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27.	Яценко О.І. ВИКОРИСТАННЯ ТЕХНОЛОГІЇ ШТУЧНОГО ІНТЕЛЕКТУ ДЛЯ НАВЧАННЯ ТА ОЦІНКИ ЗНАНЬ	152
PHILOLOGY		
28.	Рyлyпенко І. THE HUMOROUS EFFECT OF LIMERICKS AND THEIR COGNITIVE-PRAGMATIC BACKGROUND	155
PHILOSOPHY		
29.	Алексеєнко О.В. ФЕНОМЕН НАЦІЇ ТА ЇЇ СУЧАСНА НАУКОВА ІНТЕРПРИТАЦІЯ	157
PSYCHOLOGY		
30.	Венгеловська В.П. ГЕНДЕРНА ТИПІЗОВАНІСТЬ ОСОБИСТОСТІ	162
31.	Натрошвілі Ю.М. ФОРМУВАННЯ ГАРМОНІЙНОЇ Я-КОНЦЕПЦІЇ МАЙБУТНІХ ПСИХОЛОГІВ	166
TECHNICAL SCIENCES		
32.	Du Xin, Tarelnyk V., Konoplianchenko I., Song Zhaoyang SIMPLIFIED MODEL OF WEAR PARAMETERS FOR ELECTRO- SPARK COATINGS	169
33.	Kalinichenko S., Manzhos Y. INFORMATION SYSTEM FOR THE ANALYSIS OF HUMAN MOVEMENTS	174
34.	Zenkin M., Makatora D., Shostachuk O. BASIC PRINCIPLES OF CHOOSING REINFORCING COATINGS RELEVANT DETAILS OF PRINTING MACHINES	176
35.	Головко В., Штофель О., Красиков І. ФРАКТАЛЬНІ ЗАМІРИ СТРУКТУРИ МЕТАЛУ ЗВАРНИХ ШВІВ. Ч.1	182
36.	Дорожко В.В. ВИРОБНИЦТВО СУШЕНО-В'ЯЛЕНОЇ РИБНОЇ ПРОДУКЦІЇ І ПЕРСПЕКТИВИ ЙОГО ВДОСКОНАЛЕННЯ	192

## **THE HUMOROUS EFFECT OF LIMERICKS AND THEIR COGNITIVE-PRAGMATIC BACKGROUND**

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The original humorous small literary genre is limerick - a five-line poem of fable, comic content with strict rhyming according to the AABBA scheme, written by anapest. This is a laconic mini-story that describes a certain comic and ridiculous situation or event that happened in the life of an unusual hero with an equally ridiculous and unexpected outcome.

The study of the humorous effect of limericks was carried out by A. E. Boldyrev, I. K. Kobyakova, N. M. Demurova, A. V. Karasik, A. Kestler, J. Colonnese, M. A. Olikova, V. Ya. Propp, V. Raskin, and A. Samokhina. Modern science needs a more in-depth study of such an original and unique genre of literature as limerick, which will help to better understand the culture and mentality of another country.

Humor is most often analyzed using examples of humorous stories, literary jokes, anecdotes, fables and poems, which are universal comic genres and exist in different cultures. Limerick belongs to national-specific small literary genres. These poems-fables of comic content are original examples of true English humor and an integral part of the linguistic culture of the English-speaking countries of the world.

Comic is a fickle category. What will be funny to one person, not necessarily cheer another, and for a third person in general may seem something offensive [1, p. 6]. "Comic is a product of the work of the human brain"; "the origins of the comic are placed in the mental sphere" [2, p. 26-27]. That is why humor has a cognitive nature. To implement the comic effect, it is necessary to analyze the information received and have certain background лiгво-культурними knowledge.

The obligatory condition of the comic in language is the emergence of a "dual world": against the background of the "ordinary", expected, stereotypical world, another arises, with shifted landmarks [3, p. 150]. That is why the nature of comic presupposes the fixation of a certain anomaly that is present in every poem of fable. On its basis, the humorous effect of limericks is also based. After all, every nonsense poem tells about an unusual and strange hero who has fallen into an absurd situation, and the ending is always striking in its unpredictability.

The humorous effect of limericks is based on a hyperbolized, conditional reality, which is created for a short time, has a national character, an unexpected end and is characterized by removing the tension from expectation, manifested in a ridiculous reaction.

Comic effect of limericks, which is based on the violation language norm, explicated in phonetic, lexical, morphological and syntactic levels. Implementation of all these violations combined in the "language game".

Language game is perceived as an anomaly - a phenomenon that disrupts any rules formed or intuitively receptive patterns, it is pre-programmed to perform a comic effect [3, p. 125].

The language game of limericks is characterized by non-standard use language units: orthographically distorted words (which additionally serve as means for creating rhyme), repetitions, homonyms and paronyms, phraseological units, stylistically colored vocabulary and tropes.

For example, the orthographically distorted word “thunk” (think +drunk) instead of “think” - irony about abnormal behavior the main character and his inadequate actions and statements. The homophone sentences “Your fare” and “You're fair” sarcastically highlight the narcissism of the protagonist. Repetitions of the sound [m] in the words grumbler, ham, jam, lamb, damb are associated with a glutton and simultaneously speaking with a full mouth.

The study of the implementation of the humorous effect of limericks can be continued in relation to the peculiarities of its perception by children, because the perception of the comic largely depends on the age of the addressee and the wealth and variety of his life experience.

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