SUMMARY

Elena Bekasova. Elements of the arising language (from obrservations over the children's speech)

Annotation. Consideration of features of the children's speech of the period of "tekstoobrazovaniye" allows to define it as main game moment of life of the child when all language – a game in the course of which it not only realizes the need for communication, but also the opportunities of pioneering the world for language. Need to build the speech in the conditions of certain language and cognitive "deficiency" demands from the child of use of already developed "construction" material of the speech of adults in its own interpretation and transformation. In this plan an important role is played by analogy when under the influence of the most language system or under pressure of normativity children's innovations, as a rule, at the level of specific models are reflected. In the conditions of language lacunas the child independently builds lexical units, using properties of a word, characteristic of the children's speech, as sinkreta or offering new motivations.

Keywords: children's speech, developmental linguistics, law of analogy, form- and word-formation models, semantic innovations of the children's speech

Irina Vaulina. Why profan is evil? Project dictionary phonosemants

Annotation. The article proposes a draft psycholinguistic dictionary of phonosemantically labeled (zvukosimvolicheskaya) vocabulary of the modern Russian literary language. By experimental research, the author found that the phonetic shell of a word has a certain kind of effect on the modification of its semantics and the nature of speech functioning, which causes a number of difficulties in the vocabulary representation of sound-symbolic lexemes, in particular, the need to take into account such an important component of their meaning as phonosemantic connotations. Under the phonosemantic connotations are understood additional words that are add-ons with respect to the lexical content, due to its sound. The article analyzes various types of the ratio of

the sound shell of an ideophon and its denotation / connotate, including those in which the sound shell of a word has independent significance and "suppresses" lexical semantics; the phonetic significance of the word contradicts its lexical semantics. The design of the psycholinguistic dictionary of phonosements is based on data from an experimental series that included free and directed associative experiments. The structure of the dictionary entry is based on the selection in the interpretation of the denotative, connotative and phonosemantic components with the disclosure and detail of each of them. The proposed principle of the description of the material allows us to trace the severity of the denotative, connotative and phonosemantic components in the semantic structure of the word, as well as to identify the nuclear and peripheral for the speakers of the language.

Keywords: phonosemantic expressiveness, psycholinguistic experiment, sound symbolism.

E. Yu. Vidanov, I. L. Mul. When A Mistake Is More Than A Mistake: From Common To Creative

Annotation. The article presents the authors' original view of a mistake as a permanent attribute of speech activity of foreign speakers learning Russian. Different types of speech anomalies generated by foreigners in the process of mastering the Russian language are considered through the prism of the theory of linguocreative activity, since the nature and essential properties of the analyzed language substrate correlate with the basic principles of speech-making. As a criterion to differentiate the language material under study, the intention / non-intentionality (awareness / unawareness) of a deviation from the norm in the speaker's behavior of the foreign phone is used. This approach allows the authors of the study to highlight in the speech of foreigners unconscious errors generated without installation on the laughter effect. These errors include speech constructs, defined as the actual errors, causing the teacher's chagrin, indicate a student's unformedness of any skill, as well as such speech anomalies, which in the process of communication reveal the ridiculous potential due to their original, non-standard interpretation by the addressee.

The second group is represented by innovations of a deliberate nature, resulting from intentional word creation. In this group there are two types of speech constructs, such as: innovation of compensatory properties and actually play units, demonstrating the ability of a foreign student to the language play.

Keywords: mistake, speech anomaly, language play, creative potential of linguistic personality, speech creation of foreign speakers, compensatory creativity of foreign speakers, speaker and listener, manipulative-creative attitude to the language, metalinguistic reflection, speech emancipation.

Tatiana Gridina. "A bike is already invented?": Creative technologies of texts

Annotation. The article describes the training of verbal creativity using the technology of creating a collective poetic text. This technology is a variant of the psycholinguistic method of probabilistic forecasting adapted to the tasks of training (completion / addition of the text according to a given start). The factors that determine differences in the strategies for generating a text are the different cognitive vectors of the original presupposition, which were actualized by the respondents in formulating the idea. A special parameter of the organization of a poetic text is rhyme, the selection of which largely determines the varied spectrum of possible options for the development of the plot. The individual linguocreative "handwriting" of each of the participants of the training is also manifested in the ability to play the language – in particular, in the repertoire of the created word-making innovations, metaphors, stylistic arrangement of the text, intertextual references. The use of this technology, which creates an atmosphere of tolerant competition, is a productive way to develop and stimulate verbal creativity, both in terms of collective cooperation and in terms of personal self-realization of respondents.

Keywords: verbal creativity, training, text generation technologies, psycholinguistic experiment.

Anastasiya Kozlova. Game word in the aspect of his perception: experimental data

Annotation. The article deals with the problem of the reception of a game artistic text. The features of the creation of the play word in the "childish" poetry of Y. Moritz are analyzed. The readability of language game codes by middle school students is experimentally verified. As an experimental procedure, the psycholinguistic technique of the direct interpretation of the word "gamers" adapted to the tasks of research is used. The strategies of such interpretation and the associative context of the author's word-building innovations, which determine the aspects of their perception that are relevant for the reader (child), are revealed.

Keywords: language game, poetic text, direct interpretation method, game text perception, children's literature.

Nadezhda Konovalova. Mechanisms of perception and principles construction of educational text

Annotation. The article deals with one of the central cognitive problems - the problem of understanding and evaluating textual information. At the center of this process is a person who reads and models in his mind the image of the content of the perceived text. On the basis of experimental studies, the factors that determine the nature of the perception of the educational text, the individual differences in perception were identified; specificity of information processing; mechanisms that determine the perception and understanding of the text. Particular attention is paid to the educational game text.

Keywords: cognitive mechanisms, psycholinguistics, perception of texts, educational texts, probabilistic forecasting, experimental studies, understanding of texts, cognitive activity.

Alexander Kubasov. Playing the theater as a form of manifestation of the creativity of language personality ("Kolombina's Apartment" L. S. Petrushevskaya)

Annotation. The article is devoted to the problem of metatheatrality in modern drama and the game elements associated with it. The material taken is the play by L.S. Petrushevskaya "Kolombina's Apartment". In it bidirectional process of transformation of life into a

game and games is presented to life. The objectivization of a game causes the appeal of the author to a farce genre. Game in "Kolombina's Apartment" acquires an ontological character: it is not only a life form of actors, but also a form of the relation of the author to life. Heroes play other heroes, and the author plays them and heroes whom heroes play. In these conditions the reader has to show the creativity, in particular, to understand allusions. All this as a result creates an image of a carnival. The festive reality of the play relies on traditions of the commedia dell' arte. Language creativity of the author is shown in updating of the known models of heroes (Piero, Kolombina) and also directed by philosophical questions of the game nature of the human person, about permeability of border between theater and life, between credibility and imagination.

*Keywords***:** creative language personality, metatheatricality, genre of the philosophical farce, Petrushevskaya L. S., "Kolombina's apartment".

Marina Lappo. The interrelation of value orientations of the recipient and the depth of the artistic text understanding

Annotation. The article presents the methodology for the operational assessment of the level (the depth) of the understanding of a literary text based on the theory of information types of I. R. Halperin. Thus, the identification of the content-factual information is the first level of understanding of the text in terms of complexity, the definition of the content-conceptual information refers to the second level and the description of the content-subtext information based on the first two types of information is assessed as the third level of complexity. The results of experimental work on linguistic analysis of the text by a group of students are described: the leading linguistic phenomena of V. Sharlamov's poetry are noted, making it difficult to understand his works (text-forming metaphor, allowing different ways of recognizing its meaning, referential ambiguity of I–YOU pronouns). The specificity of the levels of understanding of the text and their relationship with the results of M. Rokich`s test on the ranking of value orientations is defined.

Keywords: poetic text, linguistic analysis of the text, value orientations, depth of understanding of the text, V. Shalamov.

Boris Ju. Norman. Pronominaphobia (dislike pronouns) and lexical repetitions

Annotation. The article deals with cases when the speaker, renominating an item, prefers using its lexical designation, rather than replacing it with a 3rd-person pronoun. Such lexical repetition violates the rules of text linguistics (substitution and anaphora), but it can be motivated by an aesthetic supertask. In poetic texts, the requirements of rhythmics are added to the number of discursive factors. For some poets, lexical repetition becomes a text-forming technique. In general, the phenomenon of pronominaphobia (avoiding the 3rd-person pronoun) is due to several factors.

Keywords: anaphora, substitution, personal pronoun of the 3rd person, lexical repetition, Russian poetry

Ekaterina Protassova**, **Kirill Reznik. Russian Homes in Finland: Objects and Discourses

Annotation. The present article studies the representations of the house and the home, its Russianness, Finnishness or hybridity with the Russian-speaking immigrants in Finland who have been interviewed or who discussed the topic on the Internet forums. The study analyzes the meaning of the objects, their conservation or loss in the emigration/immigration. It finds out whether the dreams of an ideal home correspond to the real home of participants. The results of the self-reflection demonstrate what the most precious things are, what provokes nostalgia, what raises satisfaction when loaned from the surrounding culture and what other people think about their dwelling. The study shows that books and photographs are the most important things; that not many people have objects, which accompany them from their birth onwards, but they keep belongings connected to the memory of their relationships with relatives and friends.

Keywords: self-identity discourse, material and spiritual personality components, biculturality, memorable things, linguistic integration, self-reflection, linguistic biography, Russian emigration / immigration

Ustinova Tatiana. Poetic creativity and the problem of production of new linguistic and ontological knowledge

Annotation. The paper regards the phenomenon of verbal creativity as related to lingua-conceptual creativity of the linguistic personality. It is stated that the poet's production of new linguistic and ontological knowledge meets all the demands of creativity criteria: innovativeness, productivity, originality, flexibility. It is shown that in meaning construction the poet not only adapts the conceptual content of the message to the expressive means available in the language system, but also reprocesses those means and reconstructs them, which results in ad hoc creation of an innovative means of verbalization. The paper also focuses on analyzing the problem of the "poetic form – poetic meaning" dualism. It is stated that the poet's linguistic creativity is interdependent with the ability to generate diverse and ingenious mental representations of the perceived reality.

Keywords: linguistic creativity, conceptual creativity, conceptual integration, meaning construction, poetic text.

Vera Kharchenko. Cemetery linguistics

Annotation. The article raises the question of the art of epitaphs. Four types of epitaphs were analyzed on material personally assembled by epitaphs at the cemetery in Belgorod Yachnevo. The most common are became brief information (name, surname, date of life). The second group is epitaphs containing a short line with words about love, memory and sorrow. The third type is poetic dedications to the deceased person. And finally, the fourth type is the words, which the departed would say. This type of epitaph is exceptionally expressive and it requires more attention.

Keywords: cemetery, gravestone, epitaph, memory, writer.

Chemezova Irina. The unrecoverable aspiration for creativity: language game with precedence in Internet-communities (on the example of Internet-community «Poroshki»)

Annotation. This article studies the language creativity of Internet- communities participants. Based on the facetious texts, written in «stishki-poroshki» genre, taken from one of the «VKontakte» Internet-communities, the author investigates the mechanisms of precedent unities associative transformation. As the result the author reveals and interprets the mechanisms of precedent unities associa-

tive transformation, such as descension of precedent unit initial meaning by usage of the new word, the precedent unities contamination which may be used for socially significant fact evaluation, a mock imitation and other. The mechanisms of precedent unities associative transformation reveal the unrecoverable aspiration for creativity, peculiar to Internet-communities participants.

*Keywords***:** language creativity, Internet-communication, Internet-folklore, stishki-poroshki, pirozhki, precedence, language game, mechanisms of associative transformation.

Natalia Shcherbakova. Identificatuon of word-formative type productivity in the process of using language-creative tasks

Annotation. The article discusses the possibility of using experimental work with a linguocreative component to identify the productivity of a word-building type. Modern linguistic studies indicate the intensification of linguocreative activity, while some authors suggest using the phenomenon of a language game to develop a person's language ability. Such an approach seems to be justified, since only the one who speaks the language and is able to correctly navigate the speech situation, in particular, adequately predict the addressee of the joke, is capable of creatively violating the language stereotype. Usually, researchers pay attention to the aesthetic and emotional nature of new gaming formations. However, their potential is not exhausted by this, in some cases they can become evidence of the productivity of certain linguistic phenomena. Thus, the task proposed by students of the non-linguistic faculty to create possessive adjectives made it possible to confirm the productivity of a word-formation type containing the suffix -in-, and to identify the reasons for the extension of suffixal morphemes.

Keywords: creative linguistics, language game, possessive adjective, productive word-formation type.