

THE SCOPE OF NEOLOGISMS IN SCIENCE FICTION

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ABSTRACT

The term of 'neologism' involves a notion of 'relative recentness'. Furthermore, the sources of neologisms are various. Some are purely derived from science fiction, some have found their way into science fiction from real science, and some appeared in order to describe a sub-genre of science fiction. This article gives information about a problem in the overlap between science and science fiction.

KEYWORDS: *Neologism, Science Fiction, Phrase, Concept, Suffix, Terminology, Jargon, Cultural Context.*

INTRODUCTION

New words are often the subject of scorn because they are new, because they are perceived as an improperly formed, or because they are considered to be unnecessary. They are, however, a normal part of language change; with frequent use and the passage of time they become unremarked items in everyday use. A **neologism** word, speech, discourse + suffix is a word, term, or phrase which has been recently created (coined) - often to apply to new concepts, to synthesize pre-existing concepts, or to make older terminology sound more contemporary.

Neologisms are especially useful in identifying inventions, new phenomena, or old ideas which have taken on a new cultural context. The term e-mail, as used today, is an example of a neologism. Neologisms are by definition "new", and as such are often directly attributable to a specific individual, publication, period or event. The term neologism was itself coined around 1800; so for some time in the early 19th Century, the word neologism was itself a neologism. Neologisms can also refer to an exit object word or phrase which has been assigned a new meaning. We live in a society that constantly develops. New objects in different spheres arise and they need to be named. That is why no science can exist without neologisms, new words. Though the neologists dominate in the field of knowledge, other people, not only scientists, can also feel the necessity to express and interpret reality by new ways and create new words that would reflect it. Sometimes old words receive new meaning, change their word category or get new affixes or suffixes. If we want to come across a neologism we do not have to search for it very strenuously. Every day the mass media and advertisements want to attract our attention and one way for achieving it is creating of new words. We notice immediately that our vocabulary does not contain the creation word and we start to think about it. Also many marketing strategies

are based on this principle. We are flooded by these words through television, we can see them on billboards.

Many neologisms have come from popular literature, and tend to appear in different forms. For example, manufacturing, call-center, accounting, and computer programming jobs are not as abundant in developed countries, as they used to be, as firms have looked abroad to meet these needs, frustrating many people who used to work in these industries. These displaced workers often spent many years gaining specialized education, training, and experience, and don't want to start over at the bottom rung in a new industry. However, many older workers may have no choice but to take a "Mc Job", because an employer will prefer to hire a younger person who has just finished college for an entry level job.

New words come from many sources but most commonly; the jargon from professional organizations, innovation in society, the modernization of a word from another language, colloquialisms, teen-speak, popular artists/creatives/rappers creating new rhyming words, hysterical abbreviations we make up on Twitter, and, of course, let's not forget children and their wonderful imaginations. Neologisms are often created by combining existing words or by giving words new and unique suffixes or prefixes. In spite of the foregoing outline, there are not as many new things in the science fiction universe as might be intuitively thought. There are maybe half a dozen new inventions.

Clearly, the perception that science fiction is full of new coinages must be because it is a feature that marks it out from other genres. So it is not that science fiction is packed full of neologisms, but it is the case that it has more than are encountered in mainstream literature. There is a difference here as well in the type of neologism generally used. If you take the opening page of a few science fiction novels or especially short stories, you are likely to find new characters, new places, new machines, new social groups, new processes, and a host of new objects, all with new names invented by the science fiction author. Science fiction short stories tend to have an even greater concentration of such neologisms because the science fictional world has to be evoked in a relatively short space of text. But if you take the opening page of a few mainstream texts, the only new words you are likely to encounter will be new characters' names or invented new places. The paraphernalia of everyday life in mainstream fiction is simply there with its familiar terms attached. Whether creating people and places, or borrowing them from our own historical reality, mainstream fiction is limited in the things with which it can fill its world.

Science fiction, essentially, is distinguished by new concepts and things, though it additionally has the capacity to use the same created and borrowed words as well. Relative to mainstream language science fiction exercises its capacity for a greater number and a greater variety of types of neologisms. It is important, firstly, to distinguish between new word-shapes and new meanings attached to existing words; only the former new words are usually called neologisms, from a literal etymological reading of the Greek neo-logos. However, both constitute new uses of a word and both are important in the linguistic practice of the genre.

Neologism then becomes part of the description and definition of genre and sub-genre. Of course, another factor in this is not simply the type of neologism used but the source of the parts within the new term. If the words which are borrowed, compounded, shortened or act as the roots for affixing come from particular lexical fields, then the neologism takes on the flavour of that source, and in turn it will contribute to the texture of the science fiction narrative. For example,

the lexical blends and abbreviations often found in cyberpunk writing tend to rely on technological product terms and marketing language. The use of such neologisms helps to give cyberpunk worlds their atmosphere of advanced techno-capitalism. By contrast, the borrowed and derived words of „hard“ science fiction are often taken from the Latin and Greek roots commonly used by the natural sciences and medicine, and lend a scientific credibility to such science fictional worlds.

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