

THEMATIC CLASSIFICATION OF GAME NAMES IN ENGLISH AND UZBEK LANGUAGES

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Abstract. This article explores the thematic classification of game names in English and Uzbek languages, analyzing their semantic and cultural significance. It examines how the names of games reflect the social, cultural, and historical contexts of each language. The study categorizes game names into thematic groups such as traditional, modern, educational, and sports-related games, emphasizing similarities and differences between English and Uzbek linguistic patterns.

Keywords: game names, semantics, thematic classification, English, Uzbek, culture, tradition, language

National games and amusements are an integral part of the culture of the peoples of Uzbekistan. For a long time, during the main holidays, weddings, festivities, people had fun, had fun, organized competitions in strength, agility, speed, ingenuity. And today folk games in Uzbekistan are not forgotten, and even experiencing a rebirth. Some of them are like kurash wrestling, world-class, as separate sports. National outdoor games as a means of physical education and a game method contribute to the education and improvement of physical qualities. In addition, natural movements and individual skills acquired in gymnastics, athletics and other sports are improved and consolidated in the national outdoor games. Uzbek folk games have a centuries-old history, they have been preserved and have come down to our days from ancient times, passed down from generation to generation, absorbing the best national traditions. Boys and girls gathered on the street, sang songs, ran tirelessly, danced, competed in dexterity, accuracy, etc. All folk games are characterized by the Uzbek man's love of fun, daring. The games were common in many regions of Uzbekistan, but some of them had different names, although the meaning was the same.

Also, games are an essential part of human culture and social interaction. They reflect the values, traditions, and creativity of a society. The names of games, like other linguistic elements, carry deep cultural and semantic meanings. This article aims to classify game names in English and Uzbek languages into thematic groups, exploring their cultural and linguistic characteristics[1].

Thematic Classification of Game Names

1. Traditional Games

Traditional games are deeply rooted in cultural heritage, often passed down through generations.

1. Hide and Seek: A classic children's game involving hiding and finding.
2. Hopscotch: A game where players hop through a pattern of squares drawn on the ground.
3. Tag: A simple chasing game where players tag each other.
1. Oq terakmi, ko'k terakmi?: A traditional guessing game where participants pick options symbolically.
2. Arqon tortish: Tug-of-war, a game that involves strength and teamwork.
3. Chilla: A game involving marbles, popular among children.



Traditional game names in Uzbek often describe the activity or context of the game, reflecting a connection to daily life and cultural symbolism. In English, traditional games often have simple, action-oriented names.

2. Sports Games

Sports games simulate physical activities or competitions and are popular worldwide.

Football Manager: A simulation game focused on managing a football team.

NBA 2K: A basketball simulation game.

FIFA: A globally popular football video game.

Futbol O'yini: Refers to traditional football matches or their digital versions.

Qo'l To'pi: Handball, played as a physical game.

Milliy Kurash: A traditional Uzbek wrestling game.

Sports games in Uzbek often include specific references to national sports, such as Milliy Kurash (wrestling), reflecting the cultural importance of these activities. English sports games are often branded and tied to professional leagues, making them globally recognizable.

Kupkari, also called Uak or uzgashi, which means "Goat-picking" is the most common and popular type of equestrian sport not only among Uzbeks, but also among neighboring peoples - Kazakhs, Kirghiz, Afghans, Tajiks, Karakalpaks. Each nation names this game in its own way, but despite some differences, its essence is the same. Incredibly spectacular are the competitions of the Kupkari riders, the winner of which was considered a horseman who took away the carcass of a goat from his rivals. He had to make one lap in the square, without missing the loot, and bring it to the finish line. Finish in Uzbek. A spacious field is chosen as the venue for it. At a distance of one and a half kilometers, there are two finish lines – marras. The success of the winner was brought by a sharp mind, amazing dexterity, heroic strength and the ability to merge with the horse. The champion received generous prizes, which could be camels, carpets, valuable items or money. Until now, this ancient national game is extremely popular and loved by the people. Such an event as Kupkari is timed to coincide with major national celebrations - Navruz or harvest festival, but can be held on the occasion of family celebrations - a wedding or the birth of an heir[4].

All the peoples of Central Asia have been breeding horses for thousands of years. The ancestors of the Uzbeks have been doing this since prehistoric times. Even before our era, the Chinese emperors sent special expeditions to the Ferghana Valley for thoroughbred horses. The oldest area of horse breeding was also the Zeravshan oasis with such famous horse breeding centers as Urgut, Samarkand, Kattakurgan, where Kupkari or Ulak, as it is popularly called, is most often held. In the blessed Uzbek land, they not only bred horses, but were able to select the best from them, knew their value and were proud of them as a national treasure. Every self-respecting Uzbek should have a horse. When they brought the horse home after the purchase, they took a stone and tapped it on the ground and hoof. This was done so that the horse's hooves were as strong as a stone, and the animal was tied to the owner. There is a belief that a house where there are horses is always accompanied by luck and well-being. However, for the peoples of Central Asia, Ulak has always remained the most popular sports game that develops courage dexterity of strength, endurance and bravery.[2]

To sum up, the thematic classification of game names in English and Uzbek languages reflects the cultural, historical, and technological landscapes of each society. While traditional game names in Uzbek emphasize cultural heritage and descriptive naming, English game names are often concise and globally recognizable. Modern digital games have bridged linguistic gaps, with English dominating as the lingua franca of gaming. Understanding these naming



conventions enriches cross-cultural awareness and highlights the role of games as cultural artifacts.

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