SEMANTIC FEATURES OF COMPUTER SOCIOLECT

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Annotatsiya: Maqolaning maqsadi – zamonaviy rus va ingliz tillarida kompyuter sotsiolektizmlarining shakllantirish vositalari va usullarini oʻrganish. Maqola muallifining fikricha, leksik birliklar maʼnosining semantik koʻchishining oʻziga xos xususiyatlari lugʻatning yangilanishiga yordam beradi, oʻzlashtirilgan yangi maʼno esa kompyuter sotsiolektida yangi soʻzning paydo boʻlishiga olib keladi.

Kalit soʻzlar: *sotsiolektizmlar, kompyuter, subtil, metafora, antropotsentrik, floristik, qiyoslash.*

Abstract: The purpose of the article is to study the means and methods of forming computer sociolectisms in modern Russian and English languages. The author of the article considers that features of the semantic transfer of the meaning of lexical units contribute to the updating of vocabulary, while the acquired new meaning gives rise to a new word in the computer sociolect.

Key words: *sociolectisms, computer, sublanguage, metaphor, anthropocentric, floristic, comparison.*

Аннотация: Целью статьи является исследование средств и способов образования компьютерных социолектизмов в современном русском и английском языках. Автор статьи считает, что особенности семантического переноса значения лексических единиц способствуют обновлению вокабуляра, тогда как приобретенное новое значение порождает новое слово в компьютерном социолекте.

Ключевые слова: *социолектизмы, компьютер, подъязык, метафора, антропоцентризм, флористика, сравнение.*

Significant progress in the field of computer technology has caused the rapid development of linguistic innovations, expressed in changes in the lexical system, through which a special terminology has been formed, consisting of various technical and professional terms. Currently, most computer terms have become available to a significantly wider range of computer users. As a result, in addition to special computer terminology, a very rich sublanguage of Internet users has been formed and is functioning, which today is developing very dynamically. At the same time, it should be noted that many authors classify it as a youth sociolect [7, 12]. We believe that this linguistic phenomenon is very unique, voluminous and massive, which justifies its isolation as a separate subject of research. At the same time, some authors consider the language of computer users in the aspect of psycholinguistics, i.e. psycholinguistic properties of personal naming, as well as language play as its cognitive basis [8]. There are also known research works in the aspect of word formation in the language of computer users, devoted to Anglicisms [10], as well as Russian computer terminology [9]. Many English-language authors focus on computer sociolectisms, while other works state the penetration of Anglicisms into other European languages, in particular Norwegian [6] and Bulgarian [13].

As the material for this study, we used the Explanatory Dictionary of Youth Slang, 2003, NTC's Dictionary of American Slang and Colloquial Expressions, 2000; The New Hacker's Dictionary, 2002; The Routledge Dictionary of Modern American Slang and Unconventional English, 20018. The result of analysis confirms that metaphor is one of the main sources of the formation of computer sociolect in the languages being compared. As a sample, we will use the semantic classification system proposed by V.P.Moskvin for the division of metaphorical computer sociolectisms into certain categories [11].

In the computer sociolect of the compared languages, **an anthropocentric metaphor** stands out. This type of metaphor is based on the comparison of inanimate objects, representatives of flora and fauna with humans. Both in Russian and in English computer sociolects, this comparison can be made by using such models as: a) names of parts of the human body –> computer: **in Russian**: *кишки* – the internal

structure of the operating system; *морда* – the front panel of the computer, disk drive; **in English**: *core* (heart) – main storage or RAM; *heartbeat* – a signal emitted at regular intervals by software; b) human diseases –> computer: **in Russian**: *астматик* – freezing in the operating system; *бацилла* – computer virus; **in English**: *core cancer* – a process that exhibits a slow but inexorable resource leak; c) human actions –> computer: **in Russian**: *взорвать* – open any software and change the data in it at smb's own discretion; *вырубить* – turn off; **in English**: *to grovel* – to work intermittently and without apparent progress; *to say* – to type to a terminal; d) characteristic features of a person –> computer: **in Russian**: *задумчивый* – slowly working computer; **in English**: *winner* – an unexpectedly good situation, program, programmer, or person.

The next type of metaphorical transfer is **a zoomorphic metaphor**, in which a computer is likened to an animal. In Russian and English computer sociolects, this type of comparison with animals occurs according to the following models: a) animal species –> computer: **in Russian**: *ослик* – Internet Explorer browser; *крыса* – a contemptuous name for a computer mouse; **in English**: *bug* – a malfunction in design, especially of a computer or computer software; *dinosaur* – any computer that requires raised flooring and a dedicated power source; b) animal actions –> computer: **in Russian**: *квакать* – play Quake; **in English**: *to run like a pig* – to run very slowly on given hardware or software; c) characteristic features of animals –> computer: **in Russian**: *приблуда* – a program that works together with another one; **in English**: *puppy hungry* – a lowest-priority task that only runs when the computer would otherwise be idle.

The principle of **a floristic metaphor** is based on the likening of a computer to a plant or part of it, for example, in Russian and English computer sociolect one can distinguish a comparison of the name of a plant with a computer: **in Russian**: *урюк* – a PC user; *мак* – Macintosh computer manufactured by Apple; **in English**: *clover key* / *clover* / *flower* – the Macintosh modifier key with the four-leaf clover graphic on its keytop; characteristic features of a plant with a computer: **in Russian**: *гнилой* – bad; processes associated with a plant with computer processes:

зазеленеть – go green, or sleep modes. Unlike the Russian computer sociolect, in the English computer sociolect there is a tendency to compare the process of causing damage to a plant with a computer: *tree-killer* – printer.

Thus, the presence of "metaphorical" rows in Russian and English languages proves that metaphor is the most important and effective way of forming a computer sociolect.

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