Jihočeská univerzita v Českých Budějovicích University of South Bohemia in České Budějovice

POSUDEK VEDOUCÍHO BAKALÁŘSKÉ PRÁCE

Studijní obor: Anglický jazyk a literatura (dvouoborové studium)

Název práce: Semantic Relations Applied in the Codenames Board Game

Autorka práce: Eva Kluzáková

Vedoucí bakalářské práce: Mgr. Petr Kos, Ph.D.

Oponentka bakalářské práce: Mgr. Helena Lohrová, Ph.D.

Short characteristics of the thesis

The thesis analyses semantic relations that arise from clues provided by players during the Codenames board game. The aim is to identify the whole range of semantic relations applied in the game, classify them, provide a theoretical grounding for such a classification, and on the basis of their frequency and success rate draw relevant conclusions. The author first describes the principles of the board game, then provides theoretical grounding for the analysis, analyses individual sense relations identified in the game, evaluates her data, and draws some conclusions.

Overall assessment

The author intentionally considers individual pairs of words as separate units (in other words, she does not relate them to other pairs used in the same round), which I believe is a relevant approach as individual pairs within the round need not be in interaction and the level of the possible interaction would be impossible to detect.

The author based her classification of the semantic relations on Cruse (2002). This source provided the framework for classifying the basic "paradigmatic" semantic relations, e.g., those between a part and the whole (meronymy) or those based on hierarchy (hyponymy). The author also included "syntagmatic" relations, which again appears to be relevant, as apart from the semantic affinity the words are also related through the occurrence in a phrase. However, a large number of relations in the game resist such classification. So, if we accept the initial assumption stated in the work that each pair identified in the game is by definition in *some* semantic relation (otherwise the basic principle of the game would have been negated), then the work had to develop its own theoretical approach for the remaining pairs that do not fit the existing categories. This, I believe, is the major asset of the work. It brings an original theoretical approach to the classification, which is consistent with the principles of cognitive linguistics and which is also able to provide grounding for the already established categories.

The major shortcoming of the work lies in the ability of the author to provide a clear and coherent grounding for the work and a clear and coherent description of the theoretical issues. For example, in Chapter 3 in describing the approaches to meaning it is not clear how the description is related to the topic of the work and where it aims. Similarly in Chapter 4, her description of the ICM comes "out of the blue", as neither is there a link to the previous chapter nor the relevancy for the work is described. A similar evaluation could be provided for Chapter 5, too. This is a pity as the work fails to elucidate the author's approach to the outsider, and the ideas developed in the analysis remain to a certain extent obscure.

Also, I believe that the inclusion of the syntagmatic relations would deserve some justification. As I mentioned above, I consider their inclusion as relevant and beneficial for



Jihočeská univerzita v Českých Budějovicích University of South Bohemia in České Budějovice

the work, but this needs to be better elucidated since, at least in most cases, these could be described using "the ICM approach", too.

The actual analysis appears to be, at least in most cases, correct. The only definitely wrong, as far as I have noticed, is the one between *vesmír* and *kometa* as this relation cannot be seen as that of hyponymy. However, there are some cases which allow for a multiple classification, a fact overlooked by the author. For example, the relation between *svíčková* and *omáčka* can, apart from hyponymy, also be seen as a collocation; the one between *vous* and *knír* can, apart from synonymy, also be seen as that of meronymy or even hyponymy, etc. I believe that such cases would deserve some discussion too, as this possible multiple categorization reflects a closer semantic affinity of the two words.

The work has, in my opinion, met its main goal, i.e., to describe and quantify the semantic relations between the words that form a pair in the Codenames board game, and as such meets the basic requirements for a successful bachelor's thesis. The grade suggested mostly reflects the weaker theoretical grounding of the work.

Práci doporučuji k obhajob	ě.		
Navrhovaná klasifikace:	dobře		
23. 8. 2021 Datum		Podpis	