TERM "SCRIPT / SCRIPT" IN COGNITIVE LINGUISTICS

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Cognitive linguistics is an actively developing linguistic direction, in many respects determining the face of modern world linguistic science. At the same time, this direction is relatively new, young, and there are many controversial points in it both in theoretical issues and in research practice, in research methods. It is precisely the emergence of cognitive linguistics and the rapid development at the present stage that are a characteristic feature of linguistics at the turn of the century. According to V. Z. Demyankov and E. S. Kubryakova, "cognitive linguistics studies language as a cognitive mechanism that plays a role in encoding and transforming information" [Brief Dictionary of Cognitive Terms, p. 53-55]. In cognitive linguistics, a new stage in the study of the complex relations of language and thinking is visible. Thus, cognitive linguistics is one of the areas of interdisciplinary cognitive science.

Cognitive linguistics studies the mental processes that occur during the perception, comprehension and, therefore, cognition of reality by consciousness, as well as the types and forms of their mental representations. Thus, cognitive linguistics, as an independent area of modern linguistic science, has emerged from cognitive science. The ultimate task of cognitive linguistics, as well as cognitive science in general, is "to obtain data on the activity of the mind" [Kubryakova, 2004, p. thirteen]. At the same time, the study of consciousness is a common subject of cognitive science and cognitive linguistics [Kubryakova, 2004, p. ten].

It would be reasonable to assert that the key terms related to cognitivism are frame and script.

A frame (or concept) is a unit of knowledge organized around a certain concept and containing data about the essential, typical and possible for this concept (Cognitive Research). The frame concretizes what is characteristic and typical in a given culture, and what is not. This is especially important in relation to certain episodes of social interaction - going to the movies, traveling by train - and in general in relation to routine episodes. Frames organize our understanding of the world as a whole, and thus our everyday behavior (say, when we pay for a trip or buy a ticket in the way we are used to). With this approach, a frame is a data structure for representing a stereotyped situation (such as being in a room, a children's birthday ritual). Storytelling frame - skeletal forms of typical stories, explanations, and proofs, allowing the listener to construct a complete thematic frame. Such a frame contains conventions on how the focus of attention can change, about the main characters, about the forms of the plot, about the development of the action, etc. There are several types of information associated with each frame: about its use and what to expect next, what to do if expectations are not met.

The term "script" (or script) is close to the term "frame". A script is a kind of structure of consciousness (representation), which is generated as a result of the interpretation of the text, when the keywords and ideas of the text create thematic ("script") structures extracted from memory based on standard, stereotyped meanings (Cognitive Research).

There are many views on the interpretation of the term "script". Let's turn to its most essential parameters.

The script or, in other words, the script frame contains a standard sequence of events due to a certain recurrent situation [Schank, 1972, p. 28]. Scenarios are not always determined by immediate expediency: they often describe sequences of scenes, events or actions that have a fully or partially ritualized nature, for example, secular, religious and military ceremonies [Schank, 1972, p. 63]. Scripts organize behavior and its interpretation. Scenarios are characterized by situational attachment and conventionality.

A scenario frame represents a typical structure of some event / situation, combining the characteristic features of this event / situation, or a data structure with respect to some topic; it is directly related to the situation. The actions provided by the script are performed depending on the circumstances. A scenario frame usually allows two moves: the usual sequence of actions or its violation, as a result of which it is possible to exit the scene / situation.

Based on the above interpretations, we will try to give a generalizing definition of this term. Scenario (script) - a sequence of several episodes in time; these are stereotypical episodes with signs of movement, development. Each scenario has a beginning, a continuation, and an end. In fact, these are frames that unfold in time and space as a sequence of separate episodes, stages, elements: a visit to a movie, a trip to another city, a visit to a restaurant, a clinic, a fight, a game, an excursion. For example, a stadium is a frame, and visiting a stadium, performing at a stadium, rebuilding a stadium, etc., are scripts.

The representation of knowledge about the world with the help of frames turns out to be very fruitful in explaining the mechanisms of human understanding of natural language, reasoning, narratives, observed actions of another person, etc.

In the work of M. Minsky [1981], in this case, it is proposed to build knowledge about the world in the form of frame-scenarios. The frame-scenario according to M. Minsky is a typical structure for some action, the concept of an event, etc., including the characteristic elements of this action of the concept, event [Minsky M. 1981. pp. 1-25]. For example, a script frame for a child's birthday event includes the following elements, which can be interpreted as frame nodes filled with absence tasks:

Clothes: Sunday, the best;

Gift: must like it.

To explain the quick human understanding of the situation represented by the scenario, in the work of R. Schenk, R. Abelson [l972] it is proposed to identify the terminals of the frame-script with the most characteristic questions usually associated with this situation. The answers to these questions are useful for understanding this situation. In essence, a frame scenario in this case is a collection of questions that need to be asked about a hypothetical situation and ways of answering them.

For a frame script for a child's birthday, these questions will include the following:

What should guests wear?

Have you chosen a gift for your child?

Will he like the gift?

Where to buy a gift?

Where can I get money? etc.

In order to understand the action that is being told or observed, a person is often forced to ask the following questions:

"Who is performing the action (agent)?"

"What is the purpose of the action (intent)?"

"What are the consequences (effect)?"

"Who is affected by this action (recipient)?"

"How is it produced (instrument)?"

In the interpretation of R. Schenk, R. Abelson [1972], a scenario is a sequence of actions that describe frequently encountered situations. In this sequence of actions, the principle of causal connection is used, that is, the result of each action is the conditions under which the next action can occur.

Each script has a role to play. It has different interpretations, reflecting the points of view of different performers. Thus, it can be viewed as a frame system.

The number of scenarios reflecting possible situations encountered in real life is enormous. This includes the aforementioned child's birthday and football, school, etc. The following is a scenario of a restaurant visit from a customer's point of view.

Scenario: restaurant

Roles: Visitor, Waitress, Chef, Cashier

Objective: to get food to satisfy hunger

Scene I. Entrance

Enter the restaurant

Direct your eyes to where there are empty tables

Choose where to sit

Head to the table

Sit down

Scene II. Order

Get the menu

Read the menu

Decide what you want to order

Make an order to a waitress

Scene III. Food

Get food

Eat food

Scene IV. Care.

Request an invoice

Get a check

Head to the cashier

Pay money

Exit the restaurant

In each scenario, the means of performing actions may vary according to the circumstances. For example, in scene II, the order can be made in writing, orally, and even (in another country if you do not know the language) by gestures. In scene IV, the payment can be made to the cashier, to the waiter, or by the words "Include in my account".

It is also possible that the usual sequence of actions may be disrupted. There are at least three typical cases of such a violation. The first is deviation, which is the interruption of a script's sequence of actions by another script. The other two cases are called obstacle and error. An obstacle occurs when someone or something interferes with a normal action, or there is no condition necessary for the action to be performed. An error occurs when an action does not complete as expected. In principle, after each elementary action of the script, obstacles and errors can arise, therefore, various sets of questions like "what if ..." are introduced into the script, the answer to which must be received after each elementary action. If the answer to one of them is positive, the scenario provides for new actions that eliminate obstacles and errors. For example, in scene II of the "restaurant" scenario, if the waitress does not notice the visitor, he will try to meet her gaze or call her.

Thus, the scenario is not just a chain of events, but rather an associated causal chain of actions. It can branch out into many possible paths that converge at points especially characteristic of the scenario - elementary actions. For a restaurant scenario, these actions are "eating" and "paying money".

The term "script" is close to the term "frame", only the script is generated as a result of the interpretation of the text, when the keywords and ideas of the text create thematic ("script") structures retrieved from memory based on standard, stereotyped meanings.

Thus, understanding a new situation or statement is reduced primarily to an attempt to find in memory a familiar situation that is most similar to a new one. And the script or, in other words, the script frame contains a standard sequence of events due to a certain recurrent situation.

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INTERNET RESOURCES:

1. Cognitive research. Access mode: http://kogni.narod.ru/concept.htm