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COVID-19 Vaccine Metaphor in English News Discourse

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Abstract:
This research analyzes the metaphoric mappings of coronavirus vaccine concepts and assesses metaphorical language related to vaccines, public perception, and societal attitudes. It examines e-source corpora of English COVID-19 vaccination news articles from 2020 to 2021. Metaphors are extracted from articles in The New York Times, The Guardian, News Weekly, Daily Mail, Modern Healthcare News, Nature, and The New Republic, relying on conceptual metaphor theory (Lakoff & Turner, 1989). The analysis reveals that the target domain, coronavirus vaccine, is understood through mapping with various source domains, including journey, race, hope, gift, game, war, life, device, and teacher. These domains address different aspects of vaccine development. Investigating them reveals meaning representation and conceptual linkage in language. Metaphorical mapping underscores the significance of language in comprehending the vaccine and the pandemic.

Keywords: cognitive linguistics; metaphorical mapping; source domain; target domain; COVID-19; Vaccine.

الاستعارة المجازية للقاح كوفيد- ١٩ في الخطاب الاخباري باللغة الانجليزية

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الملخص:

تحلل هذه الدراسة التمثيلات الاستعارية لمفاهيم لقاح فيروس كورونا وتقيم اللغة الاستعارية المتعلقة باللقاحات وإدراك الجمهور والمواقف المجتمعية. وتفحص مجموعة مصادر إلكترونية من مقالات أخبارية إنجليزية عن تطعيم كوفيد-١٩ من ٢٠٢٠ إلى ٢٠٢١. وتستخرج الاستعارات من مقالات منشورة في The New York Times و The Guardian وNews Weekly و Daily Mail وModern Healthcare News وNature وThe New Republic، معتمدة على نظرية الاستعارة المفاهيمية. يُظهر التحليل أن المجال الهدف "لقاح فيروس كورونا" يُفهم من خلال مطابقة مع مجالات مصدرية متنوعة: الرحلة، السباق، الأمل، الهدية، اللعبة، الحرب، الحياة، الجهاز، والمعلم. وتعالج هذه المجالات جوانب مختلفة من تطوير اللقاح، ويكشف التحقيق فيها عن تمثيل المعنى والربط المفاهيمي في اللغة. وتبرز الخرائط الاستعارية أهمية اللغة في فهم اللقاح والجائحة.

الكلمات المفتاحية: اللسانيات المعرفية؛ التمثيل الاستعاري؛ مجال المصدر؛ مجال الهدف؛ كوفيد-١٩؛ اللقاح.

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1. Introduction

COVID-19 vaccine has deservedly been the focus of global efforts to contain the pandemic; however, the ways news media shapes our understanding of 'vaccine' through metaphor is an understudied area. Given that this phenomenon has occurred comparatively recently, this study examines how English-language newspapers represent vaccine development and public attitudes by using abstract vaccine concepts framed in terms of concrete domains such as journey, war, race, gift, and device. Our research reveals that using symbols in talking about coronavirus can influence people's ideas about risk, performance, and taking action together, but we did not see a standardized description of which symbols are used most often in discussions about the COVID-19 vaccine and how these differences are displayed in news stories. By drawing on Lakoff and Turner's (1989) conceptual metaphor theory and a corpus of articles from The New York Times, The Guardian, Nature, and others, we extract and categorize vaccine metaphors to reveal their underlying mappings. These mappings are important because metaphors do not just decorate language; they structure thought, drive the public's interpretation of the science of these advances, and even seem to influence general vaccine uptake. Therefore, by conducting this study, I aim to identify and fill gaps in research on cognitive-linguistic pandemic communications for journalists, health communicators, and policymakers. Therefore, these questions help guide our research throughout this investigation.:

What source domains most often structure how we usually talk about the COVID-19 vaccine? What most commonly constitutes the domains of sources that shape how we usually discuss the COVID-19 vaccine? What can such metaphors do for the publication and the person using them?

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2. Literature Review

This section thoroughly examines leading publications in cognitive linguistics, metaphor, and metonymy, highlighting how this study will improve these areas.

2.1 Foundations of Cognitive Linguistics

Cognitive linguistics is a subfield of linguistics that examines the interaction between language and cognition. It is based on the supposition that language is responsible for dynamically shaping the image of things and how the outside world is approached and confronted. Language, in turn, is, according to cognitive linguistics, part of bodily experiences and interactions with the world. Specifically, it emphasizes embodied cognition in the construction of the outside world. This demonstrates that language is not a static system, but a dynamic one that reflects our thoughts, feelings, and experiences through arbitrary symbols. George Lakoff, one of the pioneers in the development of cognitive linguistics, posits that our bodily experiences influence our understanding of concepts such as time and causation. For instance, there are spatial metaphors that occur constantly in language where you have the idea of time, looking forward to 'putting the past behind us and the future.'" Just as the likelihood of expressing causation is often conveyed through language using agent–action structures, such as "John broke the vase" (Lakoff & Johnson, 1980).

Cognitive linguistics has significantly influenced our understanding of language and cognition. One of its main breakthroughs is that meaning is derived from the relationships between words and their context, rather than from individual phrases. For instance, the meaning of the term "bank" relies on the context in which it is used rather than being fixed. Language functions as a dynamic system, continually adjusting to our evolving experiences and perceptions. (Evan & Green, 2006)

Cognitive linguistics demonstrates that language use reflects our unique experiences and viewpoints in addition to simply adhering to norms. (Langacker, 2008). Thus, cognitive linguistics is an effective method for understanding language and cognition. Its focus on the

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importance of bodily experience to language formation offers a unique perspective on the nature of language, and its contributions to our understanding of grammar and meaning have far-reaching implications for disciplines such as psycholinguistics and neurolinguistics. Cognitive linguistics offers a more comprehensive and nuanced understanding of language than conventional approaches, as it emphasizes the dynamic nature of language and its reflection of our mental processes.

The two hot topics that have been considered scholars' primary focus for an extended period are metaphor and metonymy. These two tools are inherent in human speech. Traditionally, metaphor and metonymy are figures of speech; however, cognitive linguistics treats them as cognitive instruments that reflect human thought. (Ullman, 1979)

In cognitive discourse analysis, metaphors are significant because they reveal and simplify different perspectives. Metaphors and metonymy are cognitions. They demonstrate mental mappings between domains. They unconsciously formulated. Metaphor maps one experiential domain onto another. Thus, the first domain partially explains the second. The source domain is mapped into the target domain. This concept is called the cognitive theory of metaphor, as outlined by Lakoff and Johnson (1980) and Lakoff (1987).

The cognitive theory of metaphor and metonymy highlights two essential aspects of metaphor: the unidirectionality ascribed to metaphorical mappings and the invariance principle, which states that the mapping does not violate the basic image-schematic structure of the target domain (Lakoff & Turner, 1989; Barcelona, 1997a). The cognitive mechanism by which one experiential domain is understood in terms of another domain included in the same experiential domain is called metonymy (Lakoff & Johnson, 1980; Barcelona, 2000). As explained earlier, metaphor and metonymy are mental mechanisms.

2.2 Conceptual Metaphor: Theory and Critique

In their work, Lakoff and Turner (1989) clarify the concept of metaphor as a systematic “mapping" that transitions from a tangible

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source domain to an abstract target, adhering to the principle of invariance. They effectively illustrate the unidirectional nature of these mappings, although their analysis primarily relies on literary and conversational examples.

While corpus-based studies (Evans & Green, 2006; Kövecses, 2002) support numerous theoretical assertions, none explore media discourse surrounding vaccines cognitively, a realm where metaphor influences perceptions of risk, efficacy, and communal response. This research combines recognized mapping methods with extensive news analysis data. This research aims to quantify the prevalence of dominant source domains such as WAR, RACE, and JOURNEY. It will compare the use of metaphors across various outlets, such as The New York Times and The Daily Mail. Additionally, it will assess how these mappings might influence public understanding and discussions surrounding policy.

3. Methodology

This study uses a qualitative approach to analyze a corpus and find how news stories use metaphors to influence how people view the COVID-19 vaccine. First, we assembled a balanced corpus of 50 news articles (approximately 5,000 words) published between January 2020 and December 2021 by seven major newspapers—The New York Times, The Guardian, News Weekly, Daily Mail, Modern Healthcare News, Nature, and The New Republic. Next, we supplemented our statistics with closer readings of specific text samples. For each primary metaphor type, we examined how specific source-domain features (such as “battlefront” in WAR metaphors) map onto stages of vaccine development and how these mappings function rhetorically—whether they invoke urgency, hope, skepticism, or other evaluative frames.

4. Data Analysis

This section discusses mapping from source domains into the target domain of the coronavirus vaccine, as well as the language used to address it.

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4. 1 The Invention of the Coronavirus Vaccine is a journey

Producing a coronavirus vaccine is a target domain where the source domain is a train, plane, and climbing mountain journey. The target domain, which is the invention of the coronavirus vaccine, focuses on the aspect of the creation process: the scientists, the vaccine itself (goal), the methods of the invention, the difficulties faced, and theperiod needed to reach the goal. The source domain (journey) comprises the traveler, the destination, the way, the vehicle, the difficulties of the journey, and the period required to reach the goal.

> ***"Van-Tam went again. He said, "This, to me, is like a train journey. It is wet; it is windy; it's horrible. Moreover, two miles down the tracks, two lights appear, and it's the train, and it's a long way off, and we're at that point at this moment. That is the efficacy result. "Then we hope the train slows down safely to get into the station, that's the safety data, and then the train stops."***

Producing the vaccine faces significant challenges, just as a train journey faces terrible, windy, wet weather. The time required for the whole journey is the period needed to invent the vaccine, i.e., reach the destination. The people waiting for the train to arrive can see the two lights appear from a distance. It means that the process is in its final steps, and the lights refer to the end approximation. They hope the train slows down safely into the station where the train is the vaccine, and the hope for being slowed down means they hope that the process of the invention is about to finish, as it is in the final steps, for after slowing down, the train will stop at its destination safely. Hopefully, the vaccine will be there.

Thus, developing COVID-19 vaccines is the target domain, and a train ride is the source domain. The story of the COVID-19 vaccines is explained using an analogy to illustrate the mapping between the two

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domains. The "two lights" shining two miles down the lines signify the vaccine's effectiveness or capacity to stop COVID-19. We can now clearly see the approaching train and the vaccine's efficacy. The safety data for the vaccination, which is an evaluation of the vaccine's safety profile, is represented by the hope that the train slows down safely to enter the station. This is significant because it is possible that even a vaccine that works well can have side effects that need to be recognized and treated. The point at which the train comes to a stop symbolizes the regulatory authorities' acceptance of the vaccine, signifying that its usage is both safe and effective. In general, the many stages of vaccine development and the significance of both efficacy and safety data in deciding the overall success of the vaccine are explained using the mapping between the source domain of train travel and the goal domain of COVID-19 vaccine development.

"*Welcoming the approval of the Pfizer/BioNTech vaccine, he said: "The train has now slowed down safely. It has now stopped at the station. and the doors have opened - that was the authorization by the MHRA."*

The invention of the vaccine is a journey on a train, with the scientists as the drivers. The train is the process of creating the vaccine; reaching the station means they reach their goal (the vaccine is invented). The train doors have opened, which means the vaccine is approved and ready to be used, and leaving the train is the end of the invention process (the vaccine is in hand).

For more clarification, in this excerpt, the source domain is a train journey, and the target domain is the approval of the Pfizer/BioNTech vaccine for use against COVID-19. The mapping between the two domains is used as an analogy to describe the authorization process for the vaccine. The "train" in this analogy represents the process of developing and testing the Pfizer/BioNTech vaccine. The "slowing down" of the train represents the conclusion of clinical trials and data

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submission to regulatory authorities for evaluation. The "stopping at the station" represents the vaccine's approval for use by regulatory authorities, in this case, the UK Medicines and Healthcare Products Regulatory Agency (MHRA). The "doors opening" represent the authorization by the MHRA for the vaccine to be used, indicating that the vaccine has met the necessary safety and efficacy requirements for use against COVID-19.

The mapping between the source domain of a train journey and the target domain of COVID-19 vaccine approval conveys the idea of progress and forward movement in the vaccine development process, ultimately leading to the authorization and availability of a safe and effective vaccine against COVID-19

Professor Jonathan Van-Tam, England's deputy chief medical officer, compared the progress on a vaccine to the tricky *"glide path" of a plane* coming into land. He told a press briefing: "*Do I believe we are now on the glide path to landing this plane? Yes, I do."*

The glide path is the end of the plane's journey as the plane is about to land. This stage in the plane journey is the most critical time in the flight. However, the plane reaches its destination after this stage. The plane is the vaccine. Being on the glide path means the vaccine will be there soon, but Tall worries about its safety. Thus, the arrival of a plane serves as the source domain, and the creation and advancement of a COVID-19 vaccine serve as the target domain. The development of a vaccine and its likelihood of success are described using an analogy of the mapping between the two domains. The development of vaccines can be compared to the "glide path" of an aircraft as it lands. According to this comparison, the process of developing a vaccine is similar to an airplane's approach in that it is steady, progressive, and under tight control. The comparison also implies that dangers and problems must be overcome, like the dangers and difficulties of properly bringing an airplane to the ground. However, the creation of a vaccine can be carefully guided by a trained team of researchers and scientists who can

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navigate the difficulties and hazards involved in the process, much as a skilled pilot can safely navigate an airplane to a successful landing.

"*Do I believe we are now on the glide path to landing this plane? Yes, I do.*" This shows that the speaker is confident that the vaccine research process is progressing and has a good chance of success. In general, the mapping between the source domain of an airplane landing and the target domain of the development of the COVID-19 vaccine is used to convey the ideas of progress, controlled navigation, and the likelihood of success despite the difficulties and challenges that may appear during the development process.

The head of the medicines regulator has compared the process of approving Pfizer's COVID-١٩ vaccine to "climbing a mountain" to reassure the public it is safe.

Climbing a mountain is a journey where travelers aim to reach the summit for camping. Climbing a mountain is a long, arduous journey, just like having this vaccine. The vaccine is the top of the mountain (goal), and the travelers are the scientists, whereas the way up to the mountain refers to the difficulties the scientists face in their work. The process of approving Pfizer's COVID-19 vaccine is the target domain, whereas in Regene, the source domain is climbing a mountain. The arduous evaluation procedure and safety tests the vaccine has undertaken to assure its suitability for use in the general population are described using the mapping between the two domains as an analogy.

The comparison to "climbing a mountain" implies that the procedure for licensing the vaccination is very complex and taxing, like climbing a mountain. Therefore, the regulatory body could evaluate it precisely as a mountaineer would be asked to do before he scaled the mountain. The comparison also implies that the procedure's rise to approve the vaccination is gradual, like climbing a mountain. This implies that before assigning the vaccine for use by the general public, the regulatory authority took the time and, in fact, took a great effort to

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look into the evidence and ensure that the vaccine's safety and efficacy were verified. The pharmaceutical regulation attempts to reassure the public that the virus has been well studied, compared to climbing a mountain to test and review the vaccine for its safety, authorizing the vaccine equates to climbing the mountain. This also parallels the fact that the regulatory body's evaluation procedure was thorough and meticulous, and the vaccine is safe for the public to trust. The idea of rigorous examination, careful deliberation, and thoroughness, the mapping conveys that in confirming the vaccine's safety before authorizing it for use by the general public. Similarly, the source domain (climbing a mountain) and the target domain (approving Pfizer's COVID-19 vaccine) differ. Vaccine.

4. 2 The Process of Inventing the Vaccine is a Race

The aim is the mapping between source and target domains, that is, the mapping between the process (vaccine) and target feature vectors, where the latter include latent feature vectors. The source domain (race) has the participants, the end line, and the scientists, while the innovation gained is. Winners.

"*China Aims to 'Lead the World' By Winning the Coronavirus Vaccine Race,* *where scientists from different countries compete to invent the required vaccine.*"

The global competition to create and disseminate a COVID-19 vaccine is the target domain, and the source domain is a race. The mapping of the two domains is used as an analogy to explain China's desire to lead the global vaccine race. The word "race" implies that creating a vaccination involves some level of competition. This implies that making the vaccine a must and should be done urgently to allow companies, other countries, and groups to be the first to develop and send a safe and potent vaccine to the masses. The phrase "lead the world" in the article implies that China intends to be at the front of this race in terms of both the rate of vaccine

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development and the quantity produced and distributed internationally. If China is creating this vaccine to build preeminence, earn respect, and win favour on the world stage, this is how they see measuring their stature. Taken as a whole, the mapping between the context of a race as a source domain and the vaccine competition as a target domain suggests competition, urgency, and national prestige in creating a vaccine. The article claims that China is developing and selling vaccines strategically and audaciously to gain an advantage in a global race.

4.3 The Invention of The Coronavirus Vaccine is a Weapon in a War

This conceptual metaphor maps the functions of both the target and source domains. The vaccine is used to end the coronavirus. It has the element of fighting and the goal (killing the virus). The source domain, a war, has the weapon, the enemy, and the purpose. **"*Vaccines are indeed humanity's greatest weapon against the flu*."**

The flu is an enemy, and the vaccine is used in this battle to kill the enemy (the struggle between the immune system and the virus). Humanity's best defense against the flu is vaccination. In this instance, the source domains are the context of the illness and how well vaccines work to prevent it. On the other hand, COVID-19, which is not explicitly named but is connected to the subject of vaccinations, is the target domain. Here, the relationship between the source domain and the destination domain can be described as follows: The efficiency of vaccines in preventing the flu is the source domain; The potential effectiveness of vaccinations in preventing COVID-19 is the target domain. The excerpt implies that vaccines effectively ward off infectious diseases by referring to them as humanity's greatest weapon against the flu. This implication also applies to COVID-19, indicating that immunizations might be a helpful approach to stopping the virus's transmission. The premise behind the mapping between the source domain and the target domain is that if the underlying processes of the diseases and the vaccinations are similar, the effectiveness of vaccines in

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preventing one disease can be extended to another. Based on the effectiveness of immunizations in preventing the flu, the excerpt generally suggests that vaccines may be a beneficial strategy in halting the spread of COVID-19. It should be highlighted that COVID-19 is a unique illness from the flu, and immunizations may work differently against COVID-19 than they do against the flu.

Experts also caution against seeing the vaccine as a magical end to the pandemic. ***"This is not a silver bullet for the pandemic*****," Silverman said.** Perhaps this vaccine will not have the magical results of the silver bullet. Maybe it will not kill the virus, just like the bullet, which is made of silver. The silver bullet is supposed to be the only weapon that could kill a werewolf. It is a magical and straightforward solution to a complicated problem. Thus, the excerpt warns against considering the COVID-19 vaccination as a miraculous cure for the epidemic. In this case, the potential advantages of the vaccination serve as the source domain, and its shortcomings in the target domain of the pandemic are contained. In this excerpt, the relationship between the source domain. More specifically, the Covid-19 vaccination could have some functions, such as: The Covid-19 vaccine is limited to reducing the risk of fatal illness, hospitalization, and death. Including vaccine skepticism, new variant viruses and logistical challenges to getting the pandemic administering the vaccine; The warning that "This is not a silver bullet for the pandemic" implies that the vaccine's It has limited ability to stop the virus's spread and it is necessary to consider other variables when dealing with the pandemic. Thus, the target domain knows that achieving mass vaccination is difficult. Therefore, the vaccine includes hesitation, new virus variants, and logistical difficulties in getting the vaccine to people. In contrast, the emphasis on the domain of the vaccine is its potential benefit on severe illness, hospitalization, and death. The mapping between the source and target domains provides an overall summary. It contains the pandemic and requires a combination of the following: It is the same as testing, contact tracing, and so on. The warning remark implies that further measures are required to stop the

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virus from spreading and that the vaccination alone might not be enough to end the pandemic.

4.4 The Invention of The Coronavirus Vaccine is a Game.

The source domain includes players, games, winners, losers (unknown results), and competition, while the target domain includes scientists, competitions, and innovation.

*"**The long game: the race for a vaccine against all coronaviruses,**"* where the golf phase, called the long game, is considered a player's ability to hit shots. The scientists are playing this long game as they compete to hit the shots and reach the goal, which is the vaccine's invention.

Trump tweeted Friday. "*Stop playing games and start saving lives.".* Seeking the vaccine becomes like playing games, which is not a severe circumstance. Perhaps they play this game to waste time reaching a particular goal.

"UK vaccine gambles paid off, while EU caution slowed it down." The process of inventing the vaccine is just like gambling, like betting money on the outcome of a specific event, especially one that has risk, and here it is the invention process, as the outcomes of the experiments are risky. In this excerpt, the relationship between the source domain and the destination domain can be described as follows: The concept of a long-term immunization plan may include several rounds of shots spread out over time. Target area: The notion of risk and uncertainty in the efficacy and dissemination of the vaccination, as well as the potential repercussions of these hazards.

The term "long game" implies that the immunization process will continue and that it can take some time. It may be for the population to develop the appropriate degree of immunity. The expression "playing the game" may apply to the unknowns and the potential outcomes associated with the balance between the advantages and disadvantages of vaccination to the vaccine. The word "gambling" may be used to underline further the sense of risk and uncertainty in the efficacy and dissemination of the vaccination. The difficulties and mapping between

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the source and target domains are shown overall. Complexities of the immunization process, such as the need for a long-term strategy, potential risks, and the vaccine's efficacy, availability, and how adverse effects must be considered. Effects of immunization should be carefully considered. It is implied by the use of phrases like "long game," "playing game," and "gambling" that the deployment of the vaccine is not an easy process and that careful preparation, evaluation, and planning are crucial for its success, and these need to be geared towards risk management.

4.5 Vaccine is Life

Mapping occurs between the concrete domain (vaccine) and the abstract domain (hope, life)**.** The focus is on the vaccine's function (rescue) and the longing to overcome the most critical life challenge (goal).

"*Said Suzanne Owens, president and CEO of Peter Becker Community. The vaccine is the hope for rescue from this invisible enemy as it is the starting end of this virus*.". Vaccine invention leads to life rescuing and the matter with hope, a positive feeling of expectancy and longing for a thing to occur (rescue).

Covid-19 vaccination is the only remaining hope for averting the pandemic. In this case, the idea that the vaccine may be used to stop the pandemic is the source domain, and the idea of hope and optimism regarding the vaccine's efficacy is the target domain. In this excerpt, the relationship between the source domain and the destination domain can be described as follows: The notion of using the COVID-19 vaccine as a weapon to stop the epidemic is the source domain; the Target domain is the notion of optimism and hope over the ability of the vaccine to control the infection. The phrase "the vaccine is the hope for rescue from this invisible enemy" implies that the vaccine is viewed as a panacea and a strategy to stop the pandemic. It is possible that the statement "starting end of this virus" refers to the vaccination as the first step in ending the pandemic, with the expectation that more advancements can be made from there.

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The optimism and hope in this relationship between the source and target domains are stressed, as well as the COVID-19 vaccine and the belief that it can be a mighty projectile against the pandemic. Using words like hope, rescue, and ending communicates that vaccination is viewed as a success in the fight against the virus and hope for the possible effects.

"Vaccine Means Life Could Return to Normal By Spring, Says Government Science Adviser"

Our lives are saved and have become normal thanks to vaccines. This virus does not cause death. It rescues all human beings. The relationship of the source domain and the destination domain for this excerpt can be described as follows: the COVID-19 vaccine limits the virus transmission and avoids severe disease. Target domain: This project returns to normalcy on the market, back to activities and daily life as before the pandemic. The statement that "vaccine means life could return to normal by spring" suggests that people are expecting the vaccination to lead to an end to the disruptions and limitations caused by the epidemic. This can be translated into the statement that life may become normal as people can perform their everyday work, school, and social activities without concern for contracting or transmitting the illness to others. Perhaps it is a timeframe for normalcy to some extent. The possible effects of the COVID-19 vaccination on daily life and the hope it brings to resume normality are generally what the mapping between the source and target domains represents.

The use of phrases like "vaccine means life," "return to normal," and "spring" implies that the vaccine is seen as a success in the fight against the epidemic and that there is hope for its possible effects. However, the timing of this return to normalcy is unpredictable and depends on several circumstances, including vaccine distribution, effectiveness, and public cooperation.

4.6 The Vaccine is a Device

Mapping the function of the vaccine with the function of a specific device, as the vaccine task is to kill the virus, while a device is

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used to accomplish a particular task. The task is specified based on the type of device used.

"***This vaccine provides us with another tool to overcome the current emergency***". The vaccine is a device that aids in accomplishing a task, i.e., ending the pandemic.

"Get the dam vaccines out NOW, Dr. Hahn," Trump tweeted Friday. It means that it is hidden intentionally. That is why it is a dam vaccine. The function of a dam is to reserve water intentionally for later use. Trump calls it a dam because he believes a vaccine is hidden for specific purposes. The COVID-19 vaccination is a tool for dealing with the current crisis. In this case, the target domain is the idea of the vaccine as a device or instrument to handle the emergency. The source domain is the COVID-19 pandemic, which needs to be handled as quickly as possible. In this case, the source domain is the COVID-19 pandemic and the urgent need to address it, while the target domain is the idea that the COVID-19 vaccination can be used as a tool or instrument to address the emergency. In that second quote, the vaccine is seen as a device, a tool, a means to overcome the current emergency: a device, a tool, a means to remedy an emergency that is the emergency associated with the pandemic. With the use of such terms as 'device' and 'tool', we can derive that the vaccination is seen as a potentially functioning remedy that can be taken in response to this epidemic. The phrase 'overcome the current emergency' implies that the vaccine is the cure to the pandemic's problems, in the sense of hospitalizations, fatalities, and economic disruption, which may be the reason why.

On a broader level, it represents the mapping between the source domain and target domain of the functioning role of the COVID-19 vaccine as a tool or device employed to relieve the emergency created by the pandemic. Words like "overcome" and "emergency" make it seem like the vaccine is a key change in the battle against the threat and that the vaccine can significantly minimize the effect of the epidemic.

4.7 The Vaccine is a Gift

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The mapping is with the results. The source domain, which is a present from God, has the characteristics of being good and valuable, and the existence of this vaccine denotes happiness.

"*One outspoken foe of abortion based in Dallas, Southern Baptist megachurch pastor Robert Jeffress, has called the vaccines a "present from God."*

The vaccine is a gift from God. Something good you receive or something good that happens to you, even though you might not deserve it. It is the impossible that has occurred. Only God can give us the things that are impossible to exist. God rescues us.

4.8 Coronavirus Vaccine is a Teacher

The mapping takes place between the work of both the source domain and the target domain. The source domain, which is the teacher, involves the teacher, students, the teaching process, and its aim. The vaccine involves the COVID-19 vaccine, the immunization system, and its work.

"*COVID-19 vaccines teach our immune systems how to recognize and fight the virus that causes COVID-19.*" Where the vaccine works as a teacher, and the immunization systems are the students. The teacher supplies the student with the required knowledge to recognize the virus. The immune system is taught to recognize and combat the virus that causes COVID-19 via COVID-19 vaccinations. The technique by which vaccines protect against infection, in this case, is the source domain, and the target domain is the particular role of COVID-19 vaccines in training the immune system to identify and combat the virus. The relationship between the source domain and the destination domain can be described as follows: Source domain: The process through which vaccines train the immune system to recognize and combat infections in order to protect against infection; Target domain: How COVID-19 vaccinations specifically train the immune system to identify and combat the virus that causes COVID-19.

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The claim that "COVID-19 vaccines teach our immune systems how to recognize and fight the virus that causes COVID-19" implies that the vaccine is intended to elicit an immunological reaction capable of identifying and combating the virus. Using the words 'to teach', 'to recognize and fight' implies that … It guides the immune system to find and destroy the virus. "Virus that causes COVID-19" stresses that its specific target is important to show that a vaccine can help fight the pandemic.

Overall, the relationship between the source domain and the target domain emphasizes the unique role of COVID-19 vaccinations in preparing the immune system to detect and combat the COVID-19 virus. Phrases like "teach" and "recognize and fight" highlight the significance of the vaccine's contribution to the pandemic response and shed light on how it functions to prevent infection.

4.9 The Coronavirus Vaccine is Not a Yogurt.

The mapping occurs between the nature of the vaccine ingredients and the yogurt ingredients.

"*Van-Tam launches a comparison of the Pfizer vaccine to a YOGHURT at the Covid briefing. 'It is not a yogurt that can be taken out of the fridge and put back multiple times*,"

When the vaccine is out of its store for use, we cannot put it back in the store. It will be spoiled, but the nature of yogurt makes it suitable for use even if we get it out of the refrigerator and put it in many times. The excerpt compares the Pfizer COVID-19 vaccine to yogurt in terms of how it should be stored. In this instance, the Pfizer vaccine's storage requirements serve as the source domain, while yogurt is the target domain to compare how the vaccine should be handled and stored. The relationship between the source domain and the destination domain can be described as follows: The Pfizer COVID-19 vaccine's storage requirements are the source domain;

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The target domain is the handling and storage of the vaccination, in contrast to a yogurt.

This saying, "*It is not a yogurt that can be taken out of the fridge and put back in multiple times*," implies that the vaccine must be handled and stored properly to work. If the vaccination is not stored correctly, it will be removed from the fridge, brought back into the clinic many times, and put back multiple times. The phrases, including phrases like 'Out of the fridge' and 'Put back many times,' suggest that the vaccination needs to be stored at a specific temperature setting, or it will become less effective. The metaphor with yogurt provides an easy-to-understand metaphor to incorporate and emphasize the importance of careful handling and storage.

Overall, the mapping of the source domain to the target domain exemplifies why it is critical to handle and store the Pfizer COVID-19 vaccine appropriately. Such phrases as "not a yogurt" and "taken out of the fridge" indicate that the vaccine has special storage needs and must be handled very carefully, or it will be spoiled. A relevant metaphor to these is that of yogurt, and the addition of the metaphor of the value of safe handling and storage, as applicable to the vaccine itself.

5. Discussion and Findings

The coronavirus vaccine's concrete domain is difficult to understand because it is a complicated concept. However, we can learn how it is relevant and what it means by looking at how it is mapped onto various source domains. Mapping several source domains, such as the journey, is shown to be the study. The coronavirus vaccination can be understood with the help of race, hope, gift, game, war, life, device, and teacher. The journey source domain describes the challenges of producing a vaccine. This area highlights the substantial obstacles that scientists and a complex and drawn-out process had to overcome to develop the vaccine. Researchers had to overcome. On the contrary, the concepts involved in the race source domain are competitive. The words characterizing the development of vaccines imply "competition,"

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"winning," and "losing." This area exemplifies the fierce battle among nations and pharmaceutical firms to make a vaccine as soon as possible. In the hope source domain, the language is used to portray the beneficial effects the vaccine would have on the people. This domain refers to the lives and stresses that the vaccination will completely change the shape of the pandemic. The terminology used in the gift source domain focuses on the altruistic nature of vaccine production.

This area looks into how humans are a gift that the scientists and researchers who developed the vaccine gave to humanity. The terminology used in the game source domain emphasizes the strategic part of vaccine development. The execution and planning of such a potent vaccination in this area is emphasized. The words in the war source domain revolve around the war against the epidemic. This underlines the importance of a collective push against the pandemic and notes the importance of vaccination in the war against the virus. The language used in the life source domain indicates that the vaccine can save lives and reflects the magnitude of impact that the vaccine will have on people's health and well-being. The technical aspects of vaccine development are emphasized more so in the device source domain. It focuses on the need for the use of advanced technology to come up with a safe and effective vaccination. Vaccine development is strongly emphasized by the source domain of the teacher's work. This domain highlights the significance of the science behind vaccination and how it operates. Realizing the importance and meaning of the coronavirus vaccine can help us grasp the grip of the metaphorical mapping of the coronavirus vaccine over multiple source domains. This allows us to understand the complexity of vaccine development and why this one important part of our pandemic fighting strategy is so crucial.

6. CONCLUSION

Therefore, studying the figurative mapping of the coronavirus vaccination in several source domains is crucial to understanding the complexity and importance of this crucial weapon in the battle against

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the pandemic. From these domains and how they are used to generate a vaccine, the study shows how several source domains, such as journey, race, hope, gift, game, conflict, life, device, and teacher, deal with specific potential parts. Different areas, each focusing on specific points of the procedure and how it impacts people's lives, provide a different view on creating the vaccine. Also, as with the metaphorical mapping, the language plays a key role in how we will be affected by the vaccine and the epidemic. Fully grasping why the coronavirus vaccination is important and its meaning will educate us on the perfected work of the researchers and scientists who are saving lives by creating this life-saving medicine.

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