



## THE INFLUENCE OF THE SOCIAL FACTOR ON DERIVATIONAL PROCESSES IN THE GAME CONCEPT

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### Annotation

The social environment consists of "cells" formed under the influence of numerous factors. Various deviations in people's behavior are perceived as a consequence of the negative impact of the environment on the individual, and this may entail a change in his social status. The new social status of a person is usually called secondary in relation to his past (primary) social status, and the process of an individual's transition to another social stratum is called social derivation.

**Keywords:** derivational process, types of speech, stereotypical situations.

### Introduction

During the life of an individual, stereotyped patterns of behavior are formed in his mind, which are characteristic of representatives of a particular society. The stereotypical model reflects the main points of role-playing behavior and the goal, to achieve which various methods, means, means, as well as speech are used. With the accumulation of experience and constant interaction with a particular environment, the number of stereotypical situations in a person's life can increase.

The developing system of homogeneous situations is subdivided into certain classes, subordinate to a certain prototype. Homogeneous situations are considered by G.I. Bush like prototypical. Prototypical situations are of a cognitive nature, since, firstly, they are the result of cognition of the external world, and, secondly, a person who knows these situations can use them for his own purposes. For self-realization of a person, knowledge of the prototypical situation and the ability to adequately respond to it are necessary.

As a rule, prototypical situations are also characterized by typical speech. The meanings of linguistic units in this case depend on the most prototypical situation, on the use in a particular social context. As G.I. Kustov, the prototypical situation is a natural supplier of semantic material for the secondary use of linguistic means. Accordingly, the semantic evolution of a linguistic unit is manifested, on the one hand,





in the expansion of meaning, and, on the other hand, leads to specialization. S. Bally notes an interesting feature in the implementation of a language unit in various social contexts. The scientist writes that the social coloring of a linguistic unit manifests itself the stronger, the farther from its "native environment" this unit is used, and according to the figurative expression of the Brazilian researcher E. Nobre, the language of declassed elements can be called a "verbal labyrinth". As a result of this specialization, jargon is formed. An individual who is not in contact with the environment in which such a specialization of the meaning of a word takes place is sometimes unable to correlate it in this context with the meanings that are stored in his memory.

Jargonisms, as a rule, are characterized by a special kind of deterioration in the meaning of a word, expression during the actualization of the pejorative evaluative potential of the word. The concept, represented by a certain word and having potential negative evaluativeness in its structure, integrating into the "negative social environment, forms a specific pejorative field in it" [ibid]. Words that also function in a neutral context, moving into a negative social environment, begin to denote objective entities that are characteristic of this environment, for example, for the environment of declassed societies such as thieves and prison. So, N.N. Sharandin says that thieves' nicknames are meaningful in nature: "even without seeing, without knowing a person, you can determine by nickname what he is."

The features of the language of declassed societies are influenced not so much by the subjective attitudes of a person, his experience and thought processes, but by the environment itself. According to V.P. Zinchenko, the meaning of the word corresponds to the fact that "consciousness does not develop in the conditions of Robinsonade, but within some historically crystallized experience of activity (communication, worldview - culture in the broad sense of the word)". When a person interacts with a certain environment, an integrated concept is formed that stands behind one or another lexical unit. The integrated concept in this case is understood by us as the result of a mental operation that arose as a result of the "merging" of elements of conceptual structures represented by this lexical unit with elements of information about the social environment into which the individual "entered".

Due to the peculiarities of the norms of behavior, playing cards occupies an important place in a declassed society. At the same time, a variety of cheating techniques are actively used, depending on which the types of card games differ. Numerous cheating tricks represent a whole system, and the names of many of them are formed by means of metonymy. There are several ways of metonymic formation of the names of gambling card games, depending on which part of the game situation is accentuated. In this case, we should talk about the "effect of attention", when the speaker highlights





the part of the information that, in his opinion, is the most important. In accordance with this, two MODELS of metonymic transfer can be distinguished - according to the method and purpose, that is, attention is focused on the method and purpose of the cheating technique, respectively, in other words, the constants of the method or purpose, which are derivational nodes, are profiled .

Let us consider expressions formed in a metonymic way when focusing attention on the purpose of the action. MODEL 1: goal → game:

the game of interest is named so because it implies the obligatory presence of bets in it, that is, the benefit of each of the participants is found;

game under the answer implies a situation where the loser is obliged to pay the debt, that is, "he is responsible to the winners";

playing for sure involves the intervention of a cheater, where victory is often a foregone conclusion;

in the game of character, weak-willed people lose.

MODEL 2 way → the game generates the names of the game according to the cheat method:

game by eye - marked cards are used, the marks on which are guessed visually;

game on the probe - a game with marked cards, on which the marks are probed with fingers, thus, the word "probe" represents a situation involving the creation of special marks on the cards, when "probing" which they are recognizable;

fold game - a game in which a situation is implied when cheaters fold playing cards in a certain order.

playing on signals - the cheater's accomplice gives conventional signs.

A card game in a declassed society can take place without cheating. There are two types of games in which the cheater does not take part - this is a game of luck and a game of chance. The names of these types of games are also formed with the help of metonymic transfer. So, the game of chance involves gambling based only on luck, and the rules are agreed in advance by all players. The expression game of luck suggests a game in which the players rely only on their luck.

In addition to metonymic names for various types of games, prison jargon also contains metaphorical names for specific actions characteristic of prisoners and defendants. METAPHORICAL MODEL of conceptualization of prototypical situations for the society under consideration is based on comparison with such a stereotypical situation as playing a musical instrument:

the expression to play the violin, which in prison jargon means "to cut the bars", has much in common with the algorithm of the violinist;



the expression to play the piano (accordion or grand piano) has the meaning "fingerprint" or "fingerprint". The connection with playing these musical instruments is obvious: touching the keys with your fingers is visually similar to taking fingerprints; playing the guitar, i.e. "breaking into a safe with a special thieving tool" - "guitar", has nothing to do with the actions of a musician playing the guitar. However, the "safe-cracking tool" itself is shaped like a musical instrument - a guitar. The expression under consideration is formed according to the external similarity of the tools for performing the action.

As can be seen from the above examples, in the jargon of declassed societies there is a fairly developed system of names of gambling and cheating techniques, which contributes to the expansion of the corresponding "section" in the structure of the concept of the basic level of gambling. In addition, under the influence of the social factor, namely the stereotypical situations characteristic of the society under consideration, there is a specific semantic development of the frame structure to play a musical instrument. Thus, the "transfer" of the elements of the concept of play from a neutral to a socially marked area creates new derivational nodes in the structure of the concept under consideration.

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