

Abstract
Final Qualification Work
(Bachelor's degree)

Subject matter: Features of the functioning of gaming vocabulary in the discourse of Hispanic and English-language media

Author: Khuriev Alan Ruslanovich

Supervisor of studies: Gurova Natalya Vladimirovna, Ph.D. in Philology, Associate Professor of the Department of Spanish Studies and Intercultural Communication of the Institute of Romano-Germanic Languages, Information and Humanitarian Technologies

Information about the customer organization: Institute of Romance and Germanic Languages, Information and Humanitarian Technologies, Federal State Budgetary Educational Establishment of Higher Professional Education "Pyatigorsk State University".

Relevance of the research: relevance research is due to insufficient knowledge of the concept of play as one of the most universal and multifaceted phenomena. In addition, the analysis of the metaphorical use of game vocabulary allows you to better understand the specifics of the national linguistic picture of the world.

Goals: analysis of the specifics of the use of gaming vocabulary in the texts of Spanish-speaking and English-language media

Tasks: to define the theoretical base and methodology for the study of gaming vocabulary in the media discourse; find and systematize Spanish and English textual material, including game terminology (in the direct or metaphorical sense; as part of phraseological units) ; to determine the features of the functioning of the game metaphor in the media discourse.

Theoretical and practical significance of the research: The theoretical significance of the work lies in the comparative study of the vocabulary of the vast semantic field of the game from the point of view of metaphorization in various genres of media discourse. In addition, the analysis of the use of Spanish and English gaming vocabulary in media genres can be useful in studying the features of the use of gaming terminology in different meanings. The practical significance of the work is determined by the possibility of using its results in such areas as: general linguistics, cognitive semantics, discourse analysis, etc.

Research results: game is a complex, multifaceted, philosophical classification of game vocabulary contains spheres that contain the concept of the game. Gaming vocabulary finds its application far beyond its specific field, which often become sources of metaphors in the media discourse.

The first chapter of the work draws attention to the complexity of the phenomenon of play. Its versatility is noted, which is confirmed by numerous sciences, which study the phenomenon of play from different angles. The phenomenon of play is also of great interest to linguistics.

The main focus of this study was gaming vocabulary. The second chapter examined the relationship of the game vocabulary of the English and Spanish languages. Comparative parallels have been drawn. An important feature of the

game vocabulary is also its use in other areas in the form of metaphors. We studied examples of game metaphors in the language of the media based on Spanish-language and English-language online publications.

As a result of our research, we have developed an electronic Spanish-English dictionary of game terms, designed for specialists and professionals, whose field of interest is the study of game vocabulary in the framework of Spanish and English.

Recommendations: the study of game vocabulary has prospects for further research. In the future, the most promising is a more detailed study of the metaphors of various genres of media discourse, as well as the creation and use of extensive electronic text corpora of certain topics and stylistics to identify frequency hyphenation. The use of such technologies will allow us to reach a qualitatively new level of data analysis.