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METAPHORICAL PERCEPTIONS OF TURKISH SPEAKERS ON COVID-19 AND COVID-19 VACCINE

TÜRK KONUŞUCULARIN COVID-19 VE COVID-19
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Abstract

This study aims to investigate the perceptions of Turkish speakers on COVID-19 and COVID-19 vaccines and determine their conceptualizations on these two concepts within a cognitive linguistic view. In order to reach this aim, a semi-structured survey with leading completion questions was applied between 13-20 January 2021 to 246 Turkish native speakers. The data gathered from the survey are discussed in the light of Conceptual Metaphor Theory (CMT). The results of the study show that Turkish people most frequently conceptualize COVID-19 as FORCE, ANIMAL, DISEASE, OBJECT and HEAT, and they show a negative evaluation towards the disease. On the other hand, they conceptualize COVID-19 vaccine most frequently as FORCE, OBJECT, DISEASE, VAGUE SITUATION and LIGHT, and have a positive evaluation towards the vaccine.

Öz

Bu çalışma anadili Türkçe olan konuşucuların COVID-19 hastalığına ve COVID-19 aşısına ilişkin algılarını incelemeyi ve bu iki kavrama ilişkin kavramlaştırmalarını belirlemeyi amaçlamaktadır. Bu amaca ulaşmak için 13-20 Ocak 2021 tarihleri arasında 246 katılımcıya yönlendirici tamamlama sorularından oluşan yarı yapılandırılmış bir anket uygulanmıştır. Anketten elde edilen bulgular, Kavramsal Metafor Kuramı (KMK) çerçevesinde tartışılmıştır. Sonuçlar, Türk konuşucuların COVID-19'u en sık GÜÇ, HAYVAN, HASTALIK, NESNE ve ISI kaynak alanları çerçevesinde kavramlaştırdığını, COVID-19 aşısını ise en sık GÜÇ, NESNE, HASTALIK, BELİRSİZ DURUM ve IŞIK kaynak alanları çerçevesinde kavramlaştırdıklarını göstermiştir. Çalışmanın sonuçları ayrıca, konuşucuların COVID-19'a karşı olumsuz, COVID-19 aşısına karşı olumlu bir değerlendirmeye sahip olduklarını göstermiştir.

1. Introduction

Coronavirus is a big virus group, which is common among animals and have types that can infect human beings. COVID-19, is a type of coronavirus the first cases of which was detected on 1 December 2019 in Wuhan, China. This virus spread the world rapidly and on March 2020, WHO declared COVID-19 as a global pandemic. The conceptualizations towards this virus, which affected the whole world also began to enter our language rapidly. First, we came across a new concept, then we added new experiences, and we created new perceptions towards COVID-19. During this process, as research in the field of medicine progressed with extraordinary speed (Ciotti et.al., 2020; Velavan & Meyer, 2020; Ndwanwe & Wiysonge; 2021; Yang et.al., 2020), social sciences research that analysed the social effects of the disease grew as well (Cakmak et.al., 2021; Gibbs, 2021; Gül, 2020; Malecki et al.; 2021; Lee et al., 2020; Tay, 2021). Some studies in the medical field focused on the diagnosis and cure of the disease (Ciotti et. al., 2021; Velavan & Meyer, 2021); some on the immunopathology of the virus (Yang et.al., 2020); and some on COVID-19 vaccines (Ndwanwe & Wiysonge; 2021). On the other hand, studies on social sciences began to focus on the social factors of the disease. Studies focusing on the perception of COVID-19 are some of the prevailing ones among these. Malecki et al., (2020) investigates the perception of COVID-19 and the role of social media; Cakmak et.al. (2021) examines the metaphoric perceptions of COVID-19 patients related to the disease; Gül (2020) demonstrates the way Turkish speakers perceive and conceptualize COVID-19 pandemic. Lee et al., (2020) examines the differences in trust level of COVID-19 diagnosis, recent healthcare utilization experiences, and COVID-19-related knowledge, information, and prevention practices in three different countries that are South Korea, Ethiopia, and DRC within a sociological perspective. Gibbs, (2021) analyses the use of 'irony' during the pandemic. Tay (2021) conducts a survey study to show the links between crisis perceptions and the aptness of metaphor variants during the COVID-19 pandemic.

As the disease entered into our lives as an unknown issue with so many questions in our mind at the end of 2019; COVID-19 vaccines were developed and approved in a very short time period towards the end of 2020. The use of vaccines has been another question in many people's mind, which created anxiety. The starting point of this study is to explore the perception of COVID-19 and COVID-19 vaccine in Turkish speakers' mind during this period with a small-scale analysis. For this, metaphorical perceptions of the participants on COVID-19 disease and COVID-19 vaccines will be discussed within a cognitive linguistic framework. The study grounds on Conceptual Metaphor Theory (CMT), which claims that metaphors are regarded as a characteristic of thought, and conceptual metaphors are mostly based on embodiment and our

bodily experiences (Lakoff & Johnson, 1980; Kövecses, 2010). According to this view, a specific experiential domain, which is called a source domain, is mapped on a specific target domain. According to CMT "a conceptual metaphor is a systematic set of correspondences between two domains of experience" (Kövecses, 2020:2). In other words, a conceptual metaphor is defined as understanding or interpreting one concept in terms of another concept (Lakoff & Johnson, 1980). People understand a target domain (for example, LOVE), by using a source domain (for example, FIRE) while interpreting a conceptual metaphor. Linguistic metaphor is defined as words or linguistic expressions belonging to a more concrete conceptual domain (i.e. source domain). Linguistic metaphors, which we use as keywords in our study, play an important role in materializing the conceptualizations in our minds in metaphor studies. For example, the conceptual metaphor LOVE IS FIRE, presents linguistic metaphors such as *I'm burning with your love* and *my heart's on fire*. This conceptual metaphor provides basis to the following mappings:

Source domain	Target domain
FIRE	LOVE
entity burning	→ lover
emergence fire	→ the beginning of love
intensity of fire	→ intensity of love

Similarly, the linguistic metaphor *COVID-19 hit the world as a hurricane* is a linguistic metaphor motivated by the conceptual metaphor COVID-19 IS A NATURAL FORCE. As shown by the examples, the metaphors reflect our experiences. Speakers of all languages use numerous metaphors in conceptualizing abstract concepts. Metaphors also give clues on the cultural variation of different linguistic communities (Kövecses, 2005).

This study depending on the framework above, aims to investigate the perceptions of Turkish speakers on COVID-19 and COVID-19 vaccines, and determine their conceptualizations on these two concepts at the time when the vaccines were approved by drug approval councils such as FDA and EMA. The following research questions will be answered within this aim:

1. What are the metaphorical source domains when the perceptions of Turkish native speakers on COVID-19 are considered?
 - a. When these metaphorical source domains are analyzed, how do Turkish native speakers conceptualize COVID-19?
2. What are the metaphorical source domains when the perceptions of Turkish native speakers on COVID-19 vaccines are considered?

- a. When these metaphorical source domains are analyzed, how do Turkish native speakers conceptualize COVID-19 vaccines?

In order to answer these questions, firstly information will be given on the methodology used for data collection and analysis. Next, the findings depending on the metaphors collected from an online survey will be presented, and after that, the results of the study will be discussed.

2. Methodology

2.1. Participants

The data used for the study were collected by an online survey, which was applied to 246 participants between the dates 13-20 January 2021. The sample of the study consists of native Turkish speakers at the age of 20 and above. 65% of the 246 participants are female (n=160) and 35% are male (n=86). Among these, 6.5 % are high school, 58.1 % university and 35.4% are higher-education graduates. Since the survey is shared online, the participants had the chance to fill in the survey in various parts of Turkey and different parts of the world.

2.2. Data collection tool

The data is gathered with semi-structured questionnaire survey technique. The survey is applied online through Google forms between the dates 13 – 20 January 2021. The survey form is comprised of two parts. In the first part, there are questions on demographic information (age, gender, education, location). In the second part, leading completion questions on the concepts COVID-19 and COVID-19 vaccine are asked in order to reach the conceptualizations in the participants' minds. There are two questions in the second part on COVID-19 and COVID-19 vaccine. The survey questions are presented below:

1. COVID-19'u bir varlığa, bir nesneye ya da herhangi bir şeye benzetmenizi istesek neye benzetirdiniz? Nedenini açıklayınız.
(If we asked you to say COVID-19 resembled an entity, object or any other thing, what would that entity be? Please explain its reason.)
COVID-19 benzer/gibidir, çünkü
COVID-19 is like, because
2. COVID-19 aşısını bir varlığa, bir nesneye ya da herhangi bir şeye benzetmenizi istesek neye benzetirdiniz? Nedenini açıklayınız.
(If we asked you to say COVID-19 vaccine resembled an entity, object or any other thing, what would that entity be? Please explain its reason.)
COVID-19 benzer/gibidir, çünkü
COVID-19 vaccine is like, because

In the survey, the participants were first asked what they would think COVID-19 resembled, and then they were asked to write its reason. They were asked to write the reason for their keywords (1) to see whether it includes metaphorical conceptualization and (2) to understand the conceptualizations in their mind. Thus, *because* parts yielded metaphorical conceptualizations of the participants. Then, the same question was asked for COVID-19 vaccine.

Some survey forms were eliminated because of the reasons such as repeated answers, empty parts etc. At the end of this procedure, 205 answers for COVID-19 and 215 answers for COVID-19 vaccine were included in the data analysis.

2.3. Data analysis

The data obtained from the survey were first transmitted to a spreadsheet. Next, the answers gathered from the survey were analyzed with a linguist who is expert on metaphors, intuitively following the basic approaches to conceptual metaphors within a cognitive linguistics framework (Kövecses, 2010; Lakoff & Johnson, 1980; Lakoff, 1987; 1993). During the analysis process, we first checked whether the similarities in the keywords expressed by the participants included metaphorical meaning or not. Then, we analyzed the similarities in detail, and confirmed the metaphorical meaning by looking at the justifications after *because*. For example 'mushroom' was not categorized under PLANT conceptualization, but a CONTAGIOUS SUBSTANCE conceptualization, since the participant justified his/her answer as '*because it continually spreads*'. After that, conceptualizations for each keyword including a metaphor were identified. The conceptualizations were categorized according to the common source domain list proposed by Kövecses (2010) grounding on the framework in Aksan & Alıcı (2020). Lastly, tables were generated by calculating all the metaphorical aspects. The findings are discussed in the light of these results.

3. Findings

In the semi-structured surveys 205 of 246 answers for COVID-19, and 215 of 246 answers for COVID-19 vaccine are analyzed. The findings gathered from the survey are presented successively below.

3.1. Findings on COVID-19 disease

In the survey for COVID-19, 205 metaphorical keywords are analyzed. 25 source domains are identified for 140 keywords. These source domains are categorized under 10 common source domains according to Kövecses, (2010).

The top 20 keywords and their frequencies are presented in Table 1:

Table 1. Top 20 keywords for COVID-19

<i>keyword</i>	<i>f</i>	<i>keyword</i>	<i>f</i>	<i>keyword</i>	<i>f</i>	<i>keyword</i>	<i>f</i>
canavar (monster)	13	sülük (leech)	4	yılan (snake)	3	grip (influenza)	2
böcek (insect)	8	yarasa (bat)	4	asalak (parasite)	2	hapishane (prison)	2
mikrop (germ)	6	ateş (fire)	3	Azrail (Azrael)	2	kabus (nightmare)	2
düşman (enemy)	5	sakız (gum)	3	cehalet (illiteracy)	2	katil (murderer)	2
bela (trouble)	4	sümük (snot)	3	çamur (mud)	2	kene (tick/bloodsucker)	2

Conceptualizations and their frequencies according to the keywords identified are shown in Table 2.

Table 2. Source domains and their frequencies for COVID-19

<i>Conceptualization</i>	<i>f</i>	<i>Conceptualization</i>	<i>f</i>	<i>Conceptualization</i>	<i>f</i>	<i>Conceptualization</i>	<i>f</i>
ANIMAL	37	DISASTER	10	NIGHTMARE	6	JOURNEY	3
GERM	20	PRISON	10	DEATH	4	GAS	2
MONSTER	19	TROUBLE	10	FIRE	4	PUNISHMENT	2
CONTAGIOUS	15	POISON	9	PLANT	4	CURSE	1
STICKY OBJECT	14	ROUND OBJECT	9	SPY	4	DICTATOR	1
ENEMY	11	EVIL	6	DARK	3	OPPORTUNITY	1

When the conceptualizations are categorized according to the common source domains proposed by Kövecses (2010), we reach the information on Table 3.

Table 3. Common source domains and conceptualizations for COVID-19

<i>Common source domain</i>	<i>Conceptualization</i>	<i>Sample keywords</i>
ANIMALS	ANIMAL	<i>sinek (fly), yarasa (bat), sülük (leech), kene (tick), yılan (snake), haşere (pest), böcek (insect)...</i>
DARK & LIGHT	DARK	<i>karanlık (dark), kir (dirt), is (fume)...</i>
DISEASE	CONTAGIOUS THING/SITUATION GERM	<i>cahillik (illiteracy), kara haber (dark news), kötülük (malignancy), virus (virus), veba (plague), küf (mold)...</i>

EXISTENCE	DEATH OPPORTUNITY	ölüm (death), zombi (zombie), lütuף (opportunity)...
FORCE	CURSE, DICTATOR, DISASTER, ENEMY, EVIL, MONSTER, PUNISHMENT, SPY, TROUBLE	lanet (curse), dictator (dictator), tsunami (tsunami), hortum (whirlwind), atom bombası (atom bomb), düşman (enemy), savaşçı (warrior), kötü insan (bad person), canavar (monster), ceza (punishment), casus (spy), tokat (slap), bela (trouble), illet (malady)...
HEAT & COLD	FIRE	ateş (fire), çakmak (lighter)...
MOVEMENT & DIRECTION	JOURNEY	maraton (marathon), kara delik (black hole), sonsuzluk (infinity)...
OBJECTS	STICKY OBJECT, ROUND OBJECT, POISON	sakız (gum), yapıştırıcı (glue), vantuzlu top (ball with suckers), top (ball), topaç (humming yop), zehir (poison), siyanür (cyanide)...
PLANT	PLANT	dikenli gül (thorny rose), portakal (orange), kaktüs (cactus)...
STRUCTURES & BUILDINGS	PRISON	hapishane (prison), kilit (lock), duvar (wall)...
OTHER	NIGHTMARE	kâbus (nightmare), karabasan (night terror), kötü rüya (bad dream)...

In Table 3, we observe that COVID-19 is conceptualized in terms of 10 common domains (Kövecses, 2010). The frequencies of these source domains demonstrate that the most determinant source domain is FORCE (f=64), followed with ANIMALS (f=37), DISEASE (f=35), OBJECTS (f=32), STRUCTURES & BUILDINGS (f=10) and HEAT & COLD (f=6). The findings on the most frequently preferred source domains will be discussed successively below:

COVID-19 AS A FORCE

The data gathered from the survey demonstrate that COVID-19 is most frequently (31.2%) conceptualized as a FORCE. The disease is conceptualized as a force, which can emerge and influence us in various ways. Thus, it is conceptualized as a physical/natural force (DISASTER) as in the examples *cyclone, tornado, tsunami, atomic bomb etc.*; social force (DICTATOR, ENEMY, PUNISHMENT) as in the examples *dictator, enemy, warrior, bad man, monster* or psychological force (CURSE) as in the examples *calamity, curse, punishment, slap etc.*

COVID-19 AS ANIMAL

In 18% of the examples, COVID-19 is conceptualized as an animal with the conceptual metaphor COVID-19 IS AN ANIMAL. The keywords under this conceptualization are *fly, bug, insect, snake, lion, octopus, worm, scorpion, leech, tick, bloodsucker...* The explanations after *because* emphasize the animals' characteristics of being sticky (*bloodsucker, leech*), sneaky (*snake, lion*), unpleasant (*worm, bug, insect*).

COVID-19 AS A (CONTAGIOUS) DISEASE

The third frequent conceptualization is DISEASE with 17.1%. In these COVID-19 is conceptualized as a negative situation or a bad thing spreading rapidly (CONTAGIOUS THING/SITUATION) such as a contagious disease as in *illiteracy, dark news, malignancy, mushroom, mold etc.* The other source domain under this conceptualization is COVID-19 IS GERM, in which COVID-19 is conceptualized as a disease that is contagious and kills people as in the examples, *plague, black death, cancer, germ etc.*

COVID-19 AS AN OBJECT

15.6% of the participants conceptualize COVID-19 as an OBJECT. Among these the most frequently preferred conceptualizations are STICKY OBJECT (*gum, glue, ball with suckers*), ROUND OBJECT (*ball, humming top*) and POISON (*poison, cyanide*). Thus, COVID-19 is conceptualized as an object which sticks on a surface such as a *gum, glue* or *ball with suckers* or a poison or a poisonous entity such as *cyanide, poison* or *poisoned ivy*. It is also conceptualized as a round object such as a *ball, spinning-humming top* possibly because of the shape of the virus.

COVID-19 AS A STRUCTURE/BUILDING

The data gathered from the participants show that in %4.9 of the keywords, COVID-19 is conceptualized as a BUILDING. In these examples, the disease is conceptualized with the metaphor COVID-19 IS A PRISON with the keywords such as *prison, lock, wall, barbwire*...etc. The justifications of the participants show that in these examples, the disease is conceptualized as a *prison*

covered with *thick walls* or *barbwires, chains* around it and a *lock* on it.

COVID-19 AS HEAT

COVID-19 is conceptualized as HEAT with the metaphor COVID-19 IS FIRE as shown in the keywords *fire, lighter...etc*. In these examples, the disease is conceptualized as a burning object that fell into our houses such as a *fire ball, fire, or lighter*.

3.2. Findings on COVID-19 vaccine

215 keywords with metaphorical meaning were analyzed for COVID-19 vaccine. According to this, 149 keywords, and 35 conceptualizations are identified. These source domains are categorized under 9 common source domains (Kövecses, 2010).

Top 20 keywords and their frequencies are presented in Table 4 below.

Table 4. Top 20 keywords for COVID-19 vaccine

<i>keyword</i>	<i>f</i>	<i>keyword</i>	<i>f</i>	<i>keyword</i>	<i>f</i>	<i>keyword</i>	<i>f</i>
ilaç (medicine)	13	güneş (sun)	4	asker (soldier)	3	domestos (doemstos)	2
kalkan (shield)	8	ışık (light)	4	panzehir (antidote)	3	el (hand)	2
kurtarıcı (rescuer)	5	su (water)	4	alkol (alcohol)	2	gün doğumu (sunrise)	2
silah (weapon)	5	süper kahraman (super hero)	4	böcek ilacı (insecticide)	2	kahraman (hero)	2
grip aşısı (influenza vaccine)	4	anahtar (key)	3	çamaşır suyu (laundry bleach)	2	kılıç (sword)	

Conceptualizations and their frequencies according to the keywords identified for COVID-19 vaccine are shown in Table 5.

Table 5. Conceptualizations and their frequencies for COVID-19 vaccine

<i>Conceptualization</i>	<i>f</i>	<i>Conceptualization</i>	<i>f</i>	<i>Conceptualization</i>	<i>f</i>	<i>Conceptualization</i>	<i>f</i>
VAGUE SITUATION	47	HERO	5	LEASH	2	REALITY	1
GUARD	46	ANTIDOTE	4	POISON	2	SNOW	1
CURE	29	HARMFUL ENTITY	4	SIGN	2	SPY	1
LIGHT	17	KEY	3	CAPITALISM	1	WARRIOR	1
DISINFECTANT	13	MAGIC	3	DRESS	1	WATER	1

EMOTIONAL STATE	8	MONSTER	3	GUIDE	1
WEAPON	7	GAME	2	MIRACLE	1
INEFFECTIVE SUBSTANCE	6	JOURNEY	2	POLITICIAN	1

When the conceptualizations are categorized according to common source domains (Kövecses, 2010) we come across the distribution in Table 6.

Table 6. Common source domains and conceptualizations for COVID-19 vaccine

Common source domain	Conceptualization	Sample keywords
DARK & LIGHT	LIGHT	<i>ışık (light), yeşil ışık (greenlight), umut ışığı (light of hope)...</i>
DISEASE	CURE	<i>ilaç (medicine), çözüm (solution), şifa (healing), parol (parol)...</i>
EXISTENCE	REALITY	<i>gerçekler (realities)...</i>
FORCE	CAPITALISM, GUARD, HERO, LEASH, MAGIC, MIRACLE, MONSTER, POLITICIAN, SPY, WARRIOR, WEAPON	<i>kapitalizm (capitalism), koruyucu (guard), can yeleği (life jacket), kurtarıcı (rescuer), kalkan (shield), süper kahraman (super hero), tasma (leash), kelepçe (handcuff), iksir (elixir), sihirli değnek (magic wand), mucize (miracle), canavar (monster), casus (spy), siyasetçi (politician), silah (weapon), savaşçı (warrior)...</i>
GAME	GAME	<i>oyun (game)...</i>
MOVEMENT & DIRECTION	JOURNEY	<i>yolculuk (journey), bitiş çizgisi (finish line)...</i>
NATURE	WATER, SNOW	<i>su (water), kar tanesi (snowflake)...</i>
OBJECT	ANTIDOTE, BALL, DISINFECTANT, HARMFUL ENTITY, INEFFECTIVE SUBSTANCE, KEY, POISON	<i>panzehir (antidote), top (ball), dezenfektan (disinfectant), kolonya (cologne), zarar veren varlık (harmful substance), etkisiz madde (ineffective substance), anahtar (key), zehir (poison)...</i>
OTHER	EMOTIONAL STATE (CONFIDENCE, FEAR, FREEDOM, HOPE), VAGUE SITUATION	<i>ev (home), güven duygusu (confidence), özgürlük (freedom), alarm, kitap (book), belirsizlik (uncertainty)...</i>

The distribution in Table 6, demonstrates that the conceptualizations ground on 9 specific common source domains. The frequencies of the common source domains show that FORCE (f=71) is the most determining one, and it is followed with OBJECT (f=34), DISEASE (f=29) and LIGHT

(f=18). Apart from these, there are examples for OTHER source domains that was not specifically mentioned in Kövecses (2010). We categorized these source domains, namely as VAGUE SITUATION (f=47) and SEAT OF EMOTION, (f=11). The source domain VAGUE SITUATION is also a

notable one to discuss with a high frequency. Prominent conceptualizations are discussed successively below.

COVID-19 VACCINE AS A FORCE

COVID-19 vaccine is mostly conceptualized as a FORCE with 33%. The vaccine is conceptualized as a social force with the metaphors COVID-19 VACCINE IS CAPITALISM, COVID-19 VACCINE IS A GUARD, COVID-19 VACCINE IS A HERO, COVID-19 VACCINE IS A POLITICIAN, COVID-19 VACCINE IS A SPY, COVID-19 VACCINE IS A WARRIOR, COVID-19 VACCINE IS A MONSTER with the keywords *capitalism, life jacket, rescuer, super hero, spy, politician, warrior, weapon...* etc. On the other hand, it is conceptualized as a physical force as in COVID-19 IS A CAPTIVE ANIMAL with the keywords *leash, strap, handcuff*. Another conceptualization is COVID-19 VACCINE IS A MAGNETIC FORCE with the keywords *magic, elixir, magic wand, miracle..etc.*

COVID-19 AS AN OBJECT

15.8% of the participants conceptualize COVID-19 as an object. Among these, there are both positive and negative evaluations for the concept. For example, conceptualizations such as harmful substance (*nail, coffee*), ineffective substance (*virtual baby, (empty) balloon, a hand rising from the water whose fingers are broken*) poison (*snake, poisonous liquid*) show a negative evaluation towards the vaccine. On the other hand, source domains such as disinfectant (*disinfectant, alcohol, cologne, domestos, water with vinegar, bleacher, soap*) and key (*key, unlock*) show a positive evaluation towards the concept.

COVID-19 VACCINE AS A CURE FOR A DISEASE

The third frequent conceptualization is CURE with 29%. In these conceptualizations COVID-19 vaccine is conceptualized both as a cure for a disease with the keywords *medicine, parol, healing* or as a cure for mental health with the keywords *Barış Manço, solution etc.*

COVID-19 VACCINE AS A VAGUE SITUATION

21.9% of the participants conceptualize COVID-19 vaccine as a vague situation, which we have no idea about such as *a big question mark, an island in the middle of an ocean, a hand reaching beyond the door, uncertainty, lottery, mysterious situation etc.*

COVID-19 VACCINE AS LIGHT

8.4% of the participants conceptualize COVID-19 vaccine as LIGHT. In these examples, COVID-19 vaccine is conceptualized as something that brightens up our lives such as *sun, light, light of hope, the day after storm, knowledge... etc.*

4. Discussion and Conclusion

This study, which aims to investigate the perceptions of Turkish speakers on COVID-19 and COVID-19 vaccines, shows that the speakers conceptualize them with various

metaphors. The study was conducted on January 2021, which was the first year of the pandemic and the time when the vaccines were approved.

COVID-19 was conceptualized in terms of 10 main metaphorical source domains the most frequent of which are FORCE, ANIMALS, DISEASE, OBJECTS, BUILDINGS and HEAT. On the other hand, COVID-19 vaccine is conceptualized by 11 metaphorical source domains. The most notable of these source domains are FORCE, OBJECT, DISEASE, VAGUE SITUATION and LIGHT.

When we discuss the conceptualizations for COVID-19 in general in terms of the keywords and the explanations gathered from the data; we find out that almost all conceptualizations are negative, apart from only one that is OPPORTUNITY. The answers show that by this conceptualization, COVID-19 is understood as a *favor or opportunity* to humanity in order to understand the harm that was given to the world or nature. Further, COVID-19 is related with negative or harmful concepts. For example, it is conceptualized as a FORCE that controls (such as a *dictator, enemy, warrior, evil, monster or spy*) or punishes (*punishment, penalty, slap, trouble, malady, nuisance*) us. On the other hand, it is conceptualized as an ANIMAL that may cause harm (*snake, lion*), that we hate/disgust (*bug, insect, fly*) or sucks our blood (*bloodsucker, leech*). Another salient conceptualization is abstract or concrete entities that spread unintentionally such as a DISEASE (*i.e. illiteracy, dark news, malignancy, cancer*). COVID-19 is also conceptualized as a disliked STICKY OBJECT (*glue, gum, ball with suckers*), a BUILDING such as a *prison* with walls and barbwire around it, as FIRE which *burns and kills* us, as DEATH, as a NIGHTMARE (*nightmare, bad dream, night terror*) and as a PLANT with thorns on it (*thorny rose, cactus*) and.

Contrary to the results for COVID-19, the keywords and the explanations the participants expressed show that COVID-19 vaccine is conceptualized with positive evaluation. The two concepts share the same source domains, however most of the conceptualizations show different elaborations. For example, COVID-19 vaccine is expressed as a FORCE, yet this time in most examples the force is not a damaging but a protecting one that protects (*protector, hero, weapon, warrior, soldier, hunter*), rescues (*rescuer, life jacket*), and creates miracles (*magic wand, magic*). The vaccine is conceptualized as an OBJECT that wipes out malignancy and dirt such as a *cleaner, bleacher, disinfectant, detergent*. Moreover, COVID-19 vaccine is conceptualized as a CURE for the disease with the keywords *healing, solution*. COVID-19 vaccine is conceptualized as LIGHT with examples such as *sun, light, light of hope, green light, sunrise*. Besides, it is conceptualized as SEAT OF EMOTIONS such as *confidence, freedom and hope*. Despite these positive conceptualizations, some keywords demonstrate that COVID-19 vaccine is conceptualized as a VAGUE SITUATION

that evokes uncertainty and suspicion as in *question mark, mysterious situation, emptiness or a Pandora's box*.

The most frequently occurring conceptualizations are discussed above. What attracts our attention is that COVID-19 and COVID-19 vaccine share the conceptualizations belonging to the same source domains; however, these conceptualizations show different elaborations for COVID-19 and for COVID-19 vaccine. For example, the keyword *warrior* occurs for both concepts under FORCE source domain. The explanations show that for COVID-19, the *warrior* is a *malicious person who is so flexible and can enter even quite narrow areas*. On the other hand, expressions for COVID-19 vaccine show it as a *warrior fighting against the enemies*. Apart from this, there are opposite conceptualizations for two concepts such as DARK and LIGHT; DISEASE and CURE, FIRE and NATURE (water, snow) which yield to positive and negative evaluations.

The conceptualizations above put the stance of Turkish speakers to COVID-19 and COVID-19 vaccine at the beginning of 2021, which is the period when the data is collected. By the results, we can observe the negative evaluation and the effects of the disease on people. The conceptualizations for COVID-19 demonstrate that people are both afraid and bored of the disease. On the other side, keywords for COVID-19 vaccine show how the vaccine awakens the desire of hope and feeling confident. The vaccine seems to be accepted as a *rescuer* because of the desire to be free and confident again, but on the other hand, it evokes doubt and suspicion because of the obscurity during that period.

This study is a preliminary study on the conceptualization of COVID-19. It is conducted during the period when Turkish people have not been vaccinated, yet. It would give information that is more precise if the data were compared with similar data after people began to be vaccinated.

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