An Analysis of Metaphorical Expressions of Game and Symbiosis in Paddington Bear I and II

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Paddington Bear; metaphorical narrative techniques; the immigrant and local cultures; dream and reality; good and evil.

Abstract
In Paddington Bear series, the director uses metaphorical narrative techniques to describe the experiences of Paddington Bear after he immigrated to the UK. The abundant expressions of metaphors, symbols, contrasts and other rhetorical devices have greatly enriched the connotations of the two films. They also trigger laughters as well as ponderings from the viewers over the director's ingenuity and his intended humanistic feelings. This paper explores how metaphorical techniques have been employed to help to realize the main theme of game and symbiosis in Paddington Bear series, namely the game and symbiosis of immigrant and local cultures, the game and symbiosis of dream and reality, and the game and symbiosis of good and evil.
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An expert in and an enthusiast about marine biology, Luis gave me useful data to carry out this study. I would like to thank my colleagues at the Faculty of Translation and Interpreting in Granada. Special gratitude goes to my PhD fellows and junior lecturers for their encouraging words throughout these years. My effort is especially dedicated to my family. Thus, metaphor and metonymy are two basic and universal means of the transfer of a name from one denotate to another. What is the difference between them? Semantically: 1. Metonymical group of EM is based on the contiguity of two objects. Metaphorical group is based on the transfer of the meaning based on the likeness (real or imaginary) of two objects. 2. Both metonymical and metaphorical transfer of meaning depends on the lexical meaning of the units. Metonymy is linked to the identification function. It is usually expressed by nouns and is used in syntactical functions characteristic of nouns. It is more often found in the subject and object group. E.g.: The bottle-neck coloured. II Games with Imperfect Information

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The models of game theory are precise expressions of ideas that can be presented verbally. John von Neumann, the most important figure in the early development of game theory, was born in Budapest, Hungary, in 1903.