overestimate the meaning by using the inversion method of words, sentences or simple sentences under one subject. The composition of the words in the dictionary system of the Uzbek language and the diversity in the semantic field ensured the success of the poem based on the art of tavshih. The art of Tavshih was widely used in Uzbek classical literature. By this method, poets secretly expressed in

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artistic Egypt the names of their beloved, a historical person or a friend someone and others.

Three main aspects of the word game should be taken into account. These are the hidden expression, the aesthetic aspect of expressiveness, as well as the comic feature. In some types of word games, the expression "hiding" is the leader. To these, as noted above, the problem is a vivid example of *muwashshah* vs *chiston*.

From the Phonographic word game in the headlines in the field of publicism is played fertile. Because the titles are half-articles, in which, with the help of a few words, separate skills of expressing the main information, attitude are required, and for this, most often, different colors, Phonographic work are used:

«O'zbekistonda er sotiladimi?».

AVTORITET

Word games like these are three in many languages:

UROLOGIYA.

I ♥ Fergana. I ♥ Kamalak.

"Lexical-semantic game" is a word game, formed with the help of lexical means. There are a number of types:

"Polysemantic game" - is the pryome of making word games with the help of many meaningful words. Alim H.Razzakov particularly emphasizes that polysemic, homonym words actively participate in word games, this subtle virtue in words allows you to "play" words as much as you want, change the place of words and logical accents in a sentence, produce several different meanings by forming inversion [8]. Apparently, many meaningful words are considered a means of facilitating the possibilities of speech expression *kengaytirishga*. For example, to the question of

- *Qizlar kelishdimi?*

- *Kelishgani kelishdi.* – our teachers who answered.

"Homonymic game". The phenomenon of homonymy has been studied very widely in linguistics, and the formation of word games with the help of homonyms words is considered the most viable method. It is emphasized by linguists that omonyms and omoforms provide a characteristic manifestation of the askian genre, give tenderness to the artistic work as a methodological tool, their appropriate use is considered the skill of the soldiers [3]. These thoughts are the people's poet of Uzbekistan E.Vahidav, laced *tilshonas* Alim A.Nurmonovs also recognized separately: "the main feature of the Uzbek language – its richness of formative, plural words creates an opportunity for the development of the word game, the art of Askia, the genre of chicken (*tuyuq*) in poetry» [2;6]. For example:

Bo'rini tep, tishlab ot,

Toychog'im, sen otsan, ot! (*Bola tarbiyasi. Iqbol Mirzo*)

Ota-onam tinmay yer,

Tugab qolomasmikin Yer. (*Chuvalchangning hayrati. Iqbol Mirzo*)

Davruga eldan burun

Suqilib kirdi burun. (*Turna. Iqbol Mirzo*)

Since chicken is based on homonyms, it is considered a lyrical genre characteristic of Turkic literature, since Turkic languages are distinguished by richness of homonyms, as Alisher Navoi correctly proved in the discussion *ul-lugatayin*. Therefore, the basis of the word game on homonyms acquires national originality. Through such a word game, a certain idea is expressed in a compact form, impactful, goho *yumoristic*.

"Dialectal game" - the use of accent words for word games. For example:

– Qatta Rustaveli?

– Shotta Rustaveli!

In this communication, the pronunciation of the word Shota in the name of the writer Shota Rustaveli, similar to the word Shota (here) in the word of the Tashkent dialect, was the reason for its use as a colloquial tool.

"Antonymic game" - make a word game through contextual antonyms. For example, the word master Gafur Gulom uses the word *ukademik* as a rhyme to the academic word in one place, and as a result an *okkazional* antonymic derivative is formed.

Raydi this type of word matchinnig much three as a methodical – poetic tool - "game using *Paronim words*". The pronunciation of Bunda is derived from similar units in the word game. It is possible to form unique word games by pronouncing words distorted with a specific purpose. As a result of this, in the speech situation, such phenomena as *hemination* (tiling vowels), *graphon* occur:

Rejissor tag'in elkam qoqdi.

– *Barra kalla, barra kalla!* – *dedu.*

Rejissor yelkam qoqa-qoqa meni mashina taraf jo'natdi.

Men yo'l-yo'lakay raisimizdan so'radim:

– *Rais bova, rejissor nima deyapti?*

– *Barakalla deyapti, barakalla.*

– *Barakallani shunday deydimi?*

(T.Murod, "Otamdan qolgan dalalar" romani).

"Morphological game" - the use of suffixes in the formation of word games *pryomi*. There are a number of methods of morphological game combination: a) the method of the colloquial verb; b) the use of NOUN nouns; C) the method of terms; d) the method of suffixes.

A. *By the method of the colloquial expression, the linguistic unit is transformed into another occasional unit. For example, "MAGISTRaxalTURA"* the negative attitude in the title of the article is expressed on the basis of the word game. In this situation, sometimes a new conversational unit is invented, based on the task that the thing performs:

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Ushbu rasmni BASHARABUKdan (Fasebook) yuborishibdi. Hoy tinib-tinchimagan odamlar-ey. Nimalarni o'ylab topishmaydi-ya. ("Rais buva" telegram ijtimoiy tarmog'idan)

B. The use of possessive nouns is called *antonomasia*. Antonymy is the use of possessive nouns for special purposes, this type of word game is manifested in different ways. One of them is the integration of the names of the works into the composition of the text:

Salom, "Sevgilim-sevgilim", "Yulduzli tunlar"da oromimni o'g'irlagan "Sarvqomat dilbarim"! Sizga maktub bitishimga "Bo'rondan kuchli" bo'lgan otashin "Muhabbat" sababchi bo'ldi. Mana, "Qirq besh kun"dirki, tunlarim bedor. Nihoyat adog'siz "Hijron kunlari"da sizga ilk bor noma bitayapman... (Oshiq kitobxon maktubi, ijtimoiy tarmoqdan olindi)

Person names can also be used for word game purposes. For Example, Oldi Sottiyev.

Sometimes writers and poets give the names of the works, the names of the heroes of the work in the style of the word game: Otabek – Kumush, Anvar – Ra'no (Otabek – Kumush: ending with the letter k, beginning with the same letter; Anvar – Ra'no ending with the letter r, beginning with the same letter. Y.Solijonov); or "Ikki karra ikki – besh" (komediya, Komil Avaz);

"Game of terms" is a word game, which is carried out with the terms of one sphere:

Ishoqjon: Keling, birovning ko'chirma gapiga mojaro qilib o'tirmaylik, yana sizning fe'lingiz buzilib qolmasin.

G'anijon: Qiziqsiz-a, mening fe'lim har narsaga buzilaveradimi? Nima, mening fe'lim o'tgan zamon fe'limidi!

«Til» payrovi.

If we pay attention to the fact that the word games are expressed in word categories, then we also meet word games related to the word category: one and a half rabbits, three foxes, nine cows, five goats, twelve moths, ten years old. In this riddle genre word game our imagination is occupied by numbers. Why do we think that the rabbit should be one and a half or tuya twelve. Then we want to add the numbers and get a result. In fact, the problem is solved by determining the month: we will find out how many months the recorded animals give birth. Or "Aychinor" friendonida the girl from Nazarboy who wants to marry a young Aychinor thick evazi "ten Lamb, yigirmata Wolf, thirty Lion, forty Tigers, fifty bears, sixty-five ax, eighty sarka, ninety boards..." requires. The Wolf, The Lion, asks Bobur for help – one of the heroes of the rich saga, who did not afford to find the Tiger. Nazarbayev tells Bobur that a widower wants to marry a wife. Then the Babur reasoned the boy's words and told him that he was lying, that the woman he wanted to marry was a girl, not a widow. To prove his point, the young man proves by examples that at

the age of ten he will be a Lamb, a wolf in a snake, a lion in a thirtieth, a tiger in forty, a stallion in Fifty, an axtaday in sixty-five, a pendulum in Eighty, a throne in ninety. Then Nazarbayev confesses both his old age and the fact that the girl wanted to marry Oychinor.

Apparently, in this text, a solution based on analogy and metaphor is given in the style of the word game. And this motivates listeners to resourcefulness, dullness.

"**Syntactic game**" is a speech game based on syntactic connection.

There is also a word game "method of inserting a link to the text", the types of this method are as follows: 1. In speech, the terms (Work, Song, film, show names, etc.) are used. the G.) to apply as a link. 2. The introduction of stable compounds (phrase, proverb, metals) into the text. 3. Adding an event to the text. For example:

Yodgor aka: Yaxshimisiz, «Muqaddas»xon?

Muqaddasxon: Keling, Yodgor aka, «Men qishloqda yashayman», deb ko'rinmay ketdingiz?

Yodgor aka: «Nur qidirib» yuribmiz-da.

Muqaddasxon: «Opa-singillar»ingiz tinchmi?

«Asarlar» payrovi.

The most productive type of reference to the text is the "game of terms". Taking into account the fact that the terms "game opportunity" (linguistic unity predisposition, originality to the word game) and the fact that more than one information can be expressed, the appropriate use of it as a methodological tool requires observation, reasoning, linguistic experience and creativity from the speaker. Example:

Oxunjon: Erkinboy aka, hamma sizga nazar solyapti, ha deb shohona yurishlar qilaverasizmi, biror marta piyoda yurib qo'ysangiz-chi!

«Shaxmat» payrovi.

"**Syntactic homonymy game**". The introduction of syntactic integrals into the homonym relationship is explained by the term syntactic homonym in linguistics. Researchers of the Uzbek language Stylistics E.Kilichev touched on the role of syntactic homonymy in the military text: "forms are the same, but different in meaning, word combinations and sentences are used in the artistic image to create word games, hangers, sometimes laughter," he says. Syntactic homonyms are also lexical, phraseological and morphological homonyms, such as the emergence of stylistic meaning in speech – within the framework of one form it is possible to express the sides of different content. For example:

Ko'rdim ikki tog' ora,

Suv lim to'la tog' ora.

(Shaharlik kaptar samovar haqida. Iqbol Mirzo)

There is also a word-game, which is formed on the basis of a word, in which there is a probability in the composition of different words one word is formed as a basis, and in the basis the text is formed:

Til yoxud tilsimlangan nasihat

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Nima **tila** yoki **tilama** **tilingdan** topadirsan! **Tilingdan** **tutilasan!** Hozir shularni o'qiyotgan bo'lsang, boshqacha **tilda** gapirsam ham, boshqacha **istiloh** ishlatam ham, Senga **tilmoch** orqali o'qitilsa ham **tildan** xoli bo'lolmaysan! Avval yetilasan, keyin **tilla** topganday unga qarab otilasan!

...Sening bu ahvoning ko'rib ko'ksim **tilim-tilim** bo'lib **tilindi**, qalbm **sitildi**, yuragim **tilka** pora bo'ldi. Sen shular uchun **yaratilgan**midig?! **Aytiladigani** **aytildi**, **tugatildi**.

(Shukur Jabbor,

<http://m.factbook.com>>permalink).

Such a method is also used by comedians, and as a result, a word match is formed, which is formed on the basis of a word:

Ayniddin aka: Tark etmasdan dorda «ha, ha» deb tursangiz o'sha ham tuyaga madorda.

Foziljon: Sotvoldi aka, xalq ichida yurishingizni ko'rganlar baho berishyapti: «Bu juda taqvo**dor!**» deb.

Jaloliddin: Yuqoriga chiqmasa chiqmasin. Bilasizlar-ku bu juda jahldor. Yana birortasini ustiga langarni tushirib yuborib, ay**bor** bo'lmasin.

Sotvoldi: Foziljon, boshqalar dorda o'yin namoyish qilsa, bir chekkada o'ynamaysizmi, sizda iqtid**or** bor-ku.

Foziljon: Ayniddin aka, Jaloliddinni taklif qilsak, ikkita toshni qo'lida, bittasini og'zida tishlab,

bir o'yin ko'rsatsin-a, ishimiz juda samara**dor** bo'lardi-da.

“Dor” payrovi.

There is also a "word game based on analogy", in which the speaker puts a solution for the listener in the meaning of the riddle: "wear a talisman at night" (the moon climbed into the night sky).

Chiston puzzles are also considered to be a word game based on resourcefulness. The artistic art that is used in the riddles is a metaphor (metaphor). For example: a bag, a lump in a bag, a column in a bag. Three signs of what is hidden in this text are given on the basis of three metaphors. The one who finds out that the text is talking about the niece is the winner in the intellectual competition. Only the appearance, features of what is hidden, information is given, but the name of anything is not recorded. In this situation, the person who is looking for a word game solution will find a solution only by remembering the characters inherent in what he knows.

Conclusion

Well, the fact that the word game is based on a variety of stylistic primes, the color is expressive and interesting, it differs from other types of speech as the appearance of speech related to different levels with its contextual aspects. And this requires a special study of this type of speech.

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