

PHILOLOGY

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Concept “game” in the work by Stefan Zweig “Chess Novella”

The article is devoted to the issue of representing the concept of “game” in a work of art and methods for its manifestation through other similar concepts. The theme of the game occupies a special place in fiction. However, despite numerous studies devoted to this problem we can find special, unique linguistic means of visualization of this concept. The article analyzes the structure, features, content of the concept of “game”, reveals ways of its verbal expression, considers similar concepts to it, and also studies the features of the author’s style. The author examines in detail the subject, conceptual, associative, figurative, symbolic, value-evaluative and emotional component of the artistic concept of the “game”. The concept of “game” is presented as an image, symbol, emotion, and it is given an assessment by both the author and the character of the work. Studying this concept helps to understand the game better as a special cultural phenomenon, to present and evaluate the character's state of mind, his actions and feelings during the game. The actual content of the concept is shown through a conceptual analysis of the novel by S. Zweig.

Key words: concept “game”, structure, features, content, representation.

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