ENGLISH CHESS TERMINOLOGY: A FIELD APPROACH

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The research is devoted to the study of special vocabulary used in English chess terminology. It analyzes the lexical and semantic aspects, develops criteria for the functional and stylistic differentiation of special units of chess terms, and identifies the appropriate links between special units.

Using the field principle allows the distribution of chess terms to the core, near, far, and extreme peripheries. Chess terms are designed in the form of a ring diagram. The novelty of the research lies in the proposed scheme of systematization of special lexical units of the subject area and the construction of the lexico-semantic field 'Chess game' in the English language. The materials for the analysis were taken from modern English, American and German chess sources: British Chess Magazine, Chess Life Magazine, Rochade Europa, Schach Magazin 64 as well as chess dictionaries. The number of analyzed chess terms is about seven thousand, which is 45% of the total number of titles. The author concludes that different types of units in chess terminology are heterogeneous. Chess terms have many characteristics, ranging from highly specialized terms to slang expressions and nicknames.

Keywords: *chess game, term, terminology, sports terminology, field approach, ring diagram.*

Introduction

Currently, there is great scientific interest in studying the functioning of lexical units of the lexical-semantic field. These problems have been developed by T. V. Romanova, A. Y. Khomenko (Romanova & Khomenko, 2020), N. Jiang (Jiang, 2022), C. Guan (Guan, 2022), O. Y. Tkachenko (Tkachenko, 2019) and other researchers. Aspects of research such as functional-semantic, structural, logical-conceptual, cognitive and dynamic play an important role in the construction of lexical-semantic and terminological fields in the subject area. Lexical and semantic connections between special units are one of the key points in creating a terminological field. The relevance of the given research lies in the importance of studying functional description of special units in various subject areas, including those related to the chess game, which contributes to the construction of a model of the lexical-semantic field 'Chess Game'.

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It is important to note that chess is a unique game that has its own characteristics and specific terminology. Terms and expressions from the field of chess not only serve as a means of communication between chess players, but also reflect the deep strategic and tactical aspects of the game. For example, the terms *castling* – 'рокировка', *gambit* – 'гамбит', *checkmate* – 'мат', *check* – 'шах', *stalemate* – 'пат', *draw* – 'жеребьевка', *kingside* – 'королевский фланг' have special meanings that are used to describe certain moves and situations on the chessboard. Moreover, chess has its own culture and history, which is also reflected in chess vocabulary.

The purpose of the study is to systematize special vocabulary according to field principle and its functional and stylistic typology. To achieve these goals, it is necessary to study the meanings and principles of constructing lexical-semantic fields, define and differentiate *"term"* and *"special vocabulary"*, identify types of units with staggered meanings in accordance with the functional-stylistic principles of lexical classification and construct a lexical-semantic field – *'Chess game'*. The work uses such research methods as constructing field models, definitional analysis, lexical-semantic analysis and functional style analysis to establish appropriate relationships between field units.

The research material is special lexical units of chess game in English, borrowed from modern Anglo-American and German chess sources, such as: British Chess Magazine, 2021, 2022; Chess Life Magazine, 2022; Rochade Europa, 2022; Schach Magazin, 64: 2021, 2022.

Terminology: chess terms

Within the framework of this study, it is necessary to define its central term – **Chess game**. N. I. Zhuravlev (2017) defines *the chess game* as "a kind of sports and mental competition between two partners (opponents) or two teams, which is played on a chessboard through the movement (moves) of chess pieces according to certain rules" (p. 8). One of the first definitions of *chess pieces* belonged to George Frederick Pardon: "The Chessmen consist of eight *pieces* and eight *pawns* on either side. The pieces consist of a King, Queen, two Rooks (or Castles), two Bishops, two Knights. To each of these belongs a Pawn, which at the commencement of the game stands in front of its master" (Pardon, 1860 p. 8).

In modern terminology, there are various options for defining the concept "*term*" and "*terminology*". The term forms the core of terminology, which is defined as "…the language discipline dedicated to the scientific study of the concepts and terms used in specialized languages" (Pavel & Nolet, 2001, p. Xii).

According to the Cambridge Dictionary, the field of study of *terminology* includes special words and phrases used in a particular subject.

S. D. Shelov and S. Shufan call *the term* as a special word or phrase that has a strictly developed definition in different areas of scientific disciplines (Shufan &

Shelov, 2017, p. 106). *A term* is a special noun that has a precisely developed definition and is an element of knowledge in a special scientific system (Quán, 2001, p. 9).

Chess terms are also a part of sport's terminology. Terminology of sport is constantly updated with new terms. G. M. Ljubičić believes that *sports terminology* is a huge category, in which the words, idioms and phrases are produced in different ways, and, like in any aspect of language, the need for constant new entries appears every day (Ljubičić, 2019, p. 261).

Field approach to chess terms: a historical background

Our research consists of analyzing, systematizing and constructing a lexical-semantic field of English chess terms. In modern linguistics, two terms are used to denote a field: semantic field and lexical field. A number of terminologists take the terms semantic and lexical fields as synonyms (Zhou, 2001, Chunming & Bin, 2013).

In the Anglo-American linguistic school, the following terms are used to denote the field structures of a language: *linguistic field, lexical field, conceptual field, semantic field*. In modern linguistics, the term *linguistic field* has not been widely used. The German philologist Jost Trier first uses *linguistic field* in the theory of semantic fields (Kleparski & Rusinek, 2007).

A. Lehrer more specifically defines *a semantic field* as a set of lexemes covering a specific conceptual domain, which have certain concrete relationships with each other. The basic premise of semantic field theory is that understanding lexical meaning requires looking at sets of semantically related words (Lehrer, 1985). The following English chess terms are an example of semantically related words: *Dragon Sicilian with colors reversed* (вариант дракона Сицилианской защиты с переменой цвета фигур), synonymous units such as *black-square play/playing in a minor key* (игра по чёрным полям), *men/piece* (шахматные фигуры); antonyms such as *to win in chess / to lose in chess* (победить/ проиграть в шахматах), *black square/white square* (чёрное поле/белое поле); hyponyms *King* (Король), *Queen* (Королева/Ферзь)*, Rook* (Ладья), *Bishop* (Слон)*, Knight* (Конь) *and Pawn* (Пешка), *chess set* (шахматный набор).

Semantic field theory involves the study of semantic changes in words. A. Lehrer argues that *semantic field* theory can contribute to our understanding of semantic change (Lehrer 1985). In fact, semantically related words can undergo a parallel semantic change, since a change in one word will cause changes between other lexemes.

L. Brinton considers *the semantic field* as a hierarchy of its components, structural and meaning-forming properties on the one hand, and as the relationship of the field components with reality on the other (Brinton, 2000).

The field approach is grounded in the center-periphery principle, where classes (and subclasses) of elements are viewed as structures with a compact core (center) that

transitions gradually into a diffuse periphery. This periphery, in turn, gradually merges into the peripheral sphere of the nearest category (Danes, 1966).

A.V. Bondarko also identifies two fundamental features in the construction of a functional-semantic field: 1) division into center (core) and periphery; 2) gradual transitions between the components of a given grouping and different groupings, partial intersections and "common segments" (Bondarko, 1972).

In the course of constructing a terminological field, it is rational to distribute units into the following types: 1) basic, derivative and complex terms; 2) basic and involved terms; 3) general scientific (general technical), inter-industry and narrow-industry (proprietary) terms (Leichik, 2007).

I. A. Sternin holds a different opinion. As part of the construction of the terminological field, he identifies the core, near, far and extreme peripheries in the field (Sternin & Rosenfeld, 2008). Our research of the lexical-semantic field 'Chess Game' is based on the theory of I. A. Sternin.

One of the peculiarities of the language of the chess game is that it is used for the purpose of professional sports communication both for experts (who use exclusively terms) and for amateur players (who use fewer complex units related to the professional dialect or jargon). The study of the special units of the chess game shows that these include terms, nomen, professionalisms, borrowings, professional jargon words and nicknames.

In general, chess vocabulary, ranging from terms to jargon, defines the identification of various types of specialized nominations. Based on this, and according to the nature of the concept to which the terminological unit is related, the lexical-semantic field of 'Chess Game' includes such categories of specialized names as terms, nomen, professionalisms, borrowings, jargonisms, and nicknames.

Clearly, it is not always possible to draw a distinct line between terms and nomen, terms and professionalisms, or professionalisms and jargon expressions, due to the presence of numerous intermediate types of units. These units often lack clear, unambiguous criteria for classification (Shelov, 1984). The basis for identifying the previously mentioned chess units lies in their normative aspects, functional characteristics, and stylistic features. Table 1 presents the criteria for distinguishing these units.

Table 1. Criteria for distinguishing terminological units

Special units	Term	Nomen	Professionalism	Borro-wing	Jargon	Nickname
Scope of use	oral written	oral	oral professional communication	oral	oral stable social type of speech that unites people based on profession, interests, and ages	oral informal communica-tion

Func-tion	nomin ation of special concepts and objects	common noun for units differentiation of objects that a particular branch of science or technology deals with	the use of words or expressions peculiar to the speech of people of various professions and serving various fields of professional activity "semi-official" words (lexemes) that do not have a strict scientific character	ensuring conti-nuity of profess-sional know-ledge and establi-shing the relation-ship of new concepts and their compo-nents	expression of belonging to a relatively autonomous social group through the use of specific words, forms and expressive phrases	a name given to a person by any trait, property, indicating a noticeable trait of his character, appearance, activity, etc.

Chess terminology, taking into account the field concept of language and the rules associated with it, can be organized into a lexical-semantic field using various linguistic units that make up the chess picture of the world.

The lexico-semantic field is a set of lexemes denoting a certain concept in the broadest sense of the word. It includes words of various parts of speech with the assumption of including phraseological units and lexical material of various forms of existence of the national language, as well as vernacular, dialects and jargons. (Varbot & Zhuravlev, 1998).

In the terminological field of the English chess game, the following are distinguished: **core, near, far and extreme periphery.**

The core of the lexical-semantic field includes:

1. Terminological units used only in the game of chess (basic chess terms): *chess player* (шахматист), *middlegame* (миттельшпиль), *endgame* (эндшпиль)*, checkmate* (шах мат), *stalemate* (пат), *castling* (рокировка), *tacking* (чередование тактических угроз), including terminological combinations:

a) with basic chess terms as the main word: *classic / active chess* (классические / быстрые шахматы), *cheap/ ... from a rank/ ... from a file /...from a short distance/ ...from above/ ...from a far/ double check* (примитивный/ горизонтальный /… по вертикали/… короткий/… сверху/… издалека / двойной шах), *long / short castling* (длинная / короткая рокировка), etc.

b) with derivatives from basic chess terms as part of a complex unit: *Classical Dragon/ Line (Variation) / pawn center/ style* (классический Вариант дракона / вариант (в названиях вариантов различных дебютов) / центр / стиль игры, оккупация центра пешками и фигурами), *matte combination / network / zone* (матовая комбинация / сеть / зона), *chess game / notation / composition / qualification / strategy / program / task / theory / board / piece / tactics / pawn* (шахматная партия / нотация / композиция / квалификация / стратегия / программа / задача / теория / доска / фигура / тактика / пешка), *online chess* (шахматы онлайн), etc. (British Chess Magazine, 2021-2022; Chess Life Magazine, 2022).

The core also includes basic dominant terms used only in the game of chess, denoting the names of six chess pieces: *King* (Король), *Queen* (Королева/Ферзь), *Rook/Castle* (Ладья), *Bishop* (Слон), *Knight* (Конь), *Pawn* (Пешка), as well as terminological phrases with them as both the main and dependent words: *passing / blocked / isolated pawn* (проходная / блокированная / изолированная пешка), *hanging pawns* (висячие пешки), *pawn transformation* (превращение пешки), *undisguised king* (неприкрытый король), *king / queen / rook / knight / bishop/ pawn move* (ход королем / ферзем / ладьей / конем / слоном/пешкой), *king-and-rook pawn-versus-king ending* (король с ладейной пешкой против короля), etc. (Gurevich 2006).

Basic terms participate in the formation of derivative terms of a given system, which denote specific or aspect concepts that are compared with the basic ones. From a formal point of view, derived species and aspect terms are usually derived words or phrases (Leychik, 2007). The core of chess terminology includes the following derivatives from basic terms: *king's /queen's flank* (королевский/ ферзевой фланг), *the queen's side* (ферзевая сторона, крыло), *pawn phalanx / structure* (пешечная фаланга / структура), *pawn structure / chain* пешечная структура / цепь), *pawn advantage / assault / strike / endgame* (пешечный перевес / штурм / удар / эндшпиль), *king fortifications, king fianchetto, king gambit, king game* (королевские укрепления, королевское фианкетто, королевский гамбит, королевская игра), etc.

Thus, the core of the field includes terms, where each unit denotes "a special concept, a special object, a verbal complex, a special sign, a function, a member of a terminological system, the unity of a sign and a concept, a linguomental sign of culture, a special unit of science" (Tabanakova, 2013). The core of the lexical-semantic field 'Chess game' consists of basic chess terms, basic dominant terms and their derivates.

The near periphery includes:

1. Nomenclature names: *Alapin-Sveshnikov Variation* (вариант Алапина-Свешникова), *Anderssen's Mate* (мат Андерсена), *Anglo-Scandinavian Defense* (Английская система Скандинавской защиты), *attack against the classical point f7/f2* (атака на слабый пункт f7 /f2), *attack down the h-file* (атака по линии «h»), *ban draws under 30 moves* (запрещать ничьи до 30-го хода), *abolishment of the 30-move rule* (отмена правила 30 ходов), *Barnes Defense Deferred* (защита Барнса после хода 3. ... a6), *Basque Gambit* (Баскский гамбит), *Bishop Variation* (классический вариант с ходом 4. ...Cf5 в защите Каро-Канн), NIC *codes* (дебютные индексы журнала «*New in chess*»), *IBM's Man versus Machine* (противостояние компьютера и шахматиста, поединок человека с машиной), *pass move 40* (пройти контрольный (сороковой) ход), *fifty-move law* (правило 50 ходов), etc.

In contrast to the term, the nomenclature name (or nomen) has the following features: 1) significance in the applied aspect; 2) labeling function, nomination of real objects; 3) a reflection of the subjectivity of a scientist-practitioner's perception of the world (Serbinovskaya, 2008). Nomen relate to real objects of scientific knowledge and reflect the subjectivity of their perception. In chess, a feature of a nomen is the

presence of its own name in it, indicating the author of this chess attack, defense, variant, system of moves and indexes.

2. Professionalisms and professionally termed names (special informal vocabulary used only in the game of chess):

a) one-component: *handicap* (фора), *to draw* (разжеребить), *draw* (разжере-бьёвка), *to misplay* (допустить оплошность), *dragoneer* (поклонник варианта Дракона), *fix* (договорняк, игра, исход которой предрешён сговором), *line-piece* (линейная фигура / ладья, слон, ферзь), *blocking* (блокирование/блокировка фигуры), *kingside* (королевский фланг), *queenside* (ферзевой фланг), etc.

b) multi-component: *knight's jump* (ход коня), *to fix a game* (сговориться с соперником о результате партии), *long-range piece* (дальнобойная фигура), *sacrificed pawn* (пожертвованная пешка), *black square* (чёрное поле), *white-square play* (игра по белым полям), *alternation of colors* (чередование цвета фигур), *bishops of opposite color* (разноцветные слоны), *color of a square* (цветность поля), *passive piece* (пассивная/неиграющая фигура), *very short brevity* (микроходовка), *transition stage between middlegame and endgame* (стадия перехода из миттельшпиля в эндшпиль), etc.

Unlike terms, professionalisms are characterized by the use of metaphors. Metaphor is the use of one of the words in a phrase in a figurative sense to create a vivid image, express an assessment or emotional attitude to the object of speech, which can have a greater impact on the addressee of the speech. In chess terminology, a metaphor consists of two words. The first word is used from the list of chess terms, while the second one is used figuratively: *Classic chess* («Классика» шахматная), *Scholar's Mate* («детский мат»), *copycatting play* («обезьянья игра»), *the award "Oscar"* (награда «Оскар»), *throw away a piece* («Слепота» шахматная). In chess professionalism there is also a word in a metaphorical translation that correlates with the game of chess: *Triangular* (ход в виде треугольника). The near periphery of the lexical-semantic field 'Chess game' consists of nomen (nomenclature names) and professionalisms.

The far periphery includes:

1. Units from other terminology systems: *attack* (mil.) (атака, наступление), *tactics* (mil.) (тактика), *exchange* (bus.) (размен), *X-ray* (phys., med.) (рентген), *winner* (sport) (победитель в партии), *vertically* (math.) (по вертикали, прямо по линии), *color* (phys., art) (цвет), *clock* (tech., phys.) (часы), *center* (geogr., educ.) (центр), *camp* (tourist, mil.) (лагерь), *tempo* (music, sports) (темп), etc.

The far periphery also includes units borrowed from other languages whose original meaning does not relate to the game of chess. It is known that borrowing is a process as a result of which a certain foreign language element, primarily a word or a full-valued morpheme, appears and becomes fixed in a language. Being one of the main sources of vocabulary replenishment, borrowing is an integral component of the process of functioning and historical change of a language, for example: *Fianchetto* (ital.) (фланг), début (fr.) (начало), *'Ἀρμαγεδδών'* (gr.) («*Армагеддон»,* сражения

между силами добра и зла), *Fork* (engl.) (вилка) (Gurevich, 2009). Spielbrecher (germ.) (нарушитель игры), *Fingerfehler* (germ.) (дотрагивание до пешки/фигуры по ошибке, случайное касание), *Blitz* (germ.) (молния), etc. (Rochade Europa, 2022; Schach Magazin, 64, 2022).

The far field area should include combinations of words: terms and non-terms that correlate with a specific concept in some sports games, including chess: *speed of attack* (темп атаки), *situation on the board* (обстановка/положение/ситуация на доске), *flank check* (фланговый шах), *Sicilian Counterattack* (Сицилианская контратака), *short diagonal* (короткая диагональ), *sharp play* (острая игра), *serious mistake* (грубая ошибка), *school of gambits* (школа гамбитной игры), *Schmid Variation* (вариант Шмида), *rules of play* (установленные правила игры), etc. (Gurevich 2006). The far periphery of the lexical-semantic field 'Chess game' consists of units from other terminological systems and borrowings.

The extreme periphery includes:

1. Units from the general vocabulary used in a special expressive and stylistic function (jargonisms): *ram* (лобовое противостояние пешек, как «бараны»), *kiss of death* (поцелуй смерти, ход), *to irritate the opponent* (раздражать соперника, давить на психику [запрещённый приём]), *to ruin a match* (срывать/сорвать матч), *pawn-grabbing* (пешкоедство), *to net the king* (поймать короля в матовую сеть), *cheating at chess* (надувательство в шахматах, мухлёвка), *trap* (ловушка), *odds of a move* (фора хода)*, to mirror a move* (быть зеркальным отражением хода соперника), *to throw away a piece* (зевнуть фигуру, совершить грубую ошибку, ведущая к мату) (Gurevich, 2006).

2. Nicknames or names given to chess players and usually indicating some noticeable feature of their strategy and tactics of the game, for example: *checked player* (шахматист под шахом), *King for a day* (Калиф на час, нынешний чемпион ФИДЕ – это, по существу, Калиф на час), *Queen of Chess* (Королева шахмат [неофициальный титул]), *Draw King* (Король ничьих, *Drawing Master* (Мастер ничьих), *cheater* (шахматист, незаконно пользующийся подсказками, [в том числе компьютерной программы], нечистоплотный шахматист, мухлюющий игрок, шулер), *overage player* (игрок-переросток), *little chickens* (дети, начинающие играть в шахматы, [цыплята]), *tailender* (замыкающий турнирную таблицу, [обозник]), *bungler* (плохой шахматист, путаник, [сапожник])*, matador* (опытный шахматист, [матадор]), *chess-nuts* (игрок, помешавшийся на шахматах из-за неудачной игры, [шахматные орешки]), as well as the names given to chess terms: *octopus* (конь-спрут в расположении соперника)*, dead bishop* (мёртвый слон, слон не имеющий ходов (Gurevich, 2006; Gurevich, 2009). The extreme periphery of the lexical-semantic field 'Chess game' consists of jargonisms and nicknames.

The systematized data of the English chess terms of the lexico-semantic field 'Chess game' can be presented in the form of a Ring diagram 1.

Ring diagram 1. English chess terms in the lexical-semantic field 'Chess game'
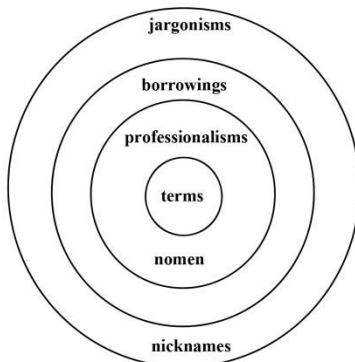
Conclusions

The results of our research have shown that the typology of units used in chess communication varies from highly specialized terms, professionalisms to professional jargon and nicknames, which indicates a wide functional and stylistic differentiation of chess vocabulary and their inclusion in the category of special units. The special vocabulary of the chess game in English is a set of units which form the chess picture of the world, built into the corresponding lexical-semantic field 'Chess game'. The systematization of chess terms is based on the field principle. We have selected sports chess terminology from modern Anglo-American-German sources. The significance of the work carried out lies in the fact that the material and results of this study can be used in teaching linguistic disciplines, including the development of special courses on lexicology, terminology and functional stylistics. Chess terms reflecting the current state of sports terminology contribute to the process of specialized teaching of English as a language for special purposes.

Conflict of Interests
The author declares no ethical issues or conflict of interests in this research.

Ethical standards
The author affirms this research does not involve human subjects.

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ՇԱԽՄԱՏԻ ՏԵՐՄԻՆԱԲԱՆՈՒԹՅՈՒՆԸ ԱՆԳԼԵՐԵՆՈՒՄ. ԴԱՇՏԱՅԻՆ ՄՈՏԵՑՈՒՄ

Իրինա Ժուրավլյովա

　　Հետազոտությունը նվիրված է անգլերենի շախմատային տերմինաբա-
նության մեջ օգտագործվող հատուկ բառապաշարի ուսումնասիրությանը:
Այն վերլուծում է բառապաշարային և իմաստային հայեցակերպերը, մշա-
կում շախմատային տերմինների հատուկ միավորների գործառական և
ոճական տարբերակման չափանիշներ և բացահայտում հատուկ միավոր-
ների միջև համապատասխան կապերը: Դաշտի սկզբունքի կիրառումը
թույլ է տալիս շախմատային տերմինների մեջ տարանջատել առանցքային,
մոտ, հեռու և չափազանց ծայրամասային միավորներ:

　　Շախմատային տերմինները ներկայացվում են օղակաձև դիագրամի
տեսքով: Հետազոտության նորույթ առարկայական ոլորտի հատուկ բա-
ռային միավորների համակարգման առաջարկվող սիստեմի և անգլերեն
լեզվով «Շախմատային խաղ» բառաիմաստային դաշտի կառուցման մեջ է:
Հետազոտական նյութը վերցվել է շախմատային բառարաններից, ինչպես
նաև այնպիսի ժամանակակից անգլերեն, ամերիկյան և գերմանական շախ-
մատային ալբյումներից, ինչպիսիք են Բրիտանական շախմատի հանդեսը,
Շախմատային կյանք ամսագիրը, Ռոշադ Եվրոպան և Շախմատի հանդես
64-ը: Վերլուծված շախմատային տերմինների թիվը մոտ չորս հազար է, որը
կազմում է անունների ընդհանուր թվի 45%-ը: Հեղինակը եզրակացնում է,
որ շախմատային տերմինաբանության տարբեր տեսակի միավորները տա-
րասեռ են: Շախմատային տերմինները բազմաթիվ են ու բազմազան՝ սկսած
խիստ մասնագիտացված տերմիններից մինչև ժարգոնային արտահայտու-
թյուններ և մականուններ:

　　Բանալի բառեր՝ *շախմատային խաղ, տերմին, տերմինաբանություն,
սպորտային տերմինաբանություն, դաշտային մոտեցում, օղակների դիա-
գրամ:*