

## LINGUISTICS

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### **Neologism as the basic unit of the language game in Boris Vian novels**

The article discusses the features of neologism construction in a language game used by the author to create grotesque semantic space at different stages of Boris Vian novels. Three mechanisms of writer language game translation in the construction of neologisms are showed: telescoping, compounding and derivation. It is proved that almost all Vian's neologisms represent expressisms. The functional role of neologisms in the language game is determined to express the author's intention in all stages of novel work: the first stage is to achieve a comic effect, in the novels of the second period - to enhance tragico-comic and fantastic color of novels, in the novels of the third period - to encode absurd dominant. The basic techniques in building Vian's neologisms are showed: full or partial homophony; literal tropes, paronym attraction.

Key words: Boris Vian, novel work, neologism, telescoping, compounding, derivation.

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