

**UK Pedagogická fakulta
Katedra anglického jazyka a literatury**

**Bakalářská práce
Vliv moderní angličtiny na slovní zásobu současné češtiny,
obzvláště na oblast informačních technologií**

**Autor: Michal Drápalík
Vedoucí práce: PhDr. Klára Matuchová
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Prohlašuji, že svoji bakalářskou práci jsem vypracoval samostatně pouze s použitím pramenů a literatury uvedených v seznamu citované literatury.

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Anotace

Tato práce se zabývá vlivem moderní angličtiny na slovní zásobu současné češtiny, klade si za úkol alespoň částečně zmapovat vývoj tohoto vlivu, důvody proč objem přejatých slov v posledních letech tolik vzrostl a motivace, které lidi k přejímání slov vedou. Součástí práce je rovněž přehled tematických oblastí, ve kterých docházelo a dochází k přejímání slov nejčastěji. Samotná práce je rozdělena na část teoretickou obsahující výše zmíněné rozboru spolu s kategorizací anglicizmů dle různých kritérií a na část praktickou obsahující slovníček anglicizmů zaměřený převážně na oblast informatiky a výpočetní techniky vybraných z přednášek a odborných časopisů s tou podmínkou, že se nejedná o termíny kodifikované. Jednou z nejnáročnějších částí této práce bylo vybrat právě takové termíny, které mohou znát i lidé mimo úzký kroužek odborníků, ale které jsou rovněž dostatečně nové, aby ještě nebyly uvedené v již vydaných slovnících. Jakožto kontrolu jsem používal mimo jiné rovněž *Nový akademický slovník cizích slov* (Academia Praha, 2007). Tato práce je zaměřena na čtenáře, který si uvědomuje zrychlující se vývoj okolního světa a všiml si zvětšujícího se množství anglicizmů v češtině. Takovému čtenáři pak tato práce poskytuje alespoň základní informace jak o historickém vývoji přejímání, motivaci pro přejímání tak o anglicizmech samotných. Slovníková část je zaměřena informační technologie z toho důvodu, že se čím dál rychleji stávají součástí našeho každodenního života, aniž si vlastně většina lidí uvědomuje, jak moc je takovéto technologie obklopují. Slovníková část by nejenom měla čtenáři ukázat některé v současné době nové termíny, ale měla rovněž pomoci objasnit význam některých termínů, které je možno zaslechnout v běžné konverzaci či v médiích.

Abstract

The main theme of this work is the influence of modern English on the contemporary Czech vocabulary. It sets itself the goal to at least partly map the development of this influence, reasons for the increase in volume of the borrowed words and the motivation for borrowing words. Also a part of this work is an overview of the thematic areas in which borrowing words occurred most often. The work itself is divided into a theoretical part containing the above mentioned analysis as well as classification of anglicisms according to various criteria and then the practical part containing a specialized dictionary mapping the terminology of Information Technologies selected from lectures and specialized magazines, additionally it is terminology which had not yet been codified. One of the most difficult parts of this work was selecting the right entries which would be known even to people outside of a small circle of computer specialists but which were also new enough not to be included in already published dictionaries. To check this I have among others used *Nový akademický slovník cizích slov* (Academia Praha, 2007). The target audience of this work is a reader aware of the increasing pace of development of the world around him who noticed the growing volume of anglicisms in Czech. This work then offers at least basic information on the history and motivation of borrowing as well as on the anglicisms themselves. The dictionary part should not only offer new contemporary terms but also help explain the meaning of some terms which may be heard in everyday conversation or media.

Introduction

During the 1980's and 90's there were many social and political changes which had an influence at Czech vocabulary. New technologies such as modern personal computers slowly entered Czech society and were used more than just by the universities, large corporations or state organs. Especially in the 90's after the Czech market became more open to western corporations, some English corporate slang found its way to Czech users. As many other events, items and trends appeared in an increasingly rapid tempo, even more new lexical units appeared in Czech vocabulary and the part which was borrowed from English cannot be overlooked. The development of a vocabulary is a dynamic process influenced by the increasing number of social, economical, cultural and thus linguistical contacts and further enhanced by the appearance and usage of new forms of communication. While in the Middle Ages the bearers of linguistical changes were often travelling merchants, diplomats and their entourages or foreign invaders or colonists, nowadays newer forms of communication allowing their user to contact almost anyone on the world, provided this person has access to the new means of communication as well, allow much more frequent contact between languages (internet, e-mail, etc). The quantitative increase of changes in vocabulary is now happening simultaneously in almost every language in the world. Borrowing words that can be internationally understood is nowadays a dominant tendency and it requires attention.

That is one of the reasons why this work has come into being. The topic of words borrowed from English is one with which we come into contact everyday. My own studies of English and Information and Communication Technologies put me in a somewhat unique position and help me with at least overseeing this particular area of Czech vocabulary. The scope of this work is limited by its length though. The theoretical part is based on research of linguistic periodicals and publications while the practical part containing the dictionary is based on only one dynamically developing area, Information Technologies. The entries were selected from various lectures, specialized periodicals and internet sites and then further checked with dictionaries specializing on neologisms. The aim of the dictionary part is to at least partially map the borrowed words in the area of IT which have not yet been codified. As such, most of the words originally slated to be used had to be discarded after checking *Nový akademický slovník cizích slov* and other dictionaries at hand. While it is possible to find other

lists and dictionaries specialized on this particular topic, it should be taken into consideration that as fast as the technologies are being developed such lists age equally fast and become dated. Moreover, such lists can often be found in periodicals, however, such lists tend to be narrowed down to fit the specialisation of the particular magazine, be it hardware, software, computer graphics or gaming, similarly such lists can also be found on the internet. Such periodicals are geberally bought by an at least somewhat knowledgable users similarly the people able to find the online dictionaries have at least some knowledge of the terms used in IT.

It is a very daunting task, because both language and Information Technologies develop at an ever increasing rate almost making it seem that before a comprehensive dictionary of technical terms could be developed, those terms would become obsolete. To illustrate the increasing pace of development, just take the media for computer data storage, in 1969 the first floppy disk was invented and went unchallenged until 1983, when the first CD was invented. Even then it took some years for the compact discs to spread. In 1995 the DVD came into being and again it took some time for it to become dominant in the field. Already in 2000 first flash drives were being sold and nowadays they are the norm with their capacity being increased almost monthly. After acknowledging this fact, this work may seem as more of a peek than an attempt to at least somewhat map the newly developed terminology which is yet to appear in academic dictionaries.

1. Theoretical Part

1. History of Borrowing Words from English

Borrowing of words is a natural result of long term contact between two nations, whose languages naturally interact in varying degrees, during which lexical units are directly or indirectly exchanged. Sometimes just solitary words were exchanged, while other times the process could be more systematic, as it was for example with words of Greek and Latin origin. Contact between two nations could have taken many forms, from traveling merchants and settlers, students seeking education at foreign universities to invading armies. Indirect contact happened through written word. Books and correspondence could travel much more

freely than most people could. Those were often scientific, religious and philosophical texts, cultural, political or economic reports from distant lands and of course business correspondence. Those often contained foreign words, scientific terminology and terms dealing with social and cultural life, foreign habits and descriptions of nature as well. However, due to the rather significant distance between Czech lands and English speaking countries, similar contacts between Czech and English languages were relatively scarce compared to the influence Latin, German and French, to name a few, had on the Czech language. (Svobodová, 2007, 11)

According to Svobodová (2007, 16) it is during the twentieth century, with the rising global significance of the United States of America and much more developed and available means of quick, reliable long-distance communication that the Czech language started to feel the influence of English. After the first World War, during the third and fourth decades of the century, certain areas of human life in the USA were seen as particularly attractive and people found themselves adapting to them (Svobodová, 2007, 16). Whereas before the area of music was mainly the domain of the Italian (Svobodová, 2007, 14), people found themselves curious about terms such as “reggae”, “blues” and “jazz” and dancing “fox trot.” In the area of sports, people heard new terms like “tennis” and “hockey” which remained in use to this day, adapted to the Czech language as “tenis” and “hokej.” (Truksová, 2009) And also after the war, people heard of the new weapon, called “tank.” It is in the areas of music and sport, that English kept exerting its influence over the Czech language even during the years, when the political climate was not particularly conducive to borrowing from English. It is indeed further sports and music terminology which found its way to Czech vocabulary and were again graphically adapted, like “ofsajd”, “smeč” or “volej” and “rock” or “rock & roll” or even “rokenrol” and “metal.” (Svobodová, 1999) However, it is after the year 1989 that a very strong wave of borrowing words from English came. That is again connected with more developed means of communication and travel, as well as English becoming a much more prestigious and influential language, considered nearly universal in areas of science, sports, economy, music, media and information and communication technologies. Those newly borrowed words in contrast with the older borrowed words had no time to be adapted in most ways, graphically they mostly remain in their old forms, most of them, however, have inflection forms (Svobodová, 2007, 15) (Rangelova, 2003, p. 229 – 233).

While English had initially only a limited influence on Czech vocabulary in a very limited number of areas, namely music, sports, military (“tank”) and even transportation (“tramway” which became “tramvaj”(Truksová, 2009)), since the second half of the 80’s and continuing until today, the influence of English significantly increased, encompassing a much higher number of areas of human life. Due to the United States of America becoming the leading power of the world in the area of computing, the majority of vocabulary concerning computers used around the world comes from English. As new branches of scientific study are discovered, the new terminology is in English. A very similar situation occurs in mass media, modern music and economy(Svobodová, 1999). Due to the overwhelming influence of the Anglo-Saxon world, many people around the world tend to use originally English vocabulary in these areas of human life(Gazda, 2003, p. 64 – 73).

To provide a few examples, older borrowed words from the area of sports include: hokej, tenis, smetč, volej. Those four for example had been morphologically adapted to the Czech language and are fully inflectional(Rejzek, 1993).

An example of a transportation themed term would be the word “Tramvaj” from the original “Tramway” which had again been graphically adapted and is fully inflectional and found its way to everyday language(Truksová, 2009).

Perhaps curiously, musical terms borrowed from English in the first half of the twentieth century retained their original form, for example: jazz, reggae, blues or fox trot, although it is also possible to write them in their more adapted forms like džez(Svobodová, 2007, 53).

Not only are there new areas of human life using English terminology, even in the areas where English already influenced Czech there are new words being borrowed, for example in music(“grunge, rap, punk, hip-hop” and others, Svobodová, 2007, 52).

With Czech Republic’s orientation turning more towards the western world and the USA’s growing economical significance in the recent past, as documented by the fact that many companies accept only those people who speak and understand English, even though geographically English speaking countries are much further than for example German speaking countries, more economical terms found their way into Czech vocabulary: cash flow, diskont(from “dicount”) or manager.

Since the beginning of the twentieth century new sports terminology developed and was borrowed by Czech speakers: krosčeka, out, play off, snowboard, curling and many others.

Compared to the above mentioned music terminology, those terms appear to be much more adapted to Czech.

In the area of mass media the situation is very similar, most modern czech media try to follow the examples of their western counterparts and with it comes borrowing their terminology as well, due to that fact there are new borrowed words like: newsroom, peoplemeter, prime time or talkshow(Svodová, 1999).

It is also due to the rapid development of information and communication technologies that there are so many new terms, which are perhaps being created faster than most people can learn them. Examples include: internet, server, skener, trackball.

1.2 Motivation for Borrowing Words from English and their Use

Borrowing of words from other languages is an old occurrence bound to happen when two different languages come into contact. However, there must be a more or less logical reason for this.

According to Svobodová (2007, 18), the first reason is the simple fact that there are no equivalent words in the Czech language. Šmilauer (1972, p. 123 – 136) calls these words “well used.” This group would most probably contain many of the newly borrowed words describing the technological advances. The area of technology and scientific advances is dominated by the English speaking countries, which means that most of the new vocabulary is English in origin and the rapid pace of development of sciences and technology does not give enough time to create new terminology in Czech.

In fact, according to Rangelova (2003, p. 229 – 234) the new means of communication are no longer limited by borders. This fact not only stimulates the creation of an international vocabulary describing the technological means and happenings involved but also the sharing of any other terms as well as it provides a closer contact with English written texts and videos. As an example would serve words like “bluetooth” or “bug.” That creates a stronger familiarity with the English language, which leads to the other reasons for using borrowed words. Such words may or may not be replaced later on by newly created Czech words or phrases, however, the probability of them successfully replacing the borrowed term in the vocabulary of the majority of Czech speakers may be questionable.

It can also happen that there is an equivalent to the borrowed word, but it is often a phrase or the term is simply long and perhaps difficult to comprehend. There are several reasons why people might prefer to use such borrowed words. As it was mentioned before, those terms tend to be shorter and using them in a written text would make it seem to flow faster, which makes such terms popular in printed periodicals. (Junková. 2003, p. 106 – 114) Such words quickly become popular among the reader base and spread among the people, allowing them to relay more information in a shorter message. It must be mentioned, however, that inserting these words into a text can have a completely opposite effect and make it more difficult to comprehend.

Yet another reason to use borrowed words instead of their native equivalent is the fact that those borrowed words are internationally understandable. This is especially true for scientific, technical and highly specialized terms, for example the word “kernel” for the core of an operation system. Such words can make communication easier if the participants are knowledgeable in that particular area, however, it can also happen to exclude other listeners or participants who are not as erudite in the discussed area of expertise. This can happen either intentionally with the speakers sliding to the area of slang or unintentionally, when the speakers merely get carried away discussing their topic and forget that there are other people who might not understand the conversation any longer.

Then there is a third group (Svobodová, 2007, 21). There are people who borrow words from English and use them in their everyday communication, however, those words often already have their perfectly usable equivalents in Czech. This is connected with the fact that modern communication often uses electronical means, which connect people across a much longer distance and often require the message to be brief to a certain degree. This somewhat simulates the tendency of speech to use only short messages which are not only brief but mostly to the point. Šmilauer tends to call these words “inappropriate.” (Šmilauer, 1972, p. 123 – 136) This group also contains borrowed words used both in speech and in media which serve the purpose of making the text sound more attractive or special. The speaker or writer may seek to make himself seem superior by using foreign, scholarly sounding words. According to Svobodová (2007, p. 20) this is typical for newspapers. Their options should however be limited by the need to use only easily understandable words, where the more specialized words should be clearly explained. The mere fact that those foreign words occur outside of scientific texts means that the meaning of those words shifts from specialized to more general. It may also occur that these words can be used incorrectly. The writers’ audience may not even know the meaning of the words used in the text. Some writers even may not be aware of the meaning themselves and merely use the words that have been used before, all simply to give more prestige to their publication.

Many such words could simply be used to create an exotic atmosphere, like “celebrity, love story.” The previously mentioned fact that much of today’s communication happens through electronical media, which differ from the more traditional means, is responsible for the need to overcome new obstacles in this form communication. (Noševa, 2003, p. 220 – 228) The participants in internet communication try to immitate the natural

flow of a conversation and also try to relay their message as economically as possible, especially on such media as chat programs, discussion forums, e-mail or blogs.

All those have in common the fact that every letter counts and so naturally the users try to give as much meaning to each letter as possible, especially in discussion forums, chats and peer-to-peer communication programs. One way to do so is to use acronyms of commonly used words and phrases which are usually taken from English. Those acronyms tend to be used without adaptation regardless of the language in which the user writes and tend to be understood as English is one of the most dominant languages of the internet. Those acronyms can be divided into three groups(Noševa, 2003, p. 220 – 228):

- 1) Technical acronyms which are also used in normal internet communication, for example: AKA also known as, FYI for your information, PGP pretty good privacy, RFC request for comment etc.
- 2) Acronyms created from English phrases, for example BTW by the way, ASAP as soon as possible, OTOH on the other hand, FMPOV from my point of view etc.
- 3) Acronyms created by combining letters and numbers, for example: 10X thanks, 10Q thank you, B4 before, 4U for you, L8R later etc.

It is probable that the characteristics of acronyms will get to the forefront of public attention, the rising significance of electronic communication will have increasing influence on everyday communication and the vocabulary used. Hand in hand with using acronyms goes the tendency to be as unique as possible. Users strive to have their own personal flair when using the new means of communication. This leads to a strong emphasis on various puns and metaphors(“meddling with the occult” meaning trying to tweak someone else’s program code on your own). Those however vary in various languages.

1.3 The Classification of Anglicisms

One of the biggest problems with borrowing words from English is the marked difference between their spelling and pronunciation. It can be said about only very few words that their written and spoken forms correspond (have a 1-on-1 ratio between letters and phonemes), like “film, fit, set, pit” etc. The important question according to Rejzek (1993) is whether to transform the words into a more Czech form or leave it as it is. The appearance of an anglicism in its original form in a Czech text may seem strange and confuse those readers who are not fluent in English. On the other hand, making the words more “Czech” will inevitably make them less internationally understandable and it may additionally introduce a very unfamiliar spelling. Despite the protestations, the tendency to change the borrowed words to fit into the Czech language is strong. However, as the codification process works slowly than the borrowing process, it is possible that certain words may be encountered in various forms as they were adapted by various speakers. The whole adaptation process is very complicated and dependant on multiple factors, including the length of time the borrowed word is in use, the frequency and phonemic structure.

The classification of anglicisms by the degree of formal adaptation according to Blatná (2000, 85) is as follows:

- 1) Original lexemes which have not been adapted. Those would include mostly quotes which are not a part of Czech vocabulary and are knowingly used as such, especially in specific social, professional and cultural circles. They remain unchanged and their pronunciation tends to remain the same. Such quotes tend to consist of multiple words like “fair play, science fiction,” however, they can be single words as well (“hobby”). Using these quotes tends to be a signal that the speaker is trying to spice up his or her speech and seem more prestigious or intellectual.
- 2) Borrowed words which have been adapted.
 - a) Lexemes which have been borrowed only recently and still retain their basic features, especially their spelling and partially even their pronunciation, however, morphologically they are part of the new language. (“Hardware, G. sg. Hardwaru”)
 - b) Lexemes which have Czech spelling but are still considered to be foreign, because from the user’s perspective they refer to a rarely encountered part of reality. (“brožura, terapie”)

- c) Words wavering between the two previous groups which may be encountered in several different forms. (“briefing – brífink, computer – komputer – kompjůtr, jam – džem, marketing – marketink, speaker – spíkr”) Considering those doublet forms, there usually is a powerful tendency to use the more adapted or simplified forms.
 - d) Lexemes so completely adapted to the Czech environment that people are generally no longer aware of their foreign origin, most probably because they refer to commonly encountered things. (“celer, muset, pošta, škola...”) This groups also includes words which are still of foreign roots but are so well adapted to the Czech language that they cause little to no problems grammatically, stylistically nor lexically wise.
 - e) Hybrid words which connect the influence of two different languages. This group includes composite words like “elektroléčba, plynofikace, rychlodabing, videopřehrávač” with one component Czech and one foreign, although the order of those components changes.
- 3) Calques or loan translations
- a) Calques created by the translation of every component of a foreign word. Those include “počít-ač – compute-r, surf-ař – surf-er”
 - b) Multiword calques including “startovat proces – start process, zabukovat/zaknihovat letenku – book air ticket, až po krk – up to neck, měkký úvěr – soft loan, uživatelsky přívětivé prostředí – user friendly environment, trvale udržitelný vývoj – sustainable development.
 - c) Semantic calques which are created when an already existing word gains another meaning by following an example in another language, for example “myš” as a rodent gains another meaning as an instrument for a user to interact with a computer by translating the English word “mouse.”

There are many words which are between the two poles of adaptation. As time goes on, the borrowed words remain in the periphery or slowly move to the core of the vocabulary, depending on their frequency of use and on the frequency of appearance of the phenomenon they refer to. However, new words are being borrowed or derived from borrowed words almost every day. This situation makes the codification process rather difficult. This is the cause of the situation, when especially newly borrowed words are being written in different forms by various writers especially in periodicals. Those newly borrowed words are almost always at first adapted orthoepically and then more or less orthographically as those two are

rather closely related. Words like “džus, spíkr” are considered orthoepically adapted as they do not cause irregularities in the constraints of Czech grammar. Although many words have been adapted completely, they are still considered foreign due to a higher concentration of phonemes which are not typical for the Czech language, like “g, f, ó, ú, ks” in words like “gól, fúze, exhibice.” Some of the words that have not been adapted are “whisky, bowling, sex-appeal,” those are written in their original form. According to Svobodová (2007, 32) one of the reasons why an increasing number of words are being accepted without adaptation is the growing amount of fluent English speakers.

Concerning orthoepic adaptation, most Czech speakers strive to follow the rules of Czech orthoepy, replacing foreign phonemes by their closest Czech counterparts and shifting the stress to the first syllable. However sometimes, especially in texts abundant with anglicisms, there are tendencies to at least partially use the original spelling.

The classification of anglicisms by the degree of orthographic-orthoepic adaptation according to Daneš (2002, 32) is as follows:

- 1) English spelling and English pronunciation – dream [drím], laser [lejzr], movie [múví].
- 2) Czech spelling according to English pronunciation – byznys (business), džem (jam), džentlmen (gentleman), sprej (spray)
- 3) English and Czech (doublet) spelling and English pronunciation – byte/bajt [bajt], skate/skejt [skejt]
- 4) English spelling and Czech pronunciation according to the spelling – basketbal [basketbal], radar [radar]
- 5) Czech spelling and Czech pronunciation – volejbal [volejbal]

From the practical point of view the third group may cause the most problems as those words can be at least temporarily found in several graphical forms with varying frequency. This may confuse the readers, especially if it is in formal documents.

2. Practical Part

2.1 Dictionary Macrostructure

This brief dictionary contains alphabetically ordered entries. There are no subentries and the particular entries may consist of multiple words and acronyms which are however used or encountered in everyday conversation or for example advertisements (eg. ADSL).

2.2 Dictionary Microstructure

Each entry starts with the particular word in bold in Nominative case in case of nouns with the Genitive suffix, should they have any, adjectives have their Nominative suffix shown in cases where the word is adapted enough to have one. Verbs are shown in their infinitive forms. Following this is pronunciation written in italics.

Here is shown an example of a noun entry without a Genitive suffix:

ADSL (noun)

[á dé es el]

Asymmetric Digital Subscriber Line is currently the most used form of Digital Subscriber Line technology, which allows data transmission over copper telephone lines and provides high-speed download and slower upload, which suits most everyday users.

A noun with a Genitive suffix will look like this:

Add-on -u (noun)

[adon], [edon]

A term for hardware or software component that, if installed supplements or enhances the functionality of the original unit.

An adjective with a Nominative suffix will look like this:

High-end -ový (adj.)

[hájend]

A term signifying the best, a high-end audio would be the best currently available, similarly a high-end computer component has the best performance available at the time, for a fitting price.

An adjective without a Nominative suffix will look like this:

Portable (adj.)

[portabl]

When concerning software applications, this adjective means that they can be downloaded on any data medium and then run from any system without the need for installation.

A verb entry will look like this:

Blacklistnout (verb)

[bleklistnout]

A list of users who are banned from access. It can also be a list of programs, which have only limited rights in a particular system.

2.3 Dictionary Proper

Access list –u (noun)

[akses list]

A list containing information who or what has the right to access and object and specifies the allowed operations and procedures.

Add-on –u (noun)

[adon], [edon]

A term for hardware or software component that, if installed supplements or enhances the functionality of the original unit.

ADSL (noun)

[á dé es el]

Asymmetric Digital Subscriber Line is currently the most used form of Digital Subscriber Line technology, which allows data transmission over copper telephone lines and provides high-speed download and slower upload, which suits most everyday users.

Advanced Graphics Port -u (noun)

[adváncd grafiks port]

A high-speed channel for attaching a video card to a computer's motherboard.

Adventura -y (noun)

[adventura]

A term for computer game genre in which a player controlled character has to go through a plot driven story, which is advanced by exploration and puzzle-solving instead of combat.

Adware -u (noun)

[advér]

Any software product, which automatically plays, displays or downloads advertisements to a computer after it is installed or while it is being used.

Alfa verze -e (noun)

[alfa verze]

The first functional version of a software product preceding the first beta version. It is intended only for internal software testers.

Anti-aliasing -u (noun)

[anti-aliasing]

A technique used to remove distortion artifacts when presenting a high-resolution signal at a lower resolution. It is used in digital photography, computer graphics, digital audio and many other areas.

Applet -u (noun)

[applet]

A small application designed for one single task, it can only be started by another application and can never run on its own.

Assembler -u (noun)

[assembler], [asemblér]

A low-level programming language used for programming computers, microprocessors and other integrated circuits.

Attachment -u (noun)

[etečment]

This term is used for e-mail attachments. Any file can be attached to an e-mail message, it is also possible to attach multiple files.

Autofire -u (noun)

[autofajr]

A function of a joystick or a gamepad allowing automatic fire. This handy function allows the joystick to send the fire signal repeatedly so that you do not have to repeatedly press the button.

Autofocus -u (noun)

[autofokus]

Automatic focusing of camera lenses. It can be either active, when the camera sends the signal, or passive, based on an analysis of the picture.

Autorestart -u (noun)

[autoreset]

A term for a situation when a computer restarts by itself without any input by the user, which is usually an unintended symptom of an error.

Autostart (or Autorun) -u (noun)

[autostart], [autorun]

A function, which starts a program immediately after starting the operation system. It is also a term for a function, which starts playing a CD immediately after insertion into the appropriate drive.

Backend -u (noun)

[bekend]

E-shop interface for adding or removing merchandise, modifying prices and other administration tasks. It is only accessible to the administrator.

Backlink -u (noun)

[beklink]

An inbound link to a web page. It is significant because the number of backlinks can influence the page's position in search engines.

Backslash -e (noun)

[beksleš]

A typographical mark used mainly in computing. It is the image of the common slash.

Batch -e (noun)

[beč]

A type of a file. A batch file is composed of text containing a series of commands intended to be executed by the command interpreter. When the batch file is activated, the interpreter executes the commands normally line by line.

Benchmark -u (noun)

[benčmark]

A computer program or set of programs used to measure the performance of a computer and the quality of hardware. It produces a final score, which makes it possible to compare various computers.

Beta verze -e (noun)

[beta verze]

A test version of a software product that is still in development and may still contain various errors.

Betatester -a (noun)

[betatestr]

A person who tests a software product during the development phase before it can reach common users. His goal is to uncover any errors or discrepancies and alert the original software engineers.

Bitrate (noun)

[bitrejt]

An amount of bits conveyed or processed per a unit of time. The most common unit of bitrate is one bit per second (b/s).

BitTorrent -u (noun)

[bittorent]

A distribution protocol for downloading and uploading large files in peer to peer networks.

Blacklist -u (noun), Blacklistnout (verb)

[bleklist], [bleklistnout]

A list of users who are banned from access. It can also be a list of programs, which have only limited rights in a particular system.

Blue laser -u (noun)

[blú lejzr]

A kind of laser used in technologies for creating data storage media. This laser can record data on optical discs in a higher density.

Bluetooth -u (noun)

[blútús], [blútút]

A wireless protocol for exchanging data over short distances using short length radio waves.

Bookmark -u (noun)

[bukmark]

A function of an internet browser allowing the user to save an address and return to it at a later time.

Buffer -u (noun)

[bafr]

A region of memory used to hold data while it is being moved from one place to another. Typically the data is stored into a buffer while it is being retrieved from an input device or being sent into an output device.

Bug -u (noun)

[bag]

Generally any kind of error in a program code.

Blog -u (noun)

[blog]

A type of website containing commentary, descriptions of events or graphics and video.

Caps lock -u (noun)

[kapslok]

A key on computer keyboards, which toggles a mode, when all typed letters are capitalized. It is often indicated by an active LED.

Cluster -u (noun)

[klastr]

The smallest allocation unit on a hard disk. Contains the smallest still usable amount of data. Its size varies depending on the file system.

Codec (also Kodek) -u (noun)

[kodek]

Short for Coder-Decoder, a term for hardware or software serving to transform a stream or analogous signal. It is necessary to have the correct codecs installed to play some video formats

Cookie (noun)

[kuki],[kúki]

A small piece of text stored on a user's computer by a web browser. It consists of one or more pairs of name and value containing bits of information, for example user's settings on certain web sites.

Daemon -u (noun)

[démon]

A computer program that is always running in the background, serving a certain purpose. It is a part of multitasking operation systems and is usually activated immediately after starting the system.

Datagram -u (noun)

[datagram]

It is a data packet of the IP protocol. Derived from the word "telegram."

Daughterboard -u (noun)

[dótrbórd]

A circuit board meant to be an extension of a motherboard or of another card.

Degaussing -u (noun)

[degausing], [degósing]

Can mean demagnetizing of old CRT monitors, however, it is also a method for safe deletion of data from a hard disk.

Domain Name Server -u (noun)

[domejn nejm servr]

A hierarchical naming system for computers or any other resources connected to the internet or a private network. It associates various domain names with IP addresses. One IP address has only one domain name.

Driver -u (noun)

[drajvr]

Software necessary for the correct function of any single piece of hardware, for example a video card.

Dropper -u (noun)

[dropr]

Malicious software created to install a virus into the target system. The virus encoded inside the dropper is usually almost impossible to find using the usual methods.

Dual-mode program -u (noun)

[dual mód program]

A program that is able to function both under MS DOS and MS Windows.

Easter egg -u (noun)

[ístr eg]

A hidden and officially not documented function or feature of a piece of software, CD or DVD. It is in no way harmful, nor does it radically change or enhance the software's functionality.

Engine -u (noun)

[endžin]

In computer terminology it is a code, using which particular software is created.

Explorer -u (noun)

[explorer]

An application serving as a file manager. Explorer is a part of Microsoft Windows.

Extranet -u (noun)

[extranet]

A private network using internet protocols, it can be viewed as a part of a company's inner network which is extended to users outside the company.

Face -e (noun)

[fejs]

A term used in 3D graphics, it is a facet composed of three vertices. Multiple faces create a surface.

Fall-back -u (noun)

[fölbek]

A function of a modem enabling it to lower its bitrate.

Fall-forward -u (noun)

[fölvörvd]

A function of a modem enabling it to increase its bitrate.

Fillrate (noun)

[filrejt]

A measure of performance of video cards. It is an amount of pixels that a video card is capable of rendering and saving in a video memory in one second. The unit is either a megapixel or a gigapixel per second.

Frame rate (noun)

[frejmrejt]

The frequency at which an imaging device produces unique consecutive images called frames. It is a term used in computer graphics and motion capture systems.

Freehosting -u (noun)

[frihosting]

A free webhosting service, usually supported by advertisement banners the user is required to place on his web site. It is usually in the form of providing a subdomain or a directory.

Freeware -u (noun)

[frivér]

A piece of computer software available for no cost or for an optional fee. It however cannot be in any way modified and then further distributed. It is prohibited to make a profit on distributing freeware.

Frontend -u (noun)

[frontend]

An e-shop interface that is visible to the customer and is universally accessible.

Gamepad -u (noun)

[gejmped]

An input device held in both hands, where the digits are used to provide the necessary input.

Handler -u (noun)

[hendler]

In programming it is a term for a variable which serves as an identifier of the currently opened file. It can also describe a function connected to an event, for example clicking a mouse button.

Hardcase -u (noun)

[hárdkejs]

A term for the casing of a PDA or a cellphone made of a sturdy material, for example aluminium. It serves to protect the device from accidental damage.

High-end -ový (adj.)

[hájend]

A term signifying the best, a high-end audio would be the best currently available, similarly a high-end computer component has the best performance available at the time, for a fitting price.

Hoax -u (noun)

[houks]

An alarming message warning about danger, however, it is not based on truth. Users usually believe it and spread it further using their e-mails.

Hosting (or Webhosting) -u (noun)

[hosting], [vebhosting]

A service that allows individuals and organizations to make their own website accessible on the internet.

Hub -u (noun)

[hab]

A device for connecting multiple twisted pair or fiber optic Ethernet devices together and making them act as a single network segment.

Integer -u (noun)

[intídžr]

A data type representing a finite subset of natural and negative numbers, used in various programming languages.

Invertor -u (noun)

[invertor]

In digital logic it is a logic gate which represents logical negation, which implies perfect switching behaviour.

Jack -u (noun)

[džek]

A term for an audio connector.

Jumper -u (noun)

[džampr]

In electronics it is a short length of conductor used to close a break in or bypass a part of an electrical circuit. They are typically used on motherboards in computers.

Kernel -u (noun)

[kernel]

The core of an operation system, for example Windows or Linux. Its main task is distributing the time of the processor and the memory space to applications. It also controls peripheral devices through drivers.

Landing zone (noun)

[lending zoun]

A term connected to hard disks. It is an area of the platter near its diameter, where no data is stored. It serves instead for head parking.

Latence -u (noun)

[latence]

The delay of data going from point A to point B. This term is usually used when referring to computer networks as well as random access memory and video memory.

Leaderboard -u (noun)

[lídrbórd]

A form of graphical advertisement banner, it is generally rectangular and sized 728 x 90 pixels.

LED (LEDka -y) (noun)

[led], [ledka]

A light emitting diode is a light source based on semi-conductor technology. It produces light through electroluminescence effect.

Level -u (noun)

[levl], [level]

A level in computer games is a discrete subdivision of the game's world, set of challenges or the character's progress through the game.

Lightbox -u (noun)

[lajtboкс]

An effect used to display large images on a webpage. After clicking on a thumbnail, the rest of the screen darkens and the desired image is enlarged on the same page.

Lightscribe -u (noun), Lightscribovat, Lightscribnout (verb)

[lajtskrajb], [lajtskrajbovat], [lajtskrajbnout]

First introduced by Hewlett-Packard in 2004, it is a technology for creating CD and DVD covers already during the burning process.

Link building -u (noun)

[link bilding]

The process of intentionally creating backlinks. Webdesigners are this way trying to improve their website's standing with various search engines.

Log -u (noun), Logovat (verb)

[log], [logovat]

A record of activity, for example a server can keep a log of every user trying to use its services, so that it can be easily checked by an administrator.

Low-end -ový (adj.)

[lou end]

Products of lower quality sold for lower prices, although they are affordable, they generally offer poor performance.

Mainstream -u (noun), -ový (adj.)

[mejnstřím], [mejnstřímoví]

A compromise between High-End and Low-End. Products from the Mainstream segment of the market generally have the best Price/Performance ratio and so are generally sold the most.

Malware -u (noun)

[malvér]

Software designed to infiltrate a computer system without the owner's informed consent. It can cause effects ranging from harmless but annoying to a very serious breach of security, compromising private data.

Mesh -e (noun)

[meš]

A term for an unstructured grid of vertices, faces and edges that defines the shape of an object in 3D computer graphics.

Mirror -u (noun)

[míror]

An exact copy of a dataset, on the internet it is an exact copy of a web site. It is most commonly used to provide multiple sources of identical information, most often providing a reliable access to download large files, which are expected to be in high demand.

Motherboard -u (noun)

[madrbórd]

The central printed circuit board in modern computers, which holds many components vital to the system and provides connectors for peripheral devices.

Mousepad -u (noun)

[mausped]

A surface mat designed to enhance the efficiency of a computer mouse. It was originally design for mechanical ball mice as it significantly increased speed and precision for the user as well as offered more comfort. It is on the decline since the introduction of the optical mouse.

Multiplayer -u (noun)

[multiplejer]

A term from computer gaming referring to a mode of play where multiple players participate either on a single computer a local network or the internet, which hypothetically offers the possibility of connecting an unlimited number of players.

Multithreading -u (noun)

[multitreding]

A general term for a program's ability to thread itself, do multiple operations simultaneously, however all threads of an application share the system resources allocated only to the application.

Netiketa -y (noun)

[netiketa]

A collection of unwritten rules of conduct for those participating in any activities using the internet or any other computer network.

Nibble -u (noun)

[nibl]

A unit of information, consisting of one half of an octet of bits, therefore one half of a Byte. It represents sixteen possible choices or one half of a standard letter or a single hexadecimal digit.

Node -u (noun)

[noud]

A device connected to a computer network, serving as a connection point, either as a communication endpoint or a redistribution point.

Open source software -u (noun)

[oupn sórs softvér]

Computer software available in source code form for which certain rights are provided by a software license allowing users to study, change and improve the source code and further distribute it. It however prohibits users from charging any profit for doing so.

Paket -u (noun)

[paket]

All data transmitted over the internet are divided and packed into small packages called packets.

Patch -e (noun), -ovat (verb)

[peč], [pečovat]

A piece of software specifically designed to fix errors in already existing software, update it or its supporting data or enhance its functions. However, poorly designed patches can not only fix errors but cause new ones as well.

Ping -u (noun), Pingnout (verb)

[ping], [pingnout]

A computer network administration tool designed to test, whether a particular distant system is reachable across an Internet Protocol network and to measure its response time (its latency).

Playlist -u (noun)

[plejlist]

Various media player software allow the user to organize audio files on his computer. This allows the user to play the files in a stored sequence or in random order without further input from the user.

Plugin, Plug-in -u (noun)

[plagin]

A computer program designed to interact with a particular application to provide a certain, usually very specific, function.

Podcast -u (noun)

[podkást]

A series of digital media files released episodically on the internet. A list of all the files associated with the particular series is maintained centrally on the distributor's server.

Portable (adj.)

[portebł]

When concerning software applications, this adjective means that they can be downloaded on any data medium and then run from any system without the need for installation.

Protokol -u (noun)

[protokol]

A set of rules used by computers to smoothly communicate with each other over a computer network. It is a convention or standard that enables connection, communication and data transfer. Only computers using the same protocol can communicate with each other.

Proxy server -u (noun)

[proksi servr]

A computer system or an application program functioning as an in-between for requests from clients seeking resources from other servers. A client connects to the proxy server asking for some service, the proxy server evaluates the request according to its filtering rules and either grants the request or denies it. Proxy servers serve as an effective security measure.

Regulární výraz -u (noun)

[regulární výraz]

A regular expression is a string of characters describing a whole group of strings, which is used in searching and editing a text. With a regular expression it is entirely possible to use a general description of the desired text and the search will find any variants fitting the regular expression.

Rendering -u (noun), Renderovat (verb)

[rendering], [renderovat], [rendrovat]

The process of generating an object from a model by means of graphical software. The model required is a precise description of 3D object in a strictly defined language or data structure. It is considered one of the most demanding processes, where system resources are concerned.

Root -u (noun)

[rút]

- 1) The base of a filesystem's directory structure, which has no parent directory.
- 2) User with unlimited access rights, which can cause much damage, also known as Administrator or Superuser.

Router -u (noun)

[routr], [rútr]

A networking device, which directs network traffic in networks beyond directly connected computers. Router settings are saved in the Routing Table. It is a vitally important device, without which internet services would be impossible.

Serverhosting -u (noun)

[servrhosting]

The service of renting a server or providing room to place a server with a guaranteed stable internet connection and all other assorted services.

Shell -u (noun)

[šel]

A piece of software that provides the user with an interface to interact with the operation system and use the full services of the kernel. It can have two forms, either a command line shell, creating a Command Line Interface reminiscent of the old MS DOS, or a graphical shell, creating Graphical User Interface.

Singleplayer -u (noun)

[singlplejer]

A term for a mode of gameplay where only one player participates, any interaction therefore happens only between the player and the artificial intelligence.

Slideshow (noun)

[slajdšou]

Generally a term for a group of images displayed in a series, one after the other. The next image is displayed either after a preset delay or as a reaction to clicking a mouse button or pressing a key. Slideshows are often used for presentations, be it for advertisement or merely to show photos from a holiday.

Sniffer -u (noun)

[snifr]

A very specialized piece of software designed to record data like login name, password or credit card number without user's knowledge and send it to a distant computer. It is potentially a very dangerous piece of software.

Spyware -u (noun)

[spajvér]

A piece of software that is installed on computers and collects little bits of information about the user over time without their knowledge. It is usually well hidden and difficult to find as it is usually installed without the user's knowledge.

String -u (noun)

[string]

An often used data type in many programming languages, it represents a string of characters, sometimes it also contains information about its length.

Textura -y (noun)

[textura]

A general term for surface of a 3D model. Adding textures is a part of final rendering, it adds details and colors to computer generated objects.

Trialware -u (noun)

[trialvér]

Software that can be run for only a limited amount of time. After the expiration date it becomes impossible to run the program again and the user is forced to buy the full version if he wants to use that particular software again.

Touchpad -u (noun)

[tačped]

An input device consisting of specialized surface which can track the movement of the user's finger and translate it to movement of the cursor. It is advanced enough to differentiate between the user's finger and anything which may touch it randomly. It is often used in laptops to substitute for a mouse, which may not always be practical to use.

Upload -u (noun), Uploadnout (verb)

[aploud], [aploudnout]

The process of sending data from a local system to a remote system such as a server or another client with the intent that the receiver should keep a copy of the transferred data. It is the opposite of Download.

Validátor -u (noun)

[validátor]

A tool for checking the syntactical validity of a programming source code. It is often run automatically before a new program is run for the first time. Lower quality validators only

announce the presence of an error, higher quality ones can actually find the error and highlight it for the user.

Vertex -u (noun)

[vertex]

In computer graphics it is a data structure that describes a point in 2D and 3D space. The nodes in wire-frame models are vertices (also possible vertexes). A vertex contains not only its location, but also other attributes important for the correct rendering of an object.

Vortál -u (noun)

[vortál]

A very specialized internet portal serving as an entry point to a specific market, trade or industry niche, sometimes it is also called a vertical portal.

WAN -u (noun)

[van]

A wide area computer network capable of covering cities, states and even continents. It is a universal concept, using a wide variety of technology to be implemented. A step up from a Wide Area Network is the internet, which is a Global Network.

Conclusion

My theoretical research confirmed that not only is the number of anglicisms in Czech language increasing, the number of areas of human life in which anglicisms are abundant is growing as well. This, discounting empyric experience, was confirmed for example in prologues of both *Nová slova v češtině 2* and *Slovník cizích slov pro nové století* as well as in linguistic articles(Bozděchová, 2003, p. 42 – 47, Daneš, 1997, p. 68 – 83) as well as in a personal interview with a chief editor of one publishing house, who commented that indeed most international communication is in English(even in the case of Czech – German contracts!) and most of the terminology used in her profession is in English as well. I have summed up a brief history of borrowing words from English and with the help of several linguistic periodicals and publications researched the motivations for borrowing foreign words and classified those words depending on their formal and orthographic-orthoepic adaptation..

My research confirms that borrowing words from English is a very dynamic area with a rapid development closely intertwined with cultural and scientific developments and there most probably can not be any definitive works written as any actively used language is in a constant state of shift.. In my practical part I have partly mapped the anglicisms used in one of the most dynamically developing areas, Information Technologies. However, this dictionary will sooner or later inevitably become obsolete, because as soon as there are new advancements in human life,and nowadays science is very closely tied to our way of life, just consider how fast have computers integrated themselves into our lives, there are also new words.

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(Note: All the works cited are originally written in Czech, their interpretation into English was done solely by myself.)

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