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ABOUT THE TERM OF LANGUAGE GAME. CONCEPT OF LANGUAGE GAME

Abstract: In article considered various definitions of the concept "language game". Language game makes a basis of a comic discourse and shown in expression of various substantial signs. Central boards indicators of comic communication are free activity and creativity.

Key words: latifa, humorous discourse, norm, comic, linguistic game, comedian.

Language: English

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Introduction

According to the idea of some researchers, game established the basis for jokes and generally considered as a necessary necessity to understand the joke [1: p.12]. At the same time, the other point of view of the scope of the existing conditional reality, and explained that it allows you to understand the new world outlook, for example, a certain culture, which is under the ban a joke topics (politics, money, family values, etc.) may rise to as a theme.

Materials and methods

Humorous discourse, of course, can be form of the game, because the game of communication [2: p.249] has the following characteristics:

1) The game is a form of interaction between individuals in a free and voluntary, because the man cannot be forced to laugh. To describe the identity of the subjects of humorous discourse on their social status should not reduce the social distance between them and other types of discourse will look different from the values in the solid;

2) game dialogue occur in the indicated limits of time and place. Listening to the works of the comic genre move to the reader to other realities, and often describes the events that not happened in the truth;

3) game and game dialogue is built on the basis of the rules adopted voluntarily by the participants of this game. Also, it can gives an opportunity understanding of the relativity of game and unserious of game;

4) unserious, humorous discourse to the game dialogue, to envisage enjoy by the comedy of other reality, which created by the participants. In general, the task of humorous discourse linguistic units by means of norms and stereotypes (standards), carry out comprehensive word game;

5) if communicative actions of game operated according to a certain pattern, but it has the process and the outcome of the game (the result) variation. Its impossible predict the outcome of the game, it would never be known in advance. In cognitive field, comedy shows unexpected results humorous discourse may be guarantee of success.

Metaphor of "Language is a game" (F-de Sossyur 1977) are widely used in earlier times linguistics. Sossyur describes the main categories of language as the equivalents of chess game (systematic, materiality, rule and etc.).

The term "Linguistic game" appeared nearby in the work of the philosopher L.Vitgenshteyn, according to it, linguistic games - their internal rules and the agreements subordinate unified and complete communications system, which is a violation of the provisions of the precise limits of the game. According to the point of view L.Vitgenshteyn that linguistic game does not serve peoples enjoying. People are used in accordance with the rules of natural language used by players is being described as a set of linguistic games [3]. In the conception of scholar the selection and using linguistic sign will be based on linguistic rules of the game ,he makes equal



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language game to the same as speech activity and creativity.

According to the point of view L. Vitgenshteyn the game formed by human consequently, the governing rules of language are considered the interactional cognitive processes of speech creation.

Clearly, linguistic game in different level belongs to all periods of language development, only treatments with the game in different fields and it can be differ from the level of actuality in concrete historical position for participants of this event.

As you know, the "game" is a term many scientific areas, such as psychology, pedagogy, physiology, etc., and every aspect of its functional properties. Different feature of linguistic game is that it is getting a piece of landscape comedian reflects the encoded information together [13: p.7]. Thus, through linguistic game expressed the implicate or explicate cultural values in the process of formation of different layer of society.

Many linguists, scholars engaged in the study of the linguistic game, so there are a number of definitions of this concept.

"Linguistic game "- is a extraordinary in language and the most importantly, the speaker (writer) failed lucid and deliberate way." At the same time, the listener (reader) deliberately told to it, on the contrary, it is this expression (phrase) is just wrong, or the uncertainty of values. But not surprised by the deliberate way displace displeasure and offered his support and this game will bring about the author's intention to attempt to resolve the underlying intention [9: p.20].

According to the definition of L. I. Sapogova that the linguistic games of this man's language during the game in front of the event, an amazing sense of its own power (power) that allows you to realize the language as a system of access in order to identify opportunities for cross their linguistic skills in different language the fact of the act of using experiments with layers, process (Sapogova 2003).

S. Nukhov explained, "Linguistic game "- is a speech movement is carried out linguistic abilities of their lingual creative form, which will show their individual style. In linguistic game the author's, addressee opinion, the game is important to distinguish between opinion and recipient address. Either, and the other to enjoy the game aesthetic send their vocal skills, the ability to evaluate the receiving game, does not resolve a linguistic riddle could delay happy [7: p.137-138]. Therefore, language is a bilateral process.

Some researchers characterized that linguistic game in order to achieve the effect of a violation of the linguistic model of programmed and perfect the result of deviances in the linguistic norm deliberately define as a specific form of creativity (Usalkina 2002).

One of the widely spread linguistic game, comics that impossible define limits of its application. Linguistic game study of modern linguistics considered one the most relevant linguistics because the study pragmatic aspects of linguistics are culminated. In addition, language is studied in many areas of the game by stressing linguistic characteristics dealt with science and language grammatical principles spurt of creative, non-use, so the comedian meaningful sentences to create a variety of linguistic units to use it [10: p.86].

The linguistic models of formation of linguistic units and structural and semantic methods of make comics, they were speaking the purpose of creating performance gaming effects [6: p.76].

Word game occur where there are two sides completely harmonious: content and expression, meaning and form. These belongs to all units: words, a fixed combination of words, morpheme or anywhere of the word which takes the status of meaning carrier [5: p.84].

Comedian effect of humorous texts common received stereotype according to deviation (measure standard)"carry out of necessity and prediction acts directed to destroy the stereotypes of linguistic game in commentary and the creation of comedian text" [8].

According to the poin of view of E.Shatrova linguistic game has the following important features:

- 1) free activity;
- 2) creative activity;
- 3) the activity of characterized with the system of speaker-listener or the author reader;
- 4) the activity of oriented to the system of emotional and psychological intence of participants';
- 5) the activity of characterized with the linguistic sight of the world;

V.Z.Sannikov designated the following tasks linguistic game:

1. the characterization (laugh at characterized person);
2. the linguistic enrichment;
- 3.to strive to enthusiast of yourself and interlocutor;
4. to strive to determine of the own status (to make visible yourself);
5. to fight against to the ignorance of surroundings;
6. To hide behind mask.

A.V.Volkogonova (2012) shows the following cognitive mechanisms of linguistic game:

- 1) first of all reduplicate cognitive mechanism which will illustrate of phonetic models;
- 2) the cognitive mechanism which use from the taken linguistic units of different language;
- 3) cognitive mechanism based on the destructive cognitive mechanism which changes (corrupt) of the linguistic form, phonetic as well as morphological structure of the word;

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4) the cryptographic cognitive mechanism in the creation of scrambled words understandable only separate people (informed).

Conclusion

Linguistic games are characterized different by researchers. V.Z.Sannikov our linguistic usage of the game following in the footsteps of separate linguistic level: 1. Lexics. Semantics; 2.Syntax; 3.Methodical violation of principles; 4. Phonetics. Graphics. Orthography; 5.Word formation; 6. Morphology.

According to the idea of researchers that the main mechanisms for the formation of linguistic game in humor are considered polysemy homonym,

paronym, synonyms, antonyms, models word formation and phraseology [1].

Linguistic game occur in literary language, also unlimited levels of speech, and differ from by sharp sense of humor. Linguistic game carried out expressiveness parody (travesty), to make fun to speech.

To feel the subtleties of the language to understand the logic of the facts of linguistic and linguistic intuition, as important parts of the linguistic skills. Spokesman linguistic knowledge and experience not only to know the words, and may lack the skills to use them in accordance with the rules, but not to the general principles of the new words in the linguistic ability to create a system based on the potential of language [4: p.44].

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