



PSYCHOLOGICAL PECULIARITIES OF THE USE OF SLANG AMONG YOUNG PEOPLE AND EDUCATORS

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Annotation

This article will address the problems related to the use of slang in youth circles, the reasons why slang is used in speech, as well as a description and brief etymology of this word. The peculiarity of this scientific work is that it examines the issue of combating such a linguistic phenomenon as slang.

Keywords: *youth slang, professional slang, psychological protection, slang speech, sphere of the unconscious, slang speech.*

The relevance of this topic lies in the fact that various informal youth associations are not the object of careful study in our country. From a certain age, and more often it happens in adolescents, each of us is immersed in this problem, but over time it passes, and adults establish a literary spoken language.

It is quite rare that attempts are made to penetrate into the essence and meaning that the slang system plays for those who use it in their speech. To understand exactly whether slang is beneficial or only harmful, it is necessary to consider and understand its psychological nature [1].

New forms of social relations have had a certain impact on young people - the socially most promising stratum of society, whose linguistic competence and speech behavior largely determine the direction of development of other social subsystems of language, including spoken language and literary language. Youth slang as an everyday language of communication among young people is a kind of indicator of their level of development, interests, tastes and needs. The speech of the student youth is most affected and subject to changes, actively reflecting the changes in the public life of the country associated with socio-economic and political reforms in the country. [2]

Like all social dialects, youth slang is only a lexicon that feeds on the juices of the national language, lives on its phonetic and grammatical soil.

Since the beginning of the twentieth century, there have been three rapid waves in the development of youth slang. The first dates back to the 20s, when the revolution and the civil war, having destroyed the structure of society to the ground, gave rise to an army of street children, and the speech of teenage students and young people, who were not separated from the homeless by impassable partitions, was colored by a lot of "thug" words.

The main role of youth slang is psychological protection from the older generation [2]. On the other hand, slang gives young people a sense of unity, allows them to feel "at home" in their subjectively public associations – companies, groups, i.e. if they can satisfy their need to belong to a social unit, then they achieve a sense of balance and a sense of security.



An interesting fact is that the psyche, which tries to combat the destructive influence of slang on an emerging personality, often insists that a person do something that, in the end, will allow him to join a transcendent group. This is how creativity often wakes up in adolescence, poems are written, diaries and short stories are filled in. It is possible that this phenomenon should most likely only be considered an ordinary instinct of self-preservation. The psyche, therefore, forces a person to reveal something in poetry that manifests itself as the opposite of the slang speech of communication. If there is no special motivated development, there will be no writing talent from this. Instead, in the plots of his works, the young author can find a hint of the path of his personal formation.

The feeling of pressure from the older generation can be a sign of an inferiority complex in a person, in this case in young people. And if this feeling leads to a reaction in the form of psychological protection, then it is possible that this will properly affect the development, or even stop it altogether. Although in the case of developmental compensation, such a push could become a strong motivational factor.

What is important is the fact that an attempt to combat it only leads to an increase in this very protection – and, accordingly, the complex itself. An active struggle on the use of slang in the ranks of young people can, on the contrary, only strengthen the role of slang in the perception of young people. On a conscious level, slang takes on the meaning of a certain wall, which those against whom it is erected are trying to destroy. And then this wall becomes an end in itself and acquires a mythical neurotic meaning, which is then very difficult to get rid of. In this regard, it is clear that it is by no means possible to introduce proper, full-fledged speech through violence. It is possible to demonstrate the advantages of speech, but even this should be done with due care. From all of the above, we can conclude that slang is an indicator of certain mental problems of a person, and not an independent problem, as it is often considered. And all attempts to fight slang are futile attempts to fight the effect, not the cause [3].

One of the main reasons for the very rapid appearance of new words in youth slang is, of course, the rapid development of life.

Currently, computerization has a great influence on the development of youth slang (the transmission of meaning, ideas, and images with the advent of a computer has received additional opportunities compared to writing and printing).

A large number of subcultures, informal movements, as well as their rapid emergence and, as a rule, subsequent extinction: all this also leaves a mark on the slang variety. The world of slang does not stand still – it is constantly changing and replenished. Therefore, the reasons for the emergence of youth slang can be called:

1. The desire to get away from the mundane, boring world of adults, unwillingness to follow the rules invented by adults.
2. The inner aspiration to appear brighter and stronger than clothes, hairstyles, lifestyle.
3. The desire to change the world in your own way.
4. The younger generation simply does not have enough literary vocabulary to express their thoughts.

Youth slang easily absorbs words:

- from different languages: from English - bag, man, Haer; from German – kopf; from French – rough
- from different dialects (berlat, ukhaidokat)
- from the criminal language (cool, shmon, lawlessness).

Thus, a characteristic feature that distinguishes youth slang from other types is its rapid variability, explained by the change of generations.

The position in which you find yourself in modern society, its “internetization” in the context of common information spaces, advertising and mass media prevailing in the modern communicative sphere, can only confirm. A. Leontiev's views on the definition of psychological aspects of social problems through “changes in the socio-psychological or social structure of society, or stimulating the direction of social phenomena through the impact on the mentality of both a certain social group and the whole society” [6, p. 256]. Thus, as we can see, in the information society, it is the consciousness of a certain person, who is actually the “creator”, that is the basis for building the world around us, using the limitless possibilities and potential of natural language for their own purposes. Human activity always forces a person to relate to the “idea of the world” embedded in consciousness, causing certain feelings, experiences, attitudes, assessments that cannot but be reflected in language [5]. L.S. Vygotsky emphasized that the meaning of a word in speech is impermanent, it permeates this word through dynamics, which makes it possible to find new meanings throughout the text [3]. This may well manifest itself in the specific “jargonization” of the modern language, which predicts the emergence of such a phenomenon as transnational jargon.

For the purpose of discovering the strategies used by native speakers when identifying jargon expressions, we carried out an experimental research. In the course of the research a working hypothesis was made, according to which modern society contributes towards appearing of new jargon expressions, which creates a certain way of viewing the world determined by society, culture and personality. We chose a number of jargon expressions from thematic forums, listings of ICQ program, blogs and some jargon dictionaries, then analyzed chats and public messages on web sites www.vk.com, www.facebook.com, www.sprashivay.ru, www.odnoklassniki.ru, in messaging programs ICQ, IAM, in chats <http://chat.kursknet.ru> and <http://spchat.ru>. The analyzed items included: ЧАТ (*chat*; a chat), МИТИНГ (*miting*; a meeting), ДРИНК (*drink*; a drink), ДУ ХАСТ (*du khast*; du hast), БАБКИ (*babki*; money), СИСАДМИН (*sisadmin*; IT systems administrator), АВАТАР (*avatar*; an avatar), ТУСОВКА (*tusovka*; a party), АССИСТ (*assist*; an assistant), ДУМЕР (*dumer*; DOOMer, a fan of DOOM computer game), ЛАЙКАТЬ (*laikat'*, to like), ПОСТИТЬ (*postit'*, to post), ТВИТНУТЬ (*tvitnut'*, to tweet), УЛЁТНЫЙ (*ulyotnyi*, cool), ЗАБАНИТЬ (*zabanit'*, to ban), ПРИКОЛ (*prikol*; a hoax). Most of the items are loanwords.

The research was carried out with the help of free associative experiment (AE further), which means that the tested were asked to write down spontaneous reactions, that appeared in accordance with this or that word. As a result, verbal reactions, drawings and associative definitions were received. The first stage of data processing is the so called “vertical analysis”, which means fluent overview of filled forms and aims at excluding those being inapplicable for future analysis (for example, the ones with unreadable words). During the statistical processing grammatical forms of one word were counted as one. All the experimental forms were claimed to be suitable for the analysis.

We have to limit the presentation of the experiment results to its most significant part as due to the size of the thesis it seems to be impossible to introduce all the data received. Two main conceptions laid in the theoretical basis for the analysis are A.A. Zalevskaya's conception about the variety of strategies used when perceiving a word depending on the specificity of the material shown [4] and the conception of T.Y. Sazonova, who assumes that the research of peculiarities of the word identification process presupposes modelling of operations and

mechanisms, serving the goal of perceiving a word and searching it in memory as well as solving cognitive tasks [9].

The first identification strategy is **the strategy of referring a word to a certain situation**. The microcontexts received from the tested are supposed to be the actualization of a situation, where a stimulus is included into a well-known context. This strategy has a leading part among others; the situation here is coded by a stimulus word. Thus, for the overwhelming majority of the tested, the stimulus ЧАТ is strongly connected with friendly communication via a computer mostly at home: друг (a friend); болтать (to chat); диван (a sofa); дом (home); чатиться (to have a chat online); ночь(4)свободноевремя (free time); сижу и смотрю (I'm sitting and watching) and so on. Some of the tested have the situation actualized through such reactions as:МИТИНГ – площадь (a square);Пушкинский (Pushkinski shopping centre, the biggest shopping centre in Kursk city, where the experiment was carried out); кино (a movie); весна (spring); флаги (flags); попкорн (popcorn); очки (glasses) and so on. Other tested showed the connection between a stimulus and a computer game, for example: ДУМЕР – играть (to play); азарт (gambling thrill); вперёд (to go forward); побеждать (to win) and so on. The analysis of the reactions received proves that a certain experience, whether it's frequent or significant for a person, is fixed as a reaction, and this frequency or significance can be of different type and origin, for example, ДРИНК – друг (a friend); шампанское (Champaign); БАБКИ – развитие (development); доступ к информации (access to information); результатработы (result of certain work); усталость (tiredness); шум (noise). In our opinion, the examples given above show that while identifying the given stimuli the tested used their knowledge as a footing; the knowledge which stands behind any lexical item and which is important for them in "for me, here and now" situation.

The next identification strategy is **the strategy of generalization**. The strategy of generalization is seen by us as distraction from differential characteristics which leads to a higher level of generalization. We assume that despite modern language jargonization process, it can hardly be said that we know the exact definition or the source which a given word derives from, that's why the tested tried to understand the sphere of functioning a stimulus can be referred to. For example, ТВИТНУТЬ – поделитьсяинформацией с друзьями (to share information with friends); общение в твиттере (communication in tweeter); предоставитьинформацию (to provide information); АВАТАР – фотография, иллюстрация/ картинка (a photograph, illustration/ a picture); социальныеcетивконтакте/ фейсбук (social networks); изображение (a picture); маска (a mask); портрет (a portrait); СИСАДМИН – работа вкомпании (work in a company); должностьработника (an employee's position); ДУ ХАСТ – незнаю, чтоэтотакое (don't know what's that); словаиностранные (foreign words); надознатьанглийский, чтобыпонять (one needs to know English to understand the meaning) and so on.ПОСТИТЬ – фото (a photo), новости (news), музыка (music), видео, публикация (a publication), запись (a message)разместить/ поместить/ выкладывать (to put, to put online); писать, делиться, рассказывать, отсылать (to write, to share, to tell, to post); социальныеcети, интернет, стена, блог (social networks, the Internet, a wall, a blog); ЗАБАНИТЬ – парить, веник, баня (to scald, a besom, banya); беситмат, неприлично (swear words outrage me, indecent) and so on.

One more identification strategy was named **the strategy of direct definition**. Apparently, the tested were to some extent sure that they know the given words and are quite able to define them. For example, ТВИТНУТЬ – выложить, поделиться, написать, записать (to put online, to share, to write, to write down) (10); новость, событие, комментарий (news,

event, comment) (7); рассказать (to tell) (5); нажать «мне нравится» (to press “Like”) (4) and so on; ЛАЙКАТЬ – ставить значок «мне нравится» (to put a sign “Like”) (11); выражать симпатию (to show liking) (5); показывать хорошее отношение (to show good attitude) (4). МИТИНГ – встреча (an appointment) (9); собрание (a meeting) (5); большая толпа народа (a large crowd of people) (4) and so on. We also single out such a strategy as **identification of a stimulus through a similar synonym**. When looking through synonym rows we noticed that there can be words denoting the same thing along with the words just similar in sounding. ЗАБАНИТЬ – запретить доступ (to deny access), заблокировать (to block) (19); добавить в чёрный список (to add into black list) (6); СИСАДМИН – системный администратор (IT systems administrator) (9); человек, работающий на компьютер (a person working for a computer) (6) etc. It’s necessary to add that the associations received tend to be stereotypic and are mostly based on imaginative conceptualizations, which are widely accepted in this or that speech community, e.g. the youth in our case.

We suppose that a person’s knowledge can be considered as a system of concepts defined as “... constantly stated system of information (opinions, ideas) about the real or imaginary world a person possesses” [7, P. 280].

The next strategy singled out is **the strategy of guiding by letter-sound complex of a word** which happened to occur with some of the tested, for example, ДУМЕР – гумер (gumer; probably, a Turk name) (7); ПРИКОЛ – УКОЛ (ukol; an injection) (3); ПОСТИТЬ – ГОСТИТЬ (gostit’; to be a guest) (2); БЫТЬ НА ПОСТУ (byt’ napostu; to hold a fort) (2); ЗАБАНИТЬ – баня (banya; a Russian sauna) (2). It’s interesting to mention that, being the basis for identifying an impetus, a morphological form and letter-sound complex of a word direct the process of identification further according to the course given by the reaction to that stimulus. For example, the word баня, being the reaction to the stimulus ЗАБАНИТЬ, caused in mind such an associative row: мыло (a soap), парная (a room in a Russian sauna), друзья (friends), париться (to scald).

The most diverse reactions were received for the stimuli DU KHAСТ and ULYOTNIY, which can be explained by a high level of imagery, the origin of these lexical items. Remarkably, among different reactions to these stimuli there were a lot of drawings. It let us talk about **the identification strategy of visual image actualization**. For example, УЛЁТНЫЙ – летит самолёт высоко (a plane is flying high) (7); высокое синее небо (high blue sky) (6); белые облака (white clouds) (4); ДУ ХАСТ – бежит быстро (he runs fast) (5); падение (a fall) (4); спешка (a hurry) (3); бег (running) (3), человек куда-то спешит (a person is hurrying somewhere) (2). When singling out this strategy we were guided by concrete conceptual framework of a stimulus and used such terms as “specificity – abstractedness of individual conceptual framework” [11, P. 89].

It’s necessary to say that the stimulus words chosen for the experiment refer to different thematic fields, but all of them are widely spread in internet-mediated communication of the youth. They denoted a diverse range of things and events of real and imaginary world, for native speakers they are substances of different type, so it was only natural to expect a variety of associations with prevailing traces of social and age-related experience. That’s why there were some reactions quite difficult to explain and that allowed us to mark out **the strategy of guiding by social experience**. For example, ПОСТИТЬ – помощь (help), выходить в свет (to go out); сопливуваниль (a three-hankie cutie stuff); АВАТАР – фильм «Аватар»; лицемерие (hypocrisy), флирт (flirting), понты (showing off), очки (glasses); СИСАДМИН – телевизор



(a TV), женский доктор (a women's doctor), чувак (a pal); ЛАЙКНУТЬ – зрядобавили эту функцию (this function is useless), редко (rarely), собака (a dog); ТВИТНУТЬ – голубой цвет (a blue colour), птичка (a bird, some external traits of Tweeter social network), “собака” (@ sign); реклама (advertisement) and so on.

The comparative analysis carried out reveals some common as well as specific traits of youth jargon.

The differences in perceiving the given stimuli were determined first of all by cultural and social peculiarities quite usual for a human, and also by personal experience, knowledge and current mood of every single person tested. The experiment allowed us to single out the following strategies of identifying youth jargon: the strategy of referring a word to a certain situation, the strategy of generalization, the strategy of direct definition, strategy of identification through a similar synonym, the strategy of guiding by letter-sound complex of a word, the identification strategy of visual image actualization, the strategy of guiding by social experience. Rapid development of youth jargon is rather undulating than constant, it is usually predicated by some significant events in the life of society. The last wave of active youth jargon development is the one connected with global computerization of society. Today's opportunities offered by device market and rapid development of the Internet as means of mass communication make cross cultural communication available for everyone. Youth jargon has already crossed the borders of one language, the same jargon expressions are used in many cultures at once, but it's important to say that under the influence of certain cultural factors a word tends to get different shades of meaning. Sometimes for representatives of different cultures one and the same jargon expression can get new meanings which easily move aside its original unified definition. Along with cultural peculiarities which can influence the process of perceiving a certain word, there are some personal characteristics of different individuals which also take part in the process of forming ideas of phenomena.

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