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## Investigation Of Names Of Holidays And Games In English And Uzbek Linguistics

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**Abstract.** This article explores the linguistic and cultural aspects of holiday and game names in English and Uzbek. It examines their etymology, semantic structures, and sociocultural significance. By analyzing similarities and differences in naming conventions, the study highlights how traditions and cultural values are reflected in language. Additionally, the research delves into how globalization has influenced the borrowing and adaptation of certain holiday and game names in both languages.

**Keywords:** Linguistics, holiday names, game names, English, Uzbek, etymology, semantics, cultural influence, language borrowing

A holiday is a day or other period of time set aside for festivals or recreation. Public holidays are set by public authorities and vary by state or region. Religious holidays are set by religious organisations for their members and are often also observed as public holidays in religious majority countries. Some religious holidays, such as Christmas, have become secularised by part or all of those who observe them. In addition to secularisation, many holidays have become commercialised due to the growth of industry.

The word holiday comes from the Old English word *hāligdæg* (*hālig* "holy" + *dæg* "day").[2] The word originally referred only to special religious days.

A game is a structured type of play, usually undertaken for entertainment or fun, and sometimes used as an educational tool.[1] Many games are also considered to be work (such as professional players of spectator sports or games) or art (such as jigsaw puzzles or games involving an artistic layout such as mahjong, solitaire, or some video games).

Games have a wide range of occasions, reflecting both the generality of its concept and the variety of its play.[3] Games are sometimes played purely for enjoyment, sometimes for achievement or reward as well. They can be played alone, in teams, or online; by amateurs or by professionals. The players may have an audience of non-players, such as when people are entertained by watching a chess championship. On the other hand, players in a game may constitute their own audience as they take their turn to play. Often, part of the entertainment for children playing a game is deciding who is part of their audience and who participates as a player. A toy and a game are not the same. Toys generally allow for unrestricted play, whereas games present rules for the player to follow.

Holidays and games play a crucial role in shaping cultural identity and social interaction. The names of holidays and games serve as linguistic markers that reflect historical events, religious beliefs, and entertainment traditions of a nation. English and Uzbek, belonging to different language families—Germanic and Turkic, respectively—demonstrate unique naming patterns influenced by historical, religious, and cultural factors. This article investigates the origins, meanings, and cultural implications of holiday and game names in these two languages. Holidays can be thematic, celebrating or commemorating particular groups, events, or ideas, or non-thematic, days of rest that do not have any particular meaning. In Commonwealth English, the term can refer to any period of



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rest from work, such as vacations or school holidays. In American English, "the holidays" typically refers to the period from Thanksgiving to New Year's (late November to January 1), which contains many important holidays in American culture[4].

English holiday names often originate from religious traditions, historical events, or seasonal festivals. Some common examples include:

Christmas – Derived from "Christ's Mass," it signifies the birth of Jesus Christ.

Halloween – A contraction of "All Hallows' Eve," referring to the night before All Saints' Day.

Thanksgiving – Stemming from the act of giving thanks, this holiday commemorates a historical feast between Pilgrims and Native Americans.

Easter – Its name comes from the Old English "Ēastre," linked to a pagan spring festival[5].

Uzbek holiday names are deeply connected to Islamic traditions, historical figures, and seasonal agricultural cycles. Some notable examples include:

Navruz – Meaning "New Day" in Persian, it marks the spring equinox and symbolizes renewal.

Ramazon Hayiti – Celebrating the end of Ramadan, it is also known as Eid al-Fitr.

Qurbon Hayiti – Equivalent to Eid al-Adha, it commemorates Ibrahim's willingness to sacrifice his son.

Mustaqillik Kuni – Uzbekistan's Independence Day, highlighting national pride[6].

English game names often derive from descriptive actions, objects, or historical origins. Examples include:

Hide and Seek – Named after the game's main action of hiding and seeking.

Hopscotch – Combines "hop" (jumping movement) and "scotch" (scratched lines on the ground).

Chess – From the Old French "échecs," meaning "checkmate."

Football (Soccer) – Derived from the sport being played primarily with the foot.

Uzbek traditional games reflect the country's nomadic and rural past, often incorporating elements of horse riding, strategy, and physical endurance. Examples include:

Oq Terakmi, Ko'k Terak – A popular children's game involving chasing and catching.

Besh Tosh – Meaning "Five Stones," a game similar to jacks played with small stones.

Kurash – A traditional Uzbek wrestling sport, meaning "struggle" or "fight."

Kopkari – A horseback game where riders compete to grab a goat carcass[7].

Religious Influence: Both languages feature holiday names rooted in religious traditions, such as Christmas (Christianity) and Ramazon Hayiti (Islam).

Etymology and Structure: English holiday names often derive from Old English, Latin, or French, whereas Uzbek names frequently have Persian or Arabic origins.

Nature of Game Names: English game names emphasize actions or objects, while Uzbek game names often reflect historical or cultural significance, particularly related to nomadic traditions[8].

Impact of Globalization: Some Western holidays like Valentine's Day and Halloween have been introduced into Uzbek culture, while Uzbek games like Kurash have gained international recognition.

The study of holiday and game names in English and Uzbek highlights the deep connection between language, culture, and history. While English reflects its Germanic and Latin influences, Uzbek incorporates Persian, Arabic, and Turkic elements. Despite differences, both languages showcase a



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strong link between traditions and linguistic expressions. Further research could explore the evolution of these names under the influence of modern globalization and cultural exchange.

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