DIFFERENT FORMS OF SPEECH AND WORD GAMES CHARACTERISTIC OF ARTISTIC ARTS THEIR TYPES

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A R T I C L E I N F O.	Abstract
Key words: Speech patterns, artistic arts, word games, Uzbek language, linguistics, expression of meaning and content.	Linguistic and lingua stylistic studies indicate that the frequent use of puns in Uzbek indicates the polysemantic nature of the Uzbek language. The abundance of polysemous words, homophones, homographs, paronyms, similar words in the Uzbek language creates a convenient opportunity for the expression of word games. Uzbek national puns are a form of multi-wave syncretic speech. In this article, there are thoughts and opinions about various forms of speech and puns specific to artistic arts, their types.

Due to the complexity of the human spiritual world, it becomes a difficult task to express our concepts in a normative state (atrophronic) with only language elements. For this reason, there is a need to deviate from the normal state in our speech. As a result, the speaker's speech opens the way to word play. It is correct to approach such abnormal deviations not as a particular shortcoming or defect of our speech, but rather as expressive deviations that decorate the speech and ensure its effectiveness, i.e. poetic situations. If we approach the phenomenon of word games in this way, it is necessary to recognize this process as a deliberate violation of the normal state of language and speech.

Therefore, puns appear based on the direct participation of the following linguistic phenomena in speech:

✓ the contradiction between the infinity of the content and the limitation of the linguistic means to express it - asymmetric dualism;

✓ ambiguity of expression with two different interpretations and interpretations - amphibole;

✓ mental shifts such as polyphony - allophronia; Linguistically, a word game directly related to creating a new word, a new meaning - contamination;

✓ in the hidden semantic structures there are such meanings as humor, joke, pitching, a phenomenon - irony, a stylistic method based on referring to a fact - allusion;

✓ the use of a language unit contrary to its meaning is a trope;

✓ hidden communicative intent expressed through verbal form;

✓ hidden information - meaning; additional inner meaning under the outer meaning;

- ✓ certain facts familiar to the communicants before the moment of speech, certain knowledge related to the general situation - presupposition; mixing of linguistic phenomena;

- ✓ expression of more than one grammatical meaning in the same form at the same time - syncretism;

- ✓ a method of creating a new speech unit by syntactically connecting two words or dividing one word into parts - syntagmation;

- ✓ using units with similar pronunciation for methodological purposes - paronomasia;

- ✓ use of similar words whose meanings are not related to each other - homonymy;

- ✓ polysemy of linguistic units - polysemy;

- ✓ meaning that is not formed in the semantic structure of the word, but is realized in certain individual use - occasionalism.

In linguistic dictionaries, the term amphibolia (Greek amphibolia - duality, ambiguity) is interpreted as "ambiguity of an expression with two and different interpretations and interpretations". Amphibole brings out the homonymy of the text and ensures the diversity of the context content. About this event, Aristotle wrote in his treatise "Rhetoric": "Clearness and clarity of style is very important in rhetoric. If the speech is incomprehensible, it will not have done its job. But it should also be noted that sometimes ambiguous expressions can be used purposefully. Such expressions are especially useful for sophists.

The word game embodies communicative intention (communicative goal, communicative goal), communicative strategy, communicative tactic, communicative perspective, communicative experience, communicative competence. Accordingly, the semantic-structural analysis of the word game should be carried out in a stylistic and pragmatic direction in connection with them. Because the word game is distinguished from other forms of speech by its stylistic and pragmatic aspects. That is, in order to make a word game, the speakers have to implicitly construct a speech that the listener can understand and enjoy aesthetically. Such a speech, expressed in the style of "a bowl under a cup" typical of the traditions of Eastern speech art, is called "text within a text" - "subtext" in Russian linguistics.

When a word game occurs, a mismatch of form and content (asymmetric dualism) occurs in the context. In the context of puns, form is just as important as content. The ability of the user of language units to express the content in a variety of forms, individual aspects are of particular importance. These speech guides are not random events, but are verbal and non-verbal signals that indicate a specific purpose of the speaker.

In the understanding of puns, the judgment made on the basis of subtleties of meaning of words is understood according to presupposition. The construction of Askian national word art is based on presupposition from head to toe. The listener can understand the presupposition only if he has prior knowledge of the communication's purpose. For example, it is necessary to know the nicknames of the "rivals", what they are implying, what they are referring to, what the idea is about, and to be able to quickly understand the meaning of the sentence, and give them a suitable answer. The result is a competition based on word play.

In the context of the word game, often the ironic content listed by the researcher E.Ibragimova is expressed as: "cut, sneer, joke, laugh, mock, taunt, joke, sarcasm, hook". This is a phenomenon of allusion, and in linguopoetics "lat. allusio - allusion, joke" - is interpreted as a stylistic method based on alluding to familiar factors. In allusion, the scope of the object of reference is wider than that of talmeh in literary studies. In folklore, the events called fun, humor, mockery, mockery, fun are called humor, grace, humor, joke in Uzbek classic literature, although words like mockery, mockery, fun, joke seem to be synonyms of each other, but their subtleties of meaning are the same.

A number of linguistic phenomena are brought into context in word games expressed by syntagmation methods: tone, pause, stress, homonym, homophone, homograph, paronym, displacement, polysemy,

polyfunctionality, etc. When most of these events are expressed at the same time, at the moment of speech, the phenomenon of syntretism occurs.

The phenomenon of contamination is a type of syntagmization method. In linguopoetics, the phenomenon of contamination means the artistic skill of a poet or writer, skillful use of word games. The dictionary meaning of the word "contamination" is "mixing", "joining", and this phenomenon is directly related to the creation of new content. The peculiarity of contamination is that the external form of the word does not change, this phenomenon occurs through addition or separation, as a result, the semantic structure of the word changes and a word game is formed. In the following example in a story form, it can be seen that this phenomenon is important in creating a word game: A saint forgives, if he doesn't forgive, it's too late. In the context, the word "forgive" is pronounced as ke-chi-rar and is related to the word "forgive" which means action.

The phenomenon of homonymy has been widely studied in linguistics, and it is argued that the most productive way is to create puns using homonyms. It is emphasized by linguists that homonyms and provide a characteristic characteristic of the humour genre, that they contribute to the artistic work as a stylistic tool, and that their appropriate use is considered the skill of humour artists.

Homonymy occurs between language levels in the form, lexical-phraseological, morphological and syntactic homonymy. The entry of syntactic units into homonymy relationship is explained in the language by the term syntactic homonymy. This phenomenon was first explained in the article "On Grammatical Homonymy" by E. I. Shendels.

In conclusion, although puns are widely created in folklore using homonymous units, it is worth noting that not every homonymous word used in the text can create a pun, this process depends more on the author's ability to use words, "the art of playing with words". In such a situation, the word "amen" should have several meanings and call the listener to be alert.

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