

ПЕРЕВОД КАК ИНТЕЛЛЕКТУАЛЬНАЯ ИГРА¹

Summary

Throughout the long history of translation studies, the understanding of linguistic mediation (LM) as a process, a product, and a practice has advanced by means of either symbolic or analytical exploration of this phenomenon. The symbolic tradition opened up the cultural dimension of LM, highlighting some of its critical aspects and positioning it among the building blocks of culture and civilization. The analytical tradition, which mostly evolved over the last two centuries, successively regarded LM first as a systemic linguistic phenomenon, then as a vehicle of 'cultural transfer' and, quite recently and most productively, as a professional practice. Today, the following avenues for exploring LM can be identified: LM as an information strategy, as a by-product born out of a chaos of interpretations and, finally, as an intellectual game or play. Arguably, LM does meet all the criteria of games established by Nash's mathematical game theory. The scripts that govern situations of interpreting suggest that this activity follows the principles of an harmonic intellectual game. Three promising research options can be derived from this game approach: (1) study of the procedural aspects of LM; (2) study of LM within the matrix of social play scenarios; and (3) development of didactic principles and strategic models for training LM practitioners. Further important insights into the role of linguistic mediation and that of the linguistic mediator can be gained from Johan Huizinga's interpretation of play as a cultural phenomenon.

Осмысление перевода как процесса, как результата и как профессиональной деятельности началось около 5 тысяч лет назад. На этом долгом пути осмысления свой плодотворный результат приносили как образный, так и аналитический пути познания.

Образный путь породил разнообразную культурную эмблематику перевода. Сюда входят известные античные эмблемы Ханса Хенига (Hans Hönlig. *Konstruktives Übersetzen*: 13–14; здесь — п. 1–5), к которым мы рискуем добавить еще несколько (п. 6–8):

¹ Linguistic Mediation as a Mind Game