

# Comparative Analysis of Chess Terms

Vlavatskaya M.V.  
Faculty of Humanities  
Novosibirsk State Technical University  
Novosibirsk, Russia  
vlavatskaya@list.ru

Sharova I.N.  
Faculty of Humanities  
Novosibirsk State Technical University  
Novosibirsk, Russia  
ira\_english\_2011@mail.ru

**Abstract** – The article is devoted to the consideration of the terms of chess game in a comparative aspect. Particular attention is paid to the concept of “game” in terms of its philosophical, historical, cultural and psychological understanding. Due to the fact that the game concept is inherent in each individual, the paper considers chess game in the process of its development. On the basis of the reverse method proposed by S. V. Grinev-Grinevich and E. A. Sorokina, the comparative analysis of chess pieces in Russian, English and French is carried out.

**Keywords** – *game, term, chess terms, reverse approach, comparative analysis.*

## 1. INTRODUCTION

Each game has its own specific rules, features and properties. Chess game, which is very popular all over the world, has all these parameters. Chess game is usually studied from the perspective of sports and sporting events. The presented comparative analysis of chess terms in Russian, English and French languages brings the chess game to a new language level.

The relevance of our study is the use of methods of comparative and reverse analysis of chess terms.

The purpose of the study is to describe the chess terms in a comparative aspect.

Arguing about the structure of the state, Socrates (in dialogues-treatises of Plato) talks with his opponent Adamant about the role of proper education, training and law in the ideal state. Socrates believes, “... even the games of our children should comply with the laws as much as possible, because if they become disorderly and children do not comply with the rules, it is impossible to grow them into serious, law-abiding citizens” [1, p. 194].

Netherland’s historian and cultural scientist Johan Huizinga gives his insight into the game and its laws. He analyzes the game character of culture, proclaiming the universality of its phenomenon. The scientist highlights the free play of children and animals to derive pleasure from it. Adults have a sense of responsibility, so they can do without the game, because it is redundant for them. However the need to play becomes imperative when it results from pleasure being delivered. “A game can be postponed, it may not take place; it is not caused by physical necessity and moral duties. A game does not have any task. It is indulged in free time. However with the transformation of the game into one of the culture’s function,

the concept of obligation, tasks, duties, initially minor, turn out to be more and more connected with it” [2, p. 31].

From the point of view of the psychology of human relationships, there is a basic principle of game theory. It consists, according to Eric Bern that any communication is more useful and more profitable for people than its absence. When it is said that life in society consists mainly of games, it does not mean that what is happening is funny or the participants of games do not take them seriously. [3, p. 8-11].

Such sports as football, volleyball, biathlon, and chess are not fun, and participants – players take them seriously. Without going into a detailed description of the meaning of the game by Eric Bern, the authors distinguish among them: historical, cultural, social and personal [Ibidem, p. 186-189]. All values are interconnected with each other: one logically passes to another.

According to Johan Huizinga [2, p. 32-36] there are four signs of the game:

1. – a game is free, it is freedom

2. – a game is necessary for an individual as a biological function, and it is necessary for society because of the meaning, meaning, expressive value, as well as spiritual and social connections that it generates as a cultural function

3. – the symptom is closed and limited; it is played out within certain limits of time and place and for the sense concluded in it the most

4. – a game begins, and at some point it comes to end

From the signs of a game "its playability" and repeatability follows an essential property of the game. J. Huizinga highlights several of its properties.

1. All highly developed game forms contain elements of repetition, refrain, and alternation as a matter of course.

2. The restriction of place. Every game takes place in a predetermined playing space: material or conceivable, intentional or self-evident. The arena, the playing table, the magic circle, the temple, the stage, the screen, the court presence – all of them in form and function are the essence of the game space.

3. Inside a game space dominates inherent only to him perfect order, another property of a game: it sets the order. In our imperfect world, in this turmoil of life, she embodies

temporary, limited perfection. The order established by a game is immutable. The slightest deviation from it interferes with a game, invades its original character, and deprives it of its own value.

4. A game strives to be beautiful, it has an aesthetic factor. It binds and frees, it has rhythm and harmony.

5. Tension is a sign of uncertainty, but also of a chance. This element prevails in single-player games of skill or ingenuity: puzzles, mosaic pictures, solitaire, target shooting. In gambling and sports, the tension goes to extremes.

The inherent properties of order and tension in the game lead us to consider the rules of the game. Each game has its own rules, they are indisputable and mandatory, are not subject to any doubt. Only a small deviation from the rules and the whole game collapses overnight. For example, the referee removes all enchantments, and «ordinary world» in the blink of an eye comes into its own. Intruder game – «spielbreher», anyone who bypasses the rules. He breaks the relativity and fragility of the game world in which he is temporarily with others. He must be expelled, as he threatens the very existence of the gaming community.

The authors have considered the concept of a game in terms of its principles, features and properties. Laws passing into the rules of a game are mandatory and must be strictly enforced; otherwise any game will lose its meaning.

As it is known, the terms are used not only in chess, they occupy a significant place in various spheres of people's lives, so "...understanding the term and its correct use is extremely important for both the scientific industry and the learning process" [4, p. 65-68].

The same principles, features and properties, in our opinion, are obligatory and for chess game. This game also includes those terms that are involved in this complex game action. In order to understand this situation, it is necessary to analyze the terms of chess game.

## II. METHODS AND MATERIALS

To achieve this purpose the following methods were used:

- methods of linguistic description (for the selection of lexical material and systematic presentation of its characteristics),
- method of dictionary definitions (to determine the semantics of the studied lexical units),
- method of comparative analysis (to identify similarities and differences between multilingual lexemes),
- reversibility / reversibility method (to establish the equivalence of terms belonging to different languages).

The material of the research is Russian chess terms and their English and French equivalents taken from the following lexicographical sources: Russian-English dictionary ed. A.M. Taube, R.S. Daghish; English-Russian dictionary ed. V.K. Muller; The universal English dictionary / Ed.

H.C. Wyld; Russian-French dictionary ed. L.V. Shcherba, M.I. Matusevich; New French-Russian dictionary ed. V.G. Gak, K.A. Ganshina.

## III. CHESS TERMS IN COMPARATIVE AND REVERSE ANALYSIS

The main part of our research is devoted to the comparative and reverse analysis of chess terms, namely the terms: *король, ферзь, ладья, слон, конь и пешка* in Russian, English and French.

The purpose of the comparative analysis is to identify similarities and differences of chess terms in the stated languages, due to the peculiarities of the lexical and grammatical systems of analyzed languages. Consider the method of reversibility or reciprocity proposed by V.S. Grinev-Grinevich and E.A. Sorokina [5, p. 29].

This analysis is used in view of the need to determine the lexical equivalence, i.e. identifying the phenomena of polysemy, synonymy, homonymy, as well as identifying the degree of influence of the national-language picture of the world on the adequacy of the translation. The essence of this method is "the study of semantic aspects of systematic comparison of vocabulary taking into account hyponymic, synonymous and polysemic relationships by comparing information presented in dictionaries of the same volume but different directions, for example, English-Russian and Russian-English" [Ibidem, p. 28].

The use of this method involves the allocation of several stages, called «steps» and «turns». By the «step» is meant the stage of translation of the concept under study from the source language to another language, by the «turnover» the subsequent return to the original language. The term «reversibility» means "reversibility of the linguistic phenomenon as a result of the return to the original concept ... by formula «*source language / other language / source language*»" [6, p. 3]. Reverse analysis involves one revolution in two steps.

### *Chess term – король (Rus.)*

The first step of the first turn allows establishing that *шахматный король* in English translation has one correspondence – «king» [7, p. 209]. As a result of the second step, the resulting version of the *king* is reversed to the original lexeme «шахматный король», which indicates the full equivalence of the lexical unit and the adequacy of its translation. It should be noted that the selected English lexeme *king* – «шахматный король», as well as the Russian lexeme «король», has another game equivalent «карточный король» [8, p. 383], which indicates its ambiguity, interlanguage synonymy and, accordingly, indicates the equivalence of the two terms of the Russian and English languages.

Next, the authors compare the terms of Russian and French. The first step of the first turn allows establishing that the Russian term *шахматный король* when translated into French has a correspondence – «roi» [9, p. 259], which indicates its ambiguity, as well as the interlanguage synonymy of the revealed correspondences of the Russian and French languages. In the second step, the resulting version of *roi* is reversed to the

original lexeme «шахматный король», which indicates the full equivalence of the values of the lexemes in Russian and French.

It should be noted that in addition to the term *roi* – «шахматный король», as well as the Russian language uses another equivalent translation «карточный король» (*le roi de col.*), as well as «мастер (of smth.)»: «непревзойдённый», «несравненный», «законченный»; *le roi du rire* – «несравненный комик», «мастер смеха») [10, p. 970]. These data indicate the ambiguity of the French lexeme *roi* and the interlanguage synonymy of the presented correspondences of the Russian and French languages in the aspect of chess/card game, or the equivalence of their values.

According to the results of the comparison, it can be argued that the term *шахматный король* is equivalent to the corresponding lexemes – the terms of English «king» and French «roi» – analogues of the Russian term in terms of polysemy and interlanguage synonymy.

#### **Chess term – ферзь (Rus.)**

The first step of the first turn allows establishing that *ферзь*, *шахматная королева* (rarely) in English translation has one correspondence – «queen» [7, p. 590]. As a result of the second step, the term *queen* is reversed to the original lexeme «ферзь», which indicates the full equivalence of these terms of Russian and English in the context of chess. It should be noted that the English lexeme *queen* – has a different meaning *карточная дама* [8, p. 570], which indicates the ambiguity, while the Russian lexeme *ферзь* does not have such a value.

The first step of the first turn allows us to establish that the Russian lexeme *ферзь* when translated into French has one correspondence – «reine» [9, p. 699]. In the second step, the resulting version of *reine* is reversed to the original «ферзь», «королева», which indicates the interlanguage synonymy of these terms. According to the data presented in The New French-Russian dictionary by V.G. Gak, K.A. Ganshina, the term chess game *reine* is identified with the Russian term «(карточная) дама» [10, p. 932].

The result of the analysis stage is the conclusion that the Russian lexemes *ферзь* and the rarely used *шахматная королева* mean the same thing, which indicates the phenomenon of synonymy within one – the Russian language. The terms equivalent to English and French are, respectively, «queen» and «reine».

#### **Chess term – ладья (Rus.)**

The first step of the first turn allows us to establish that *ладья* when translating into English has one correspondence – «castle» [7, p. 219]. As a result of the second step, the English chess term *castle* is reversed to the original lexeme «ладья» [8, p. 114], which indicates the interlanguage synonymy and full equivalence of the terms in question.

However, along with the term *castle* – «ладья» and the other term *rook* used in the English language, also with a value of *шахматная ладья* [8, p. 608] that indicate the presence of synonymy relative to a single chess piece in the English language. As another confirmation of the ambiguity of the English term *rook* refers to the dictionary “The universal English dictionary” by H.C. Wyld, which states that in chess

*rook* in turn refers to the word *castle* in translation *ладья* [11, p. 1026].

The first step of the first turn allows us to establish that the Russian term *ладья* when translating into French has one correspondence – «tour» [9, p. 274]. The second step of the term *tour* is reversed to the original lexeme «шахматная ладья» [10, p. 1097], which indicates the interlanguage synonymy and full equivalence of these terminological units of Russian and French languages.

The results of the analysis show that in the English language the Russian lexeme *ладья* are two of the English equivalent of «castle» and «rook», which is indicative of the phenomena: firstly, of polysemy within the framework of one the English language and, secondly, interlanguage synonymy within the framework of the Russian and English languages. In comparison with the French language, the Russian lexeme *ладья* fully coincides with the meaning of the French lexeme «tour», which confirms the presence of interlanguage synonymy.

#### **Chess term – слон (Rus.)**

The first step of the first turn allows establishing that *шахматный слон* when translated into English has one correspondence – «bishop» [7, p. 504]. As a result of the second step of the analysis, the term *bishop* is reversed to the original lexeme «шахматный слон» [8, p. 76], which indicates the interlanguage synonymy and full equivalence of the considered terminological units in two languages.

When translating into French, the first step of the first turn allows establishing that the Russian term *шахматный слон* has one French correspondence – «fou» [9, p. 608]. In the second step, the resulting lexeme *fou* is reversed to the original lexeme «шахматный слон» [10, p. 474], which indicates the presence of interlanguage synonymy and full equivalence of the considered units.

Thus, the conducted stage of the analysis makes it possible to assert that the Russian term *шахматный слон*, English «bishop» and French «fou» are completely equivalent.

#### **Chess term – конь (Rus.)**

The first step of the first turn allows establishing that *шахматный конь* when translated into English has one correspondence – «knight» [7, p. 207]. As a result of the second step, the resulting term *knight* is reversed to the original lexeme «шахматный конь» [8, p. 395], which indicates the interlanguage synonymy and full equivalence of these terminological units of Russian and English.

When translating into French, the first step of the first turn shows that the Russian term *шахматный конь* has one correspondence – «cavalier» [9, p. 257]. In the second step, the resulting French term *cavalier* is reversed to the original lexeme «шахматный конь» [10, p. 173], which indicates the interlanguage synonymy and full equivalence of the units under consideration.

As a result of the analysis stage it can be stated that the Russian lexeme *шахматный конь* has its equivalents in English – «knight» and French – «cavalier».

### Chess term – *неука* (Rus.)

When translating into English, the first step of the first turn allows establishing that the term *неука* has one English correspondence – «pawn», in the figurative colloquial meaning *чистая неука* has an analogue of «a mere pawn» [7, p. 357]. As a result of the second step, the term *pawn* is reversed to the original lexeme «пешка» [8, p. 515], which indicates the presence of interlanguage synonymy and full equivalence of units of Russian and English.

When translating into French, the first step of the first turn allows establishing that the Russian term *неука* has one correspondence – «pion» [9, p. 448]. As the second step, the French term *pion* is reversed to the original lexeme «пешка» [10, p. 882], indicating interlanguage synonymy and a complete equivalence of the considered terminological units.

It should be noted that the French term *pion* in addition to the «шахматной пешки» means the game term «шашка» of another sport's game, which indicates the ambiguity of this term.

According to the results of the reverse analysis, it can be argued that the Russian lexeme *неука* is equivalent to the English terminological unit «pawn». However, in French the lexeme *pion*, corresponding to the Russian term «пешка», has two terminological meanings: «шахматная пешка» and «шашка», which indicates the ambiguity of the term in French and interlanguage synonymy within the Russian, English and French languages.

The results of the analysis are reflected in Table I.

TABLE I. CORRELATION OF CHESS TERMS IN RUSSIAN, ENGLISH AND FRENCH

Russian terms	English terms	French terms
Король	King	Roi
Ферзь / Королева	Queen	Riene
Ладья	Rook / Castle	Tour
Слон	Bishop	Fou
Конь	Knight	Cavalier
Пешка	Pawn	Pion

### IV. CONCLUSION

The results of the comparative and reverse analysis make it possible to identify the following system and semantic features of the nomination of chess terms: 1. Complete equivalence in Russian, English and French of such chess terms as:

Король – King – Roi

Слон – Bishop – Fou

Конь – Knight – Cavalier

Пешка – Pawn – Pion

2. The Russian chess term *ферзь* is a synonymous of term *шахматная королева*, which, however, is used less frequently than the first. The English chess term *queen* has several Russian equivalents: «ферзь», «карточная дама». The French chess term *reine* has many Russian equivalents: «ферзь», «королева», «(карточная) дама». 3. The Russian chess term *ладья* is «ладья», the French chess term *tour* is the Russian «(шахматная) ладья». The English chess terms *castle* and *rook* are synonymous which have one Russian equivalent «ладья».

These features contribute to the formation of adequate fragments of the picture of the world, reflected in each specific language. They unite in the overall picture of the chess world, forming a single whole. From this whole, fragments are easily separated, the reverse analysis of which, and allowed combining them into something in common.

### References

- [1] A.F. Losev, Plato, Phileb, State, Timaeus, Critius. Moscow: Mysl', 1999.
- [2] J. Huizinga, Homo ludens. St. Petersburg: Ivan Limbach publishing house, 2011, pp. 31–36
- [3] E. Bern, Games that people play: the Psychology of human relationships; People who play games: the Psychology of human destiny. Meganewton: Potpourri, 2000.
- [4] M.V. Vlavatskaya, "Concept of terminological dictionary «Combinatorial linguistics»", Philological Sciences. Theory and practice, no. 5/2, pp. 65–68, 2016.
- [5] S.V. Grinev-Grinevich, E.A. Sorokina, "On the methods of linguistic research", Bulletin of MSU, ser. Linguistics, no. 1. Moscow: Moscow state University, 2010, pp. 23–31.
- [6] L.Yu. Fadeeva, The Phenomenon of reversibility in linguistics. Samara: International market Institute, 2008.
- [7] A.M. Taube, R.S. Daghish, Russian-English dictionary. Moscow: Rus. lang., 1990.
- [8] V.K. Muller, English-Russian dictionary. Moscow: Rus. lang., 1991.
- [9] L.V. Shcherba, M.I. Matusevich, Russian-French dictionary Moscow: Rus. lang., 1993.
- [10] V.G. Gak, K.A. Ganshina, New French-Russian dictionary. Moscow: Rus. lang., 1993.
- [11] The universal English dictionary. London: Routledge and Kegan Paul, 1970.