

Abstract:

This thesis deals with the language of players of video games, especially computer games. The language sample was taken from written as well as spoken sources – magazines, web reviews and Let's Plays – and is limited to action, strategic and RPG games with some overlap with action-adventures. Researched words are mainly keywords of video game players' vocabulary. The goal of this thesis was to describe the language of video game players from several language viewpoints and briefly describe the slang of the players. The first part deals with introducing the researched material, video games as a whole and their history and also the subculture of video game players. The second part analyses the sample in terms of lexical semantics and word formation, describes the extent of adaptation of loanwords, also stabilization of words, neology and the words' affiliation to slang, terminology and common vocabulary. Then the thesis attempts to briefly describe the slang of video game players. Generally, the slang includes a large number of anglicisms and expressions from informatics (in a large part technical terms), while loanwords are adapted to a varying degree. Many expressions in the slang of video game players can also be considered professionalisms given the existence of professional players and reviewers.

Keywords:

videogame, slang, term, anglicism, language adaptation, onomasiological and word-formation structure, semantics, neology