However, in the 2008 film "The Dark Knight", the Joker, portrayed by Heath Ledger, was depicted as having an English accent.

Heath Ledger's Joker has a very iconic accent, full of sharp vowels and diphthongs, and a semi-guttural, back-of-the-mouth sort of pronunciation.

Joker is characterized by a special British accent, unique pronunciation of vowel and consonant sounds, which gives his image additional depth and mystery.

Javier Bardem played Raoul Silva in Skyfall, who became one of the most memorable villains in the James Bond series. His cold and calculating image made a strong impression on the audience.

British actors and their accents have become an integral part of Hollywood movies. The particular accent conveys images with classic charm, intelligence and subtlety, making them more appealing to global audiences. Actors such as Judi Dench, Emma Thompson and Michael Caine have become icons in cinema and have enriched the image of British culture.

Works with British villains have a huge impact on culture and art. They allow readers and viewers to reflect on human nature, realize that evil can be present within each of us, and reflect current issues of the society and time in which they were created.

In conclusion, the British accent's association with villains in cinema has become a defining characteristic of the industry. It adds depth and intrigue to characters, while also contributing to the rich tapestry of British culture in the world of film.

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CHERCHEZ LA FEMME: FRENCHWOMAN IN BRITISH LITERATURE

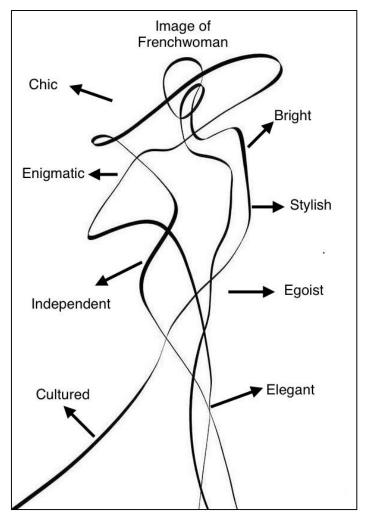
Ищите женщину: француженка в британской литературе

This research article investigates the prevalence and implications of stereotypical portrayals of French women in contemporary English literature. Stereotypes are oversimplified and generalizing representations based on preconceived notions or biases. The article aims to examine how British authors describe a French woman in their works.

The article begins by discussing the historical context and cultural factors contributing to the stereotypical image of French women in literature, including the romanticized notions of beauty, fashion, and femininity associated with France. Then,

to assess the image of Frenchwoman in British literature, we chose three authors: Jojo Moyes, J. Rowling, and Joanne Harris. While working on works of fiction, we noted the author's attitude to the hero, the first appearance of the character, his role in the work, the general features of the hero and individual characteristics. Special attention was paid to the transformation of the character in the book.

Further, all the information we got was put in the table and made an infographic with the brightest characteristics of a French woman (see picture).



Characteristics of a French woman

Source: own development

Thus, we can say that the stereotypical image of a French woman is presented as a refined woman with a certain mysticism. She is a sophisticated, self-confident woman who is not afraid to challenge fate and others.

Furthermore, the article explores the impact of these stereotypes on readers' perceptions and the perpetuation of cultural biases. It highlights how these portrayals can limit the representation and understanding of French women, contributing to a narrow and one-dimensional view.

This image is actively used in literature, but it is also used in other fields. The novels studied show that French women really present themselves as bright

personalities. Even in the novel by Jojo Moyes, where the Frenchwoman is just an employee of the hotel and communicates only with guests in several episodes of the novel, her image appears as a perfect woman, properly fulfilling her own duties. This also forms the stereotypical image of the French woman presented in the novel.

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MEANS OF DENOTING MODALITY IN THE LANGUAGE WITHIN THE GAME SERIES «THE SIMS»

Способы выражения модальности в рамках языка серии игр "The Sims"

In this article, we will analyze the phenomenon of conlang, which should be understood as a specialized language that was specially designed to implement certain goals. Although the language that we are considering does not have the basic features of natural languages and is used only within one series of computer games, however, it has certain lexical and intonational properties of the language, which will be considered in this work.

The purpose of the study is to analyze the modal properties of the artificial language used in «The Sims» game series.

Results of the research. The language of the game series «The Sims» (we will use the official name «Simlish») was created as a creative experiment in the process of the development of the first game. The actors tried a huge number of speaking options – underwater conversation, ancient dialect, pronunciation backwards and so on. After some time, it was decided to use the "bizarre" language, taking into account the fact that when the actors say bizarrish phrases, they will try to interpret it. At the same time, the main meaning was transmitted through icons, and the pseudolanguage became secondary. This a pseudo-language called Simlish was created.

After studying the phonology of the language, we realized that the game language has common features with children's babble. Since the language allows for many combinations of consonants [w], which, as a rule, are associated with the initial attempts of children to pronounce words in which there are vowels. It also has a considerable number of words starting with a glide, which directly affects English-speaking listeners, perceiving it as infantile. Simlish consists of sound distorted by man. The alphabet, in turn, is represented by a distorted Latin. At the same time, the language does not have a full syntax or vocabulary. The goal of simlish is not to communicate with the player, but to create a game accessible to people from all over the world, regardless of their native language. This allows non-English-speaking