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THE ROLE OF FICTIONAL TOPONYMS IN FANTASY GENRE

The phenomenon of the popularity of the fantasy genre is largely due to its specificity. The fantasy world is full of events, gives a feeling of the fullness of life at the limit of possibilities and overcoming oneself. Moreover, the practice of amateur literary creativity - fan fiction has become widespread, when anyone can write a sequel, develop another plot line, etc. That is why it is toponymy that has become the focus of attention for linguists who study fictional toponyms in works of fantasy genre as they pay great tribute to the very world-making aspect. Linguists rightly emphasize that toponyms play a significant role in the creation of the worlds and in the narrative, in shaping artistic space and time, which serve to reveal the ideological and aesthetic content of the text and uncover hidden meaning between the lines, which determines the relevance of this study.

The research is based on the fictional toponymic units obtained from the texts extracted from English-language fantasy genre books (J.K. Rowling *Harry Potter book series*; John R. R. Tolkien *The Lord of the Rings (3 parts)* and English-language video games (*Game of Thrones, Dragon Age*).

The aim is to identify the role and significance of fantasy toponyms in English-language fantasy works as well as their functions and usage peculiarities.

The problems of this work are the following: to conduct a survey among people of different age groups to determine the level of popularity of the fantasy genre; to outline the meanings of the terms “toponym” and “fantasy”; to make a selection of the fictional toponyms from some English-language fantasy genre works; to determine the meaning, functions and etymology of fictional toponyms extracted from English-language fantasy books and video games; to summarize the analyzed material in the form of a dictionary and board games based on J.K. Rowling *Harry Potter book series*; to make an instruction leaflet “Five Tips to Name Your Fantasy World”.

The object of the study is fantasy genre with its peculiarities, consistent patterns and rules.

The subject of the study is the role of toponyms in works of fantasy genre.

The purpose and specific objectives determined the choice of methods of scientific research: questionnaire method, the method of continuous sampling, statistical analysis, the method of component analysis, etymological and comparative analysis.

Speaking about the role of this lexical phenomenon we can't but say about three aspects of analysis of fictional toponyms: according to their meaning, etymology and functions. 120 fictional toponymic units from English-language literary works of fantasy genre and 80 fictional toponymic units from video games were selected for the study.

According to their meanings these toponyms can be divided into the following groups:

agronyms (proper names of fields and plains): *Abandoned Meadow, Exalted Plains, Silent Plains (Dragon Age)*;

choronyms (proper names of regions or countries): *Andor , Arnor , Calenardhon, Dor Daedeloith , Dor Dinen, Dor Firn-i-Guinar , Dor-Iomin , Dorthonion , Endor , Lindon, Mordor , Numenor , Pelennor, Shire, Valinor (The Lord of the Rings); Dorne, The Crownlands, Essos, The North, The Reach, The Riverlands, The Seven Kingdoms, The Stormlands, The Westerlands (Game of Thrones); Anderfels, Ferelden, Forbidden Oasis, Free Marches, Hissing Wastes, The Hinterlands, The Still Ruins, The Western Approach (Dragon Age)*;

dromonyms (proper names of roads or any other transport routes): *Eastern Road, Godsway, Goldroad, Roseroad, Searoad, Skirling Pass (Game of Thrones)*;

drymonyms (proper names of woods): *Eryn Lasgallen, Eryn Vorn, Mirkwood (The Lord of the Rings), The Forbidden Forest (the Harry Potter series); Haunted Forest, Rainwood, Whispering Wood, Wolfswood (Game of Thrones); Brecilian Forest (Dragon Age)*;

hodonyms: *Gin Alley, Moonsinger Lane, Ragman Lane, Street of Flour, Walk of Punishment (Game of Thrones)*;

hydronyms (proper names of various bodies of water): a) potamonyms (proper names of rivers and streams): *Anduin, Baranduin, Bruinen, Carnen, Malduin (The Lord of the Rings)*; b) pelagonyms (proper names of seas): *Belegaer, Nurnen (The Lord of the Rings)*; c) limnonyms (proper names of lakes): *Aelin-uial, Helevorn, Nen Hithoel, Nenuial (The Lord of the Rings)*; *Acorn Water, Blue Fork, Darkwash, Green Blood, Green Fork, Honeywine, Milkwater, Narrow Sea, Red Fork, White Knife (Game of Thrones)*; *Drakon River, Elfsblood River, River Cumber, White River (Dragon Age)*;

insulonyms (proper names of islands): *Tol Brandir, Tol Eressea, Tolfalas, Tol Galen (The Lord of the Rings)*; *Battle Isle, Bear Island, Iron Islands, Isle of Tears, Orkmont (Game of Thrones)*;

oikonoms (proper names of inhabited locations): *Angmar, Angrenost, Bag End, Bagshot Row, Barad Nimras, Belegost, Bywater, Carchost, Dimbar, Eldamar, Fornost, Frogmorton, Hobbiton, Hollin, Minas Anor (The Lord of the Rings)*; *Azkaban, Beaxbatons, The Burrow, Castelobrujo, Durmstrang, Godric's Hollow, Hogsmeade Village, Hogwarts School, Little Hangleton, Little Whinging, Mahoutokor, Malfoy Manor, Nurmengard, Ottery St. Catchpole, Shell Cottage, Riddle House, The Chamber of Secrets, The Room of Requirement, The Shrieking Shack (the Harry Potter series)*; *Ashemark, Gulltown, Riverrun, The Eyrie, The Twins, The Winterfell (Game of Thrones)*; *Alamar, Black City, Circle Tower, Crestwood, Cumberland, Dust Town, Flemeth's Hut, Haven, Lothoring, The Winter Palace, Val Roeaux (Dragon Age)*;

oronoms (proper names of mountains, hills, valleys): *Amon Amarth, Amon Din, Amon Erebor, Amon Lhaw, Amon Rudh, Dol Baran, Dolmed, Eryn Arnen, Ered Engrin, Ered Gorgoroth, Ered Lithui, Ered Luin, Ered Mithrin, Nan Curunir, Nan Elmoth, Orodruin (The Lord of the Rings)*; *Fourteen Flames, Frostfangs, Giant's Lance, Mother of Mountains, Red Mountains (Game of Thrones)*; *Frostback Mountains, Hunterhorn Mountains, Sundermount (Dragon Age)*.

urbanonyms (proper names of urban elements): *Borgin and Burkes, Dervish and Banges, Diagon Alley, Eeylops Owl Emporium, Flourish and Blotts, Florean Fortescue's Ice Cream Parlour, Gambol and Japes, Gladrags Wizardwear, Grimmauld Place, Gringotts Wizarding Bank, Hogsmeade Station, Honeydukes Sweetshop, Knockturn Alley, Madam Malkin's Robe, Madam Puddifoot's Tea Shop, Magical Menagerie, Ollivanders, Platform Nine and Three-Quarters, Potage's Cauldron Shop, Privet Drive, Quality Quidditch Supplies, Scrivenshaft's Quill Shop, Slug and Jiggers Apothecary, Spinner's End, St. Mungo's Hospital for Magical Maladies and Injuries, The Daily Prophet Office, The Hog's Head, The Leaky Cauldron, The Ministry of Magic, The Three Broomsticks, Twilfitt and Tattling's, Weasleys' Wizard Wheezes, Wiseacre's Wizarding Equipment, Wizarding Academy of Dramatic Arts, Zonko's Joke Shop (the Harry Potter series)*.

The results are as follows: in the selected books the largest groups of toponyms are oikonyms and urbanonyms. It should be noted that all of the urbanonyms are from *the Harry Potter series of novels* whereas oronyms, hydronyms, choronyms and insulonyms belong to Tolkien's Middle-earth. In the selected videogames much attention is paid to the creation of such fictional toponyms as choronyms, oronyms and oikonyms. It is because of their plots and settings.

According to their etymology, the selected toponymic units in videogames and in *the Harry Potter series of books* can be correlated as follows: toponyms of absolutely clear semantic meaning and the toponyms the meaning of which is revealed as a result of etymological analysis: for example, the names of some schools in *the Harry Potter series of books*: *Beauxbatons* – this is the French for 'beautiful wands' or *Castelobruxo* – the name of this school is derived from the Portuguese words 'castelo', meaning 'castle', and 'bruxo', meaning 'wizard', thus literally translating as 'wizard castle'. *The town of Alamar in Dragon Age* is Arabic in its origin, 'gilded, covered with gold'. In *Game of Thrones* *Essos* means 'East or East Land'. The name was inspired by Essex, the Anglo-Saxon Kingdom.

However, there is another story in *The Lord of the Rings* novels. John Tolkien created the toponymic units in fourteen or so languages spoken in Middle-earth at various times in its history. Most of the selected toponyms focused at are in the Sindarin language. Place-names in the Middle-earth cycle typically consist of a generic term that indicates the kind of place and a specific term that limits the kind to a particular one. For example, terms *amon* and *orod* are frequent as generics for mountains *Amon Amarth* 'Mount Doom' and *Orodruin* 'Fiery Mountain'.

The study of the functions of toponyms in fantasy is an entirely new phenomenon. According to S.B. Ayupova, the following functions of toponyms can be identified:

World-modeling function shows that fantasy toponyms refer to both real and fictional objects and participate in creating an artistic picture of the world.

Mystifying function is the function of the plausibility of the depicted world. The effect of trustworthiness and clarity of the depicted world is achieved by using real geographical names.

Orientation function is closely related to the mystifying function. Fictional toponyms in fantasy texts localize descriptions and serve as landmarks.

Biographical function shows that place names which are not directly related to the development of the plot, characterize the biography of characters.

Poetic function of fictional toponyms is used in lyrical sketches, which, despite the lack of details, are quite expressive, conveying the first impression of a place, containing judgments, and harmonizing with the character's state.

Plot-forming function helps to enumerate toponyms included in the narrative of certain events and makes the text more concise and dynamic.

Symbolic function of fictional toponyms gives an association with the fate of the hero and shapes the subtext of the work. Toponyms become symbols.

To sum up, the function of fictional toponyms in fantasy genre depends on the sphere of usage and the ingenious intent of the writer who creates fiction. Names can truly bring a richness to author's world building. Fantasy genre gives writers' imagination free rein.



Toponyms of the Harry Potter

The practical significance of the research lies in the fact that we have created the Educational Kit “Learning Fictional Toponyms of Fantasy World”. The manual includes a dictionary “*Toponyms from the Harry Potter*

books”, board games “*Harry Potter Universe*” (dominoes and sorter) and a booklet “*Five tips for creating your own fantasy world*”. This manual can be used in lessons and optional classes to develop creativity, imagination and out-of-the-box thinking. We believe that our experience will be very useful for those who create indie video games and compose fanfics (fanfiction).



Dominoes

