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## Introduction

The present dissertation deals with the Internet neologisms, which present a certain interest both for theoretical investigation and practical language use.

The President of the Republic of Uzbekistan, I.A. Karimov in his Decree devoted to the improvement of teaching foreign languages displayed his concern about the low level of the knowledge of foreign languages in our schools and high school teachers and issued a number of special resolutions for measures to improve the system of teaching foreign languages, especially English, because it has become the global language of international and intercultural communication.<sup>1</sup> In his other publication our President has stressed the importance of the raising of the effectiveness and the efficiency of the scientific research in our country by stating that eventually “science must turn into a means, a power that might serve as a foundation for the development of the new society”.<sup>2</sup>

None of these goals could be reached without turning to Internet technologies which are playing a crucial role in the FLT improvement and advancement of various fields of human activity.

The Internet language is the third mode of language clearly distinctive from spoken language and written language. Although Internet English takes a fair share of communication in English in total (the same concerns virtually every language employed on the Internet), specific features of Internet English require non-traditional attitude to derivation. First of all, a new type of word formation, word form alteration type, is developed. This is motivated by the fact that in Standard English word inflection paradigms develop naturally while in Internet English they might be deliberately altered. Besides, there is a great emphasis on the usage of abbreviated words and phrases.

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<sup>1</sup>О мерах по дальнейшему совершенствованию системы изучения иностранных языков.-Постановление Президента РУз от 10.12.2012 (*Газета «Народное слово», 11.12.2012 г., № 240 (5630)*)

<sup>2</sup>И.Каримов. Без исторической памяти нет будущего / Свое будущее мы строим своими руками. Т.7. Ташкент: «Ўзбекистон», 1999г. - с. 146.

**The topicality of the dissertation** is defined by the constant interest of linguists to the linguo-pragmatic approach to the word formation processes in Modern English.

“It is not today what it was a century ago, still less what it will be a century hence. Its constituent elements are in a state of slow but incessant dissolution and renovation. Old words are ever becoming obsolete and dying out; new words are continually pressing in”<sup>3</sup>.

**The aim of this research** is to analyze and demonstrate the mechanisms of creating new words found on the screens of our computers, tablets, and smartphones, that is the language innovations which evolve partly through our interaction with Internet technologies. The language we use to communicate with each other tends to be more malleable than formal writing, and here we can observe the combination of informal regularities caused by personal communication and the mass audience afforded by social media as a recipe for rapid change.

**The tasks of the research are the following:**

- to review the role of the social networks in the language development;
- to examine the existing linguistic theories devoted to WF;
- to describe the basic ways of word formation in Internet lexicon;
- to suggest a novel method for the analysis of the neologisms;
- to review the criteria and approaches to the ways of their classification;
- to describe the pragmatic background for the use of Internet neologisms in the everyday speech of the younger generation.

**The novelty of the research** lies in the aspect of investigation of the word formation in a specific area of human activity – social networks such as Google, WordSpy, Dictionaryblog, Cambridge, Theguardian etc.

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<sup>3</sup> Murray James A.H. General Explanation. A new English dictionary on historical principles. Vol. 53

**The object of the research** is the word formation system of Modern English.

**The subject of the research** is the Internet lexicon and its linguistic and pragmatic peculiarities influenced by specific format of language interaction in the conditions of globalization and revealing of language tendencies

**The working hypothesis of the research** is that the language units which we actually use in communication through Internet tend to be produced by more malleable ways than in formal speech and writing, and these ways should be analysed and described through their complex perspective of the morphological, syntactic, semantic and pragmatic features.

**The methods of investigation** include the componential analysis, the comparative analysis and the contextual analysis.

**The scientific novelty** is the multidimensional analysis of the newest neologisms promoting communication of Internet users. The research relevance is caused by the necessity of studying of language interaction in the conditions of globalization and revealing of language tendencies.

**The material of investigation** was selected from existing textbooks in English Lexicology, research articles, dictionaries and Internet sites and American periodicals, magazines, mass media sources, internet sites as well as from economic, political magazines and dictionaries wherever the theme of word formation was tackled. Thus, words, their definitions are taken from the following new words dictionaries:

Twentieth Century Words,

Concise Oxford Dictionary of Current English,

Longman Dictionary of Contemporary English,

International Dictionary of Finance

The Dictionary of Banking and Finance

Macmillan Dictionary of Modern Economics

The following Internet dictionaries and databases were used as well:

<http://www.urbandictionary.com/>

<http://www.thefreedictionary.com/dictionary.htm>

<http://www.randomhouse.com/features/rhwebsters/>

**The methodological basis** of the work is represented by the existing linguistic knowledge about the word formation represented in the works Ginzburg R.S., Телия В.Н., Arnold I.V., Adams V. , Crystal D., Paul McFedrie, Нелюбин Л.Л., Матюшенко В.С., Черепанов, А.Т.<sup>4</sup>

**The theoretical importance of the research** is determined by the results of the works which will present detailed and the Internet lexicon and its linguistic and pragmatic peculiarities influenced by specific format of language interaction in the conditions of globalization and revealing of language tendencies.

**The practical value of the research** is determined by the comprehensive review of the theoretical material and the practical results which can be used in theoretical and practical courses of English Lexicology, Phraseology, Semantics and Pragmalinguistics.

**The results of the investigation** have been published in the following articles: 1. Ёш олим илмий амалий конференция мақола туплами: "Lexical field of computer compounds" -Tashkent, 2 iyun 2015

2. Ёш олим илмий амалий конференция мақола туплами: "The scope of theoretical grammar" -Tashkent, 2 iyun 2015

**The structure of the work** in accordance with the tasks of our research consists of this introduction, three chapters, conclusion, bibliography and an annex.

The Introduction describes the theoretical foundation of the work and its relevance.

The main part includes three chapters, which present the ways of word formation

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<sup>4</sup> See the List of used literature

in Internet . In Conclusion we present the main findings and the theoretical and practical results of the work.

The Bibliography includes the alphabetical list of the bibliographical sources used to carry out the work on the work.

In the annex we give a list of neologisms which were not included into the dictionaries we have studied.

## **Chapter I: The development of the Internet and its role in the world**

### **1.1. The preconditions of the appearance of the world wide web and its influence on the mass media domain.**

The World Wide Web is the full collection of all the computers linked to the Internet which hold documents that are mutually accessible through the use of a standard protocol (the HyperText Transfer Protocol, or HTTP), usually abbreviated to *Web* or *W3* and, in site addresses, presented as the acronym *www*. The creator of the Web, computer scientist Tim Berners-Lee, has defined it as ‘the universe of network-accessible information, an embodiment of human knowledge’.

It was devised in 1990 as a means of enabling high-energy physicists in different institutions to share information within their field, but it rapidly spread to other fields, and is now all-inclusive in subject-matter, and designed for multimedia interaction between computer users anywhere in the world. Its many functions include encyclopedic reference, archiving, cataloguing, ‘Yellow Pages’ listing, advertising, self-publishing, games, news reporting, creative writing, and commercial transactions of all kinds, with movies and other types of entertainment becoming increasingly available.

It is possible to find sites in which all elements are combined, or where one situation is used within another. For example, many Web sites contain discussion groups and e-mail links; e-mails often contain Web attachments; and some MUDs include asynchronous chat-groups and permit participants to contact each other via e-mail. The Internet world is an extremely fluid one, with users exploring its possibilities of expression, introducing fresh combinations of elements, and reacting to technological developments.

It seems to be in a permanent state of transition, lacking precedent, struggling for standards, and searching for direction. About the only thing that is

clear is that people are unclear about what is going to happen. As John Naughton puts it, at the end of his book, *A brief history of the future*, ‘The openness of the Net also applies to its future.’<sup>5</sup>

The protocols which govern it leave the course of its evolution open.’ For example, it is likely that my five situations will need to be supplemented very soon by a sixth, as interactive voice dialogue becomes increasingly available, and conversationalists make decisions about what kind of spoken language to use to exploit the new spheres. But there is no way of predicting whether this new language-using situation will make use of old conversational norms or invent fresh stylistic techniques to facilitate interaction, or what particular combination of new and old will prove to be most effective. There is a clear contrast with the world of paper-based communication. Letter-writing, for instance, is routinely taught in school; and because there is widespread agreement on how letters are to be written, supported by the recommendations of usage manuals, we feel secure in that knowledge.

We know such conventions as how to use opening and closing formulae (*Dear Sir/Madam, Yours faithfully*), where to put the address and date, and how to break up the text into paragraphs. Adults make use of this knowledge almost without thinking, and on occasion, as in informal letter-writing, they dare to break the rules with confidence. But with the Internet equivalent of letter-writing – e-mails – there is no such long tradition. Most people have been using e-mails for less than a decade, and they are unaware of the factors which have to be respected if their messages are not to be misunderstood. Often, the first indication that they have misconstrued a message comes when they receive an unpalatable response from the recipient.

Social networks is an important and topical issue today. Recently, this type of site is most prevalent in the West, and we have using them in Russia. Numerous

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<sup>5</sup> John Naughton *A brief history of the future* p. 354

studies have shown that social networks have already covered more than half of all Internet users. People use the Internet and networks widely but sometimes they need to know the meaning of some new words appearing from the Internet and in process of using it.

Popularity of the Internet social networks have started in 1995, with the advent of American portal Classmates.com. The project has been very successful in the next few years has provoked the appearance of more than one dozen similar services. But the official beginning of the boom of social networks is considered to be 2003-2004, when MySpace and Facebook were launched. In Russia fashion on social networks came two years later - in 2006.

Social media refers to interaction among people in which they create, share, and/or exchange information and ideas in virtual communities and networks. Social-media technologies take on many different forms including magazines, Internet forums, weblogs, social blogs, microblogging, wikis, social networks, podcasts, photographs or pictures, video, rating and social bookmarking. Sometimes we find a new word, and we do not know the meaning, it make us to open dictionary. But, there are some step we do before we look up in dictionary. When we listen or read to English it is sometimes possible<sup>6</sup> to guess the meaning of a word that we do not before we look up or ask its meaning. We need to decide first what part of speech the word is and then look for clues in its context or form. It is all covers on word-formation processes.

Today, social media is really close to people. Now, checking of all social media tools in their smartphone becomes daily activity that cannot be separated from their life. In social media tools , people can over see what their friends, family,or stranger statement. Most of them often state in informal writing style and use slang words. It will be a good thing if we do a field research which takes place around us that , the place that sometimes we do not aware.

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<sup>6</sup> Metcalf, A. Predicting New Words / A. Metcalf. – New York : Houghton Mifflin, 2002. – 298 p.

From unfriend to selfie, social media is clearly having an impact on language. As someone who writes about social media I'm aware of not only how fast these online platforms change, but also of how they influence the language in which I write.

The words that surround us every day influence the words we use. Since so much of the written language we see is now on the screens of our computers, tablets, and smartphones, language now evolves partly through our interaction with technology. And because the language we use to communicate with each other tends to be more malleable than formal writing, the combination of informal, personal communication and the mass audience afforded by social media is a recipe for rapid change.

From the introduction of new words to new meanings for old words to changes in the way we communicate, social media is making its presence felt. An alphabet soup of acronyms, abbreviations, and neologisms has grown up around technologically mediated communication to help us be understood. I'm old enough to have learned the acronyms we now think of as textspeak on the online forums and 'internet relay chat' (IRC) that predated text messaging. On IRC, acronyms help speed up a real-time typed conversation. On mobile phones they minimize the inconvenience of typing with tiny keys. And on Twitter they help you make the most of your 140 characters.

Emoticons such as ;-)) and acronyms such as LOL ('laughing out loud' – which has just celebrated its 25<sup>th</sup> birthday) add useful elements of non-verbal communication – or annoy people with their overuse. This extends to playful asterisk-enclosed stage directions describing supposed physical actions or facial expressions.

An important element of Twitter syntax is the hashtag – a clickable keyword used to categorize tweets. Hashtags have also spread to other social media platforms – and they've even reached everyday speech, but hopefully spoofs such as Jimmy Fallon and Justin Timberlake's sketch on The Tonight Show will

dissuade us from using them too frequently. But you will find hashtags all over popular culture, from greetings cards and t-shirts to the dialogue of sitcom characters.

We share more personal information, but also communicate with larger audiences. Our communication styles consequently become more informal and more open, and this seeps into other areas of life and culture. When writing on social media, we are also more succinct, get to the point quicker, operate within the creative constraints of 140 characters on Twitter, or aspire to brevity with blogs.

Facebook has also done more than most platforms to offer up new meanings for common words such as friend, like, status, wall, page, and profile. Other new meanings which crop up on social media channels also reflect the dark side of social media: a troll is no longer just a character from Norse folklore, but someone who makes offensive or provocative comments online; a sock puppet is no longer solely a puppet made from an old sock, but a self-serving fake online persona; and astroturfing is no longer simply laying a plastic lawn but also a fake online grass-roots movement.

Social media is making it easier than ever to contribute to the evolution of language. You no longer have to be published through traditional avenues to bring word trends to the attention of the masses. While journalists have long provided the earliest known uses of topical terms – everything from 1794's *pewrent* in *The Times* to *beatboxing* in *The Guardian* (1987) – the net has been widened by the 'net'.

Some people may feel left behind by all this. If you're a lawyer grappling with the new geek speak, you may need to use up court time to have terms such as *Rickrolling* explained to you. And yes, some of us despair at how use of this informal medium can lead to an equally casual attitude to grammar. But the truth is that social media is great for word nerds.

It can also be a great way keep up with these changes. Pay attention to discussions in your social networks and you can spot emerging new words, new uses of words – and maybe even coin one yourself.

## **1.2. The role of Internet in the language change**

Many new technologies are anticipated, which will integrate the Internet with other communication situations, and these will provide the matrix within which further language varieties will develop. We have already seen this happen with broadcasting technology: radio brought a new kind of language, which quickly yielded several sub-varieties (commentary, news, weather . . .); then television added a further dimension, which similarly evolved sub-varieties. How many computer-mediated varieties of language will eventually emerge, it is difficult to say; but we can be sure of one thing

The two main modes, sound and vision, have already begun to be linked in this way; and there is in principle no reason why other modes (tactile, olfactory, gustatory) should not also be incorporated. The various established media elements are already becoming increasingly integrated, in a frame of reference neatly captured by the phrase *streaming media*. It would appear that the aim is to make anything speedily available with anything – Web with sound and video, personal digital assistants with Web access, television with Internet access, Internet with television access, radio programmes with pictures, and so on.

From a linguistic point of view, the developments are of two broad kinds: those which will affect the nature of language use within an individual speech community; and those which bring different languages together.

Under the former heading, there will be linguistic implications when speech is added to already existing visual modalities, as in Internet telephony, with the microphone and loudspeakers giving the Net the functionality of a phone. In due course, we will be able to interact with systems through speech – already possible

in a limited way – with speech recognition (at the sender's end) making it unnecessary to type messages into a system, and speech synthesis (at the receiver's end) providing an alternative to graphic communication.

Then there is the complementary effect, with vision being added to already existing speech modalities (both synchronous and asynchronous), as in the case of the personal videophone, videoconferencing using mobile phones, and video extensions to e-mail and chat situations.

Of course, whether these technologies will be welcomed or implemented by, for example, the members of those synchronous chatgroups where anonymity and fantasy are the essence of the interaction, remains to be seen.

It will still take some decades for translation devices to leave behind their errorful and pidginlike character, and routinely achieve a language level with high-quality grammatical, semantic, and discourse content; but once available, it will be routinely accessible through the Internet. We can also envisage the translating telephone, where we speak into a phone, and the software carries out the required speech recognition, translation, and speech synthesis, enabling the listeners to hear our speech in their own language. It is only a short step from here to Douglas Adams' 'Babel fish', inserted into the ear to enable the same thing to happen in face-to-face communication.

The implications of such technologies on languages have yet to be fully appreciated. Plainly the arrival of automatic translation will act as a natural force counteracting the currently accelerating trend towards the use of English (or any other language) as a global lingua franca. But there are more fundamental implications, for, in a world where it is possible to translate automatically from any one language into any other, we have to face up to the issue of whether people will be bothered to learn foreign languages at all. Such a world is, of course, a very long way off.

Only a tiny number of languages are seen to be commercially viable prospects for automatic translation research, and few of the world's languages have attracted linguistic research of.

A further dimension to the linguistic variety promoted by the new technologies relates to the content they carry. As with traditional written expression, the medium will influence the general character of the language to be used – whether it is information, education, entertainment, edutainment, advertising, buying and selling, on-screen guides, teletext services, or any other domain. Within these broad categories, subject-related domains (science, religion, law, etc.) will doubtless evolve computer-mediated varieties along similar lines to those which emerged in traditional speech and writing. The Internet has already begun to be used in this way.

Mark Warschauer and Deborah Healey, in a state-of-the-art review in 1998, sum it up in this way:<sup>10</sup>

“It is the rise of computer-mediated communication and the Internet, more than anything else, which has reshaped the uses of computers for language learning at the end of the 20th century (Eastment 1996). With the advent of the Internet, the computer – both in society and in the classroom – has been transformed from a tool for information processing and display to a tool for information processing and communication. For the first time, learners of a language can now communicate inexpensively and quickly with other learners or speakers of the target language all over the world”.

The language of Internet users is plainly in a state of transition. As Patricia Wallace puts it, in her discussion of the false impressions Net participants gain about each other during encounters: ‘On the Internet we are struggling with a very odd set of tools and pushing them as hard as we can.’<sup>7</sup>

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<sup>7</sup> Patricia M. Wallace *The Psychology of the Internet* P. 112

Homo sapiens are both set in their ways and amazingly adaptable, and right now, all of us are learning some painful and awkward lessons about impression formation online.’ And she adds: ‘I look forward to the time when the kinds of “interaction rituals” that Goffman described will stabilize on the net and the business of forming impressions will be more predictable, reliable, and familiar, and much less prone to those hazardous misperceptions.’ The need for greater predictability, reliability, and familiarity is something which affects all Internet situations, and also the language which is found there. It is a world where individuals have tried to solve the problem of an electronically constrained communications medium in countless idiosyncratic ways.

It is also a world where many of the participants are highly motivated individualists, intent on exploring the potential of a new medium, knowledgeable about its procedures, and holding firm views about the way it should be used. Writers on the Internet struggle to find ways of expressing its unprecedented impact. Here is John Naughton the visionary<sup>8</sup>

A force of unimaginable power – a Leviathan . . . – is loose in our world, and we are as yet barely aware of it. It is already changing the way we communicate, work, trade, entertain and learn; soon it will transform the ways we live and earn. Perhaps one day it will even change the way we think. It will undermine established industries and create new ones. It challenges traditional notions of sovereignty, makes a mockery of national frontiers and continental barriers and ignores cultural sensitivities. It accelerates the rate of technological change to the point where even those who are supposed to be riding the crest of the wave begin to complain of ‘change fatigue’.

Language being such a sensitive index of social change, it would be surprising indeed if such a radically innovative phenomenon did not have a corresponding impact on the way we communicate. And so it can be argued.

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<sup>8</sup> John Naughton A Brief History of the Future: Origins of the Internet P. 68

Language is at the heart of the Internet, for Net activity is interactivity. ‘The Net is really a system which links together a vast number of computers *and the people who use them.*’ These are Naughton’s words, and his italics. The Internet is not just a technological fact; it is a social fact, as Berners-Lee has insisted ; and its chief stock-in-trade is language.

The kind of language which is on the Internet in its different situations, though displaying some similarities with other forms of communication, is fundamentally different from them. Comparisons with note-taking, letter-writing, amateur radio, citizens’-band radio, and all the other communicative acts mentioned in earlier chapters prove to be singularly unilluminating.

For Netspeak is something completely new. It is neither ‘spoken writing’ nor ‘written speech’. It is something fundamentally different from both writing and speech, as traditionally understood. It is, in short, a fourth medium. In language studies, we are used to discussing issues in terms of ‘speech vs. writing vs. signing’. From now on we must add a further dimension to comparative enquiry: ‘spoken language vs. written language vs. sign language vs. computer-mediated language’.

## Summary of Chapter I.

The World Wide Web is the full collection of all the computers linked to the Internet which hold documents that are mutually accessible through the use of a standard protocol (the HyperText Transfer Protocol, or HTTP), usually abbreviated to *Web* or *W3* and, in site addresses, presented as the acronym *www*.

Social networks is an important and topical issue today. Recently, this type of site is most prevalent in the West, and we have using them in Russia. Numerous studies have shown that social networks have already covered more than half of all Internet users. People use the Internet and networks widely but sometimes they need to know the meaning of some new words appearing from the Internet and in process of using it.

Popularity of the Internet social networks have started in 1995, with the advent of American portal Classmates.com. The project has been very successful in the next few years has provoked the appearance of more than one dozen similar services. But the official beginning of the boom of social networks is considered to be 2003-2004, when MySpace and Facebook were launched. In Russia fashion on social networks came two years later - in 2006.

Some people may feel left behind by all this. If you're a lawyer grappling with the new geek speak, you may need to use up court time to have terms such as Rickrolling explained to you. And yes, some of us despair at how use of this informal medium can lead to an equally casual attitude to grammar. But the truth is that social media is great for word nerds.

It can also be a great way keep up with these changes. Pay attention to discussions in your social networks and you can spot emerging new words, new uses of words – and maybe even coin one yourself.

Many new technologies are anticipated, which will integrate the Internet with other communication situations, and these will provide the matrix within which further language varieties will develop. We have already seen this happen

with broadcasting technology: radio brought a new kind of language, which quickly yielded several sub-varieties (commentary, news, weather . . .); then television added a further dimension, which similarly evolved sub-varieties. How many computer-mediated varieties of language will eventually emerge, it is difficult to say; but we can be sure of one thing

Of course, whether these technologies will be welcomed or implemented by, for example, the members of those synchronous chatgroups where anonymity and fantasy are the essence of the interaction, remains to be seen.

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## Chapter II: Word formation in Modern English

### 2.1. The ways and means of word formation in Modern English

New words are being made up all the time. The shapes of existing words we know lead us to shape new words. John Algeo, a leading scholar of new words, has demonstrated that almost all new words have familiar origins. They are extensions of the established English vocabulary rather than completely new creations. The expansion of vocabulary in modern English depends chiefly on word-formation.

The most productive are affixation, compounding and conversion. According to Algeo, words produced through affixation constitute 30% to 40% of the total number of new words; compounding yields 28% to 30% of all the new words; conversion gives us 26% of the new vocabulary. The rest of the new words come from shortening including clipping and acronymy, amounting to 8% to 10%, together with 1% to 5% of words born out of blending and other means. The following part of our research paper describes the most commonly used ways of word-formation with examples for the purpose of their explanation.<sup>9</sup>

**Affixation** is generally defined as the formation of words by adding derivational affixes to stems. Affixation is an effective way to increase the English vocabulary. Over 100 affixes exist in English, dozens of which are the most active, for example, a-, an-, au-, be-, co-, com-, con-, counter-, de-, dis-, en-, e-, inter- and so on. Affixation has always been one of the most productive ways of forming new words. The process itself can be divided into two subgroups: prefixation (adding prefixes) and suffixation (adding suffix). And the number of neologisms formed by affixation entering our everyday language is increasing day by day. A great number of neologisms formed by affixation can be illustrated by the following examples: non-friend (false friend, enemy), preschooler (children at the age of 5-6

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<sup>9</sup> Algeo J.– Fifty Years among the New Words: A Dictionary of Neologisms. Oxford University Press.- 1991.

and not going to school) and quarkonics (studies of quark). Moreover, such affixes as multi-, mini-, macro-, intra-, -nik-, -phobia- and others are considered to be very productive.

According to the positions which affixes occupy in words, affixation falls into two subclasses: 1) prefixation and 2) suffixation.

1) **Prefixation** is the formation of new words by adding prefixes to stems. Prefixes do not generally change the word-class of the stem but only modify its meaning. It allows us to expand our vocabulary without specifically memorizing new words. However, present-day English finds an increasing number of class-changing prefixes, e.g. *asleep* a (a-+v), *encourage* v (en-+ n), *unearth* v (un-+n), *de-oil* v (de-+n), *postwar* a(post-+n), *intercollege* a (inter-+ti) and others. These make up only an insignificant number in the huge contemporary vocabulary. By the way of prefixation any new word, whatever its source, may almost immediately become the nucleus of a cluster of derivatives. Prefixes like pro- and docu- have been used to create words like prosultant and docudrama. Let's have a look at some examples:

Cyberspeak=prefix: cyber- + speak

Hyperlink=prefix: hyper- + link

Internot=prefix: inter- + not

Intranet=prefix: intra- + net

Unwired=prefix: un- + wired

The development of computer circle is beyond people's imagination. So is the production of affixes related with it. Originated in "computer", "compu-" has formed many words, such as compudisk, computalk, computicket, compuword, compuspeak, computistical, computopia, computopolites.

As ecological issues are put on the important agenda, words related to "eco" are gaining more concerns. If people are not careful about their eco-activities, they may suffer ecocatastrophe. When ecoatmosphere and ecoclimate are destroyed, some species will come to ecocide and thus ecocrisis happens. At present, many

ecologists are appealing for ecodevelopment (economic + ecological +development) in order for the eco-economic comprehensive benefit. Now many kinds of food sold at market as labeled Ecology Mark (chemical-free commodity). Ecotourism is getting popular in recent few years.

Another striking example is the prefix “e- which indicates something in the world of the Internet. With the benefit of hindsight, we now know that a more significant 1990 entry in the vocabulary was the prefix e- applied not just to e-mail (in use since 1982) but e-text and later e-payment, e-commerce, e-currency, and the like. According to a 2001 note in the Oxford English Dictionary, this e- was perhaps the most productive element in word –formation of the late 1990s and early 2000s.

2) **Suffixation** is the formation of new words by adding suffixes to stems. Unlike prefixes which primarily change the meaning of the stem, suffixes have only a small semantic role, their primary function being to change the grammatical function of stems. In other words, they mainly change the word class. Therefore, we shall group suffixes on a grammatical basis into noun suffixes, verb suffixes, adjective suffixes, etc. by noun suffix or adjective, we mean that when the suffix under discussion is added to the stem, whatever class it belongs to, the result will be a noun or an adjective.

In modern English, there are some seemingly productive vogue affixes like –nik (a person who becomes devoted to or a member of), which gives birth to quite a few words such as folknik (one fond of folk music), peacenik (devotee to peace), jazznik (jazz fan), protestnik (one who protests against sth.). But most of them, if not all, are still considered slang and have not been widely accepted. Therefore, they are not listed here. Familiar suffixes like -ism, -ed, and -aholic have helped create new words like ableism, gendered, and shopaholic. Let’s take –ate for a more detailed discussion. The lure of creation with familiar elements is almost irresistible. Consider the suffix -ate, for example. It means action! The -ate changes a noun or adjective to a verb, thus making a new word (and often

requiring minor changes to the end of the original word in the process). Put it at the end of a quiet word, and it springs into action. Add it to the noun origin, and you originate something; to the adjective valid, and you can validate what you originated. If it's active, you can activate it; if it's alien, you can alinate it; if it's equivocal, you can equivocate. And so on. Even when you can't separate the suffix from the rest of the word, a word ending in -ate usually means action.

**Compounding**, also called composition, is the formation of new words by joining two or more stems. Words formed in this way are called compounds. Silkworm and honeybee are compounds; so are tear gas and easy chair. These examples show that compounds can be written solid (*silkworm*), hyphenated (*honey-bee*) and open (*tear gas and easy chair*). Moonlighting is a compound, as is scofflaw and doublespeak.

Compounding can take place within any of the word classes, e.g. prepositions as *without*, *throughout*; conjunctions as *however*, *moreover*; pronouns as *oneself*, *somebody*; but the productive ones are nouns and adjectives followed on a rich variety of patterns and the internal grammatical relationship within the words are considerably complex.

**Conversion** is the formation of new words by converting words of one class to another class. This is a method of turning words of one part of speech to those of a different part of speech. These words are new only in a grammatical sense. Since the late Middle English period, when most of the inflections surviving from Old English finally disappeared, it has been easy to shift a word from one part of speech to another without altering form. Such method of word-formation is particularly productive in modern English. Conversion as the method of coinage of new words by derivation has considerably reduced its activity for the last years.

Active models are mutual transitions of nouns and verbs,  $V \rightarrow N$  and  $N \rightarrow V$ : *drive-by* (a shooting carried out from a moving vehicle), *add-in* (something which is added to a computer or other system to improve in capabilities or performance), *to mouse* (to carry out by using a mouse), *to reskill* (to retrain workers in the skills

required by a modern business). A new model appears: shortening of the phrase and substantivation of the adjective A→N, for example: plastic (*credit cards, debit cards, and other plastic cards which can be used in place of money to pay for goods and services*).

**Shortening** as a result of the action of the law of language economy are also widely used among the word building methods of coinage neologisms. Thus a word has a tendency to shortening both initial and final elements of the structure. For example, burb - a suburb, a suburban area; rad - really good or exciting; cool, hip, awesome (from "*radical*"). Some innovations assimilate in the language, getting new signs: diss (an insult or put-down, from "*disrespect*"), or skell (a homeless person, a derelict, from "*skeleton*"). The others remain changeable shortened variants of existing equivalents in the language: aero (aerodynamic in design or appearance), impro (a form of live entertainment based on improvisation and interaction with the audience). It worth mentioning that the shortened words are most often used in the colloquial speech in the case when the speakers exactly know, what the question is about, and there is no need to use the initial variant of the certain word.

**Acronymy** is also rather active method of word building and words-acronyms are often spread among linguists and become current, at first as fashionable words (*buzz-words*), later as comfortable colloquial forms. For example, *FOB* (a supporter of President William Jefferson Clinton; from "*Friend Of Bill*"), *FAQ* (a document, usually in electronic form online, containing a list of questions most often asked about a particular subject, usually with answers to them; from "*Frequently Asked Questions*") Acronyms from current phrases, also exist and function in the language, as for example: *BTW* (*by the way*).

Another way of forming neologisms is shortening which involves the dropping of the latter part of a word so as to produce a new and shorter word of the same meaning. In the English language, shortenings may be present in written and spoken forms. The term "shortening" is quite wide as such ways of forming new

words like clipping, abbreviation, acronymization are considered to be types of shortenings. However, investigating the matter deeply one can notice that there are several distinctions between them. Clipping or curtailment goes back to the 15th c. It has become even more productive ever since. Newly shortened words appear continuously; what is proved by numerous neologisms, such as demo -, „a demonstration”. As Cannon G., an outstanding scholar in word-formation states the clipping as a word-formation type among neologisms constitutes 4.6 % and actually outnumbers abbreviations.<sup>10</sup>

**Clipping** is especially popular in spoken English and among the youth which is open for neologisms and in many cases become the main source of neologisms appearance, e.g. econ from economics, psyhed for physical education. Clipping mainly affects nouns. However, some examples of verbs that are used in the clipped forms, e.g. rev for revolve, prep for prepare and even less adjectives comfy- comfortable, izzymiserable. Abbreviations and acronyms have always been the most common type of neologisms in the English language. Their appearance in the vocabulary stock of any language is determined by some factors like spread of computer technology all over the world. However, the main source of abbreviations is that internet what means that their usage is restricted to informal writing. A number of newest neologisms as abbreviations and acronyms can be represented by the following examples: CHF (computer furniture), HDW (hardware), URL (Uniform Resource Locator) and etc.

Neologisms mainly enter our everyday language through media and usually they become accepted as inseparable parts of the language. On the other hand there are some cases when they disappear from common use easily. The main reason of disappearing is the fact that the new word is not accepted by the people. All the words from the modern English language some time ago were neologisms, so it the matter of time for the words to pass from “*neologism*” to “*obsolete*” word.

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<sup>10</sup> Cannon G. “Change and English Word-Formation”.- p.138

The third group of neologisms can be represented by words called differently in various sources as blends, blendings, fusions or portmanteau words. The process involves making new words by joining two already existing ones and combining their meanings. Four main types of creating blends are distinguished: 1) the beginning of one word is joined to the end of the other (smart + sassy = *smassy*, Chinese + English = *Chinglish*); 2) the beginning of two words are joined (*cyborg* = cybernetic + organism); 3) Two words are blended around a common sequence of sounds ( *Californication* is a blend of California and fornication); 4) Multiple sounds from two component words are blended, while mostly preserving the sounds' order (*slithy*, a blend of lithe and slimy).

The blends are not numerous, but they seem to be on rise in such spheres as terminology and advertisement, e.g. *infomercial* (from information and commercial), *edutainment* (from education and entertainment), *cafetorium* (from cafeteria and auditorium), *netiquette* (from network etiquette), *trashware* (from trash and software), and *bit* (from binary and digit) and etc.

The above described ways of word formation represent so called productive types, meaning they are the most active in creation of neologisms.

The next paragraph will be devoted to closer analysis of compounding as a means for building neologisms, as our main target pattern of word formation.

So, in this chapter we have looked at the most productive means to create new words in English, compounding. We have seen that there are numerous different patterns of compound formation which can be distinguished on the basis of formal and semantic criteria. Compounds systematically combine words of certain categories, they display certain predictable stress patterns, and they are interpreted in principled ways.

We have also seen that compounds raise a host of theoretical issues (many of them still not satisfactorily resolved), such as the internal structure of compounds, the notion of head, the mapping of stress patterns onto semantic and structural interpretations, and the boundary between morphology and syntax.

## 2.2. The relevance of word formation means in Internet lexicon

New words are created every day and their number in English is growing fast, especially in informational technologies. The article deals with the impact of internet-related affixes on the formation of computer neologisms. The emergence of new word-building elements and their basic particularities are analyzed. Main changes and misunderstandings in the new lexical meanings of computer neologisms in correspondence with the former, already existing concepts are looked into.

Scientific and technical revolution as one of the major phenomena of the present makes essential changes to the linguistic model of the world. In particular, the rapid development of new computer technologies and methods for processing information, inevitably influences the formation of new words and lexical meanings. In recent years, for example, computer technologies have added a significant number of new terms to the language. Such terms as “WI-FI”, “webinar”, “malware”, “microbrowser” and “blogosphere” are just a few examples of modern-day neologisms that have been integrated into the modern English language<sup>11</sup>.

The XX century is reputed to be the most neogeneous one. The influx of new words has never been as rapid as in the past 25 years. It is evident by now that science transforms man’s environment at a pace which is not merely rapid, but swiftly accelerating.” Throughout all the ages the elderly have lectured their juniors on the happiness of the old days and the decadence of present manners, but nowadays change is so rapid that anyone out of the first flush of youth tends to feel slightly out of date”<sup>12</sup>.

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<sup>11</sup> <https://www.wordspy.com/>

<sup>12</sup> Foster Br. The Changing English language. -Lnd: Macmillan, 1968 P. 54

Define language as a system of conventional<sup>13</sup> vocal sign by means of which human being communicate. Either it is spoken or written, it is used by people to communicate each other. Language is also an identity and symbol of a nation.

There are many different languages in the world.

Language always innovates during the time.<sup>14</sup>

Changes in a language are actually changes in the grammars of the speakers of the language, and are perpetuated when new generations of children learn the language by acquiring the new grammar. An examination of the change that have occurred in English during the past 1500 years shows that the sound system and morphological system have changed, the syntactic rules have changed, and the semantic system has changed.

English vocabulary has a remarkable change, flexibility and adaptability thanks to the periods of contact with foreign languages and its readiness to coin new words out of old elements.

New words come into English from every aspect of life where they represent and describe the changes and developments that take place from day to day. We have knowledge that social media is one of the example of technology product that has contributed on language change today. Social media has been attracted millions of users around the world. Some of the most popular social media are wellknown around the world are Facebook, Twitter, Instagram, Path. These social media have attracted millions users, and they have Contributed to new words in English.

Most productive area for neologisms here presented in Concise Oxford Dictionary in 2011, became the Internet. These include words such as: badware, follower, friend, facepalm, twiterrati etc. A similar result can be easily explained

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<sup>13</sup> Phil Graham, *Hypercapitalism: New Media, Language, and Social Perceptions of Value*, (New York: Peter Lang Publishing, 2005) P. 75

<sup>14</sup> Fromkin 1996: P. 333

by the popularity of the Internet and its continuous dynamics. Daily Online there are hundreds of new websites and social networks.<sup>15</sup>

The most popular of them, contribute to the emergence and consolidation of neologisms new values for the well-known words. Thus, in particular, because of the social network Facebook, as a second value for the word friend, the dictionary gives the following definition: somebody who is in the list of friends or contacts on a social network. A social network Twitter, contributed lexicalization words: follower is "who is keeping an eye on the updates of friends or organizations in social networks; twittersphere is a message made in the social network Twitter, available for public discussion; twitterati is a regular user of the social network.<sup>16</sup>

Neologisms in language become every day more and more, but it is not evidence of the development of language. Furthermore, these words are not urgently needed and have equivalents in language. Another reason for the emergence and widespread of neologisms is the pursuit of economies to shrink<sup>17</sup>. Therefore, in 2012 “selfie” became a word of the year in the USA, in 2013 – in Great Britain and at the end of 2013 the word entered Cambridge Online Dictionary<sup>18</sup>.

Answer the questions:

1. Do you know the word “selfie”?
2. Have you ever made “selfie”?
3. Why do you expose “selfie” on your personal page in the Internet?

According to the conducted experiment 85 % of respondents know what “selfie” is, 10 % answered they had heard this word but could not explain its

<sup>15</sup> Соссюр Де Ф. Курс общей лингвистики. М.: Наука, 1977.С. 75

<sup>16</sup> Будагов Р. А. Новые слова и значения // Человек и его язык. М.: МГУ, 1976С.75

<sup>17</sup> Zamotina, E. I. Social and Linguistic Exploration of Internet Space) / E.I. Zamotina // Theoretical and Applied Sci- ence, 2014 (ISPC The European Science and Education, 30.07.2014, Marseille, France). – № 7 (34). – P. 50–52.

<sup>18</sup> Кожевникова, Е. И. Ассимиляция заимствований, обозначающих ключевые понятия начала XXI века, во французском и английском языках / Е.И. Кожевникова // Научное мнение, 2011. – № 3. – С. 17–19.

meaning, only 5 % heard this word for the first time. From words of questioned people about 60 % have made “selfie” at least once and exposed it in the Internet, about 20 % regularly renew their “selfie”.

The most widespread answers given to the 3rd question were the following: “it is fashionable”, “the way of expression”, “it allows to demonstrate my creativity and eccentricity”, “it helps to cheer”, “it increases the number of viewings and comments”. Moreover, many girls use “selfie” instead of mirror to appreciate their make-up or hairdressing .

In Cambridge Online Dictionary there are another neologisms-derivatives formed by analogy to “selfie”, for example “backside”, “footsie”, “gelfie”, “yogi” and others . Unlike “selfie”, these words are less known to another Internet users from foreign countries. However, 20 % of respondents could classify them to the same theme group as “selfie”. In addition to selfie derivatives another photography styles posted in social networks are also becoming popular.

For example “cat bearding”, “CPT” (“celebrity party tongue”), “dog shaming” . Compare: noob novice. Neologisms is definitely needed in any language, but they must indicate the development of society.

Affixal units accounted for 24% of all neologisms and slightly inferior to difficult words. A characteristic feature is the formation in scientific terms: for example, the suffix -on (the basic unit or particle) is used for the creation of terms such as: gluon new elementary particle in physics, glue the quarks, luxon elementary particle with zero mass.

Prefixal units demonstrate the increased role of prefixes. The main source of prefixes from Latin, French and Greek languages: acro-, bio-, xeno-, micro-, euro-, tele -, and so Their use is usually limited scientific-technical spheres. Some prefixes are isolated from phrases and compound words: dial-a (to indicate services that can be ordered by phone) from dialphone, for example, dial-a-bus dial-a-meal.

Extremely popular in American informal conversation, the prefix mega-, acting as reinforcement particle. In recent years, this prefix is actively used in the lexicon of adolescents. For example, for the expression of the highest scores of the event, phenomenon, the man used the word megadual (totallyawesome) something very good. Dual in this case is used to mean "twice as good".

Suffixal units more commonly used in everyday communication and to a greater extent marked marked "slang". So, one of the most common slang suffix is the suffix-y/-ie (ironic). Words formed from it, are used in informal communication among young people. For example: groupie-fan-pop ensemble or stars, accompanying them everywhere; roadie - member group of musicians responsible for the transportation and installation of equipment; weapy - sentimental film; tekky (techno-freak, obsessed with technical innovations.

## Summary of Chapter II.

New words are being made up all the time. The shapes of existing words we know lead us to shape new words. John Algeo, a leading scholar of new words, has demonstrated that almost all new words have familiar origins. They are extensions of the established English vocabulary rather than completely new creations. The expansion of vocabulary in modern English depends chiefly on word-formation. The most productive are affixation, compounding and conversion. According to Pyles and Algeo, words produced through affixation constitute 30% to 40% of the total number of new words; compounding yields 28% to 30% of all the new words; conversion gives us 26% of the new vocabulary. The rest of the new words come from shortening including clipping and acronyms, amounting to 8% to 10%, together with 1% to 5% of words born out of blending and other means. The following part of our research paper describes the most commonly used ways of word-formation with examples for the purpose of their explanation.

Scientific and technical revolution as one of the major phenomena of the present makes essential changes to the linguistic model of the world. In particular, the rapid development of new computer technologies and methods for processing information, inevitably influences the formation of new words and lexical meanings. In recent years, for example, computer technologies have added a significant number of new terms to the language. Such terms as “WI-FI”, “webinar”, “malware”, “microbrowser” and “blogosphere” are just a few examples of modern-day neologisms that have been integrated into the modern English language.

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## **Chapter III: Interrelationship of the communicative and pragmatic objectives in the Internet lexicon**

### **3.1. Communicative and pragmatic aspects of the semantic fields in Internet lexicon**

Presentation of the language not only as a strict structural system of language units and relationship between them, but as a means of communication has given the foundation to widen borders of linguistics objects as well. This means that an act of communication is a component of communicative act and it depends on other components of intercourse.

Comprising actions or behaviors as a series of interconnected and coordinated events, reflects a particular view of communication – a pragmatic view. The term pragmatics in reference to human communication is defined as reflecting the fact that linguistic signs serve certain purposes in communication among people. It proper deals with various relations, i.e. relations concerning the purposes for which people produce and use linguistic signs on the hand, and relations concerning the effects brought about by certain linguistic signs in their recipients on the other hand.

It is quite necessary to study pragmatic phenomena of language and to integrate the syntactic, semantic and pragmatic components. Such integration can be realized in a linguistic theory which considers speech activity as a part of human behavior and language as an instrument for fulfilling certain aims and intentions motivating human behavior. According to Leontev A.A. pragmatics concentrates among other things, <sup>19</sup>*on problems of influencing people through speech*. One of the characteristic signs of research on communication is the fact that the main moving force of research has been to obtain means for influencing

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<sup>19</sup> Леонтьев А.А. Психология общения. Тарту, 1975 С. 43

people, their opinions and attitudes... Influencing remains obviously one of the functions of communication. But the function of communication as a means for mutual understanding is primary. This is necessary prerequisite for the utilization of the influencing function in a positive direction, for the development of man by man.

The model of communication contains three nested elements: individual human beings, a relationship, and context. These three elements can be thought of as intrapersonal, interpersonal, and cultural communication systems. Cultural aspects include such influences on the relationship as social norms, rules, expectations, and even whether the participants are available for interaction.

The process of communication is the realization of a mutual exchange of activities, ideas, attitudes, interests, etc... Communication is a specific autonomous form of a subject's activity resulting in relations with another subject or subjects.

In this sense, communication has three main functions in the subject's life: the informative function, i.e. "all functions which can be described as emitting and receiving information"; the regulative function, i.e. "the function of regulating behavior (in the broad sense) which people engage in with respect to each other"; the affective function, i.e. "the function of determinating the emotional sphere of man".

In the real process of communication the three functions can be combined and can have a different sense for particular individuals, i.e., the same message can perform an informative function for one individual and an effective function to another individual.

According to Lomov B.F. the study of communication should be performed on three levels:<sup>20</sup>

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<sup>20</sup> Ломов Б.Ф. проблемы общения в психологии. М.Наука, 1981. С. 55

1) *The macrolevel*. Communication is studied as a part of the individual's life activities and with respect to particular periods of the individual's life. "Communication on the macrolevel is studied as a complex network of mutual relations, in which it is possible to identify particular lines of communication of the given individual to other individuals and social groups".

2) *The mezolevel*. This is the study of particular types of communicative acts such as dialogues, play, work, etc. It is possible to analyze what verbal and non-verbal means are used in particular types of communicative acts. The other problems are related to the exchange of communicative roles, mutual correlation (non-correlation), the control and correlation of communicative behavior, etc.

3) *The microlevel*. This is study of particular phases of communicative acts such as question as answer, appeal to activity vs. performance of activity, etc.

Communication can be adequately understood only its primary function as an instrument of human cooperation. Linguist Koboseva I.M. has described the pragmatic approach is a direct study of the conditions of speech communication as they are reflected in linguistic expressions and, especially, it is a study of data about the speaker's and the hearer's acquaintance with certain aspects of the situation described in an utterance, and about the relevance of the full specification of the described state of objects to the speaker.

The main characteristics of verbal communication which have been mentioned by Leontev A.A. are the following:<sup>21</sup>

a) The basic feature is the "orientation of the communication". One can distinguish "personality – oriented communication" (i.e. directed at an individual) and "society – oriented communication" (i.e. directed at a social group or, in case of mass communication, at a whole society). Experimental data give some evidence concerning between the two forms of verbal communication.

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<sup>21</sup> Леонтьев А.А. Психология общения. Тарту, 1975 С. 33

- b) Another characteristic feature is the “dynamism in communication”. This is apparent in physical changes which are brought about in recipients under the influence of verbal communication. These are changes in terms of knowledge, skills and abilities, convictions and attitudes, motives and interests of recipients. There is, unfortunately, a lack of empirical evidence about the “dynamism of communication” with respect to other than purely cognitive (i.e. knowledge - related) changes in recipients; with respect to the effects of mass communication.
- c) The semiotic specificity of the communication is a characteristic concerning the kind of semiotic system (verbal or non-verbal, etc.) used in communication.
- d) The “degree of mediation” is a characteristic of distance between the communicator and the recipient.

According to commonly accepted interpretations social intercourse constitutes the unity of communication, interaction and perception, processes. The fundamental feature of social intercourse is its inseparable link with human activity: in each case of social intercourse an individual functions as an active social being. This means that each act of communication is included in the system of activity of an individual or a social group.

Pragmatic aspect of verbal communication is commonly accepted as involving the effects brought about by verbal messages in recipients.

As we see researching of language’s functional-pragmatic property puts forward the problem of human factor, i.e. the self (or self-speaker) (языковая личность) to the centre of attention. The self is understood as an aggregate of skills to create and to absorb speech product (texts). He must distinguish levels and structural-linguistic complexity, the exactness and depth of reality reflection, definite purposes as well.

However the model of the self-speaker might have been much richer if this will be taken into account, for example, the self is formed, displayed in intercourse, and, according to the point of social psychology view, he presents “a model of interpersonal relationship”. In order to understand the phenomena of

human factor in communication, it is noted to research the language interaction of communicators, i.e. to include the self as a system into the metasystem and to learn him in conditions of social surrounding.

When we communicate with another person, your intrapersonal process contains a minimum of three different levels. Each of these levels is associated with each of the selves present in the interpersonal setting:

1. your view of yourself;
2. your view of the other;
3. your view of the other's view of you.

The only way to improve or develop skills in interpersonal communication is to be both *a participant* and *an observer* at the same time. The most significant property of any verbal communication is its intentionality, i.e., the existence of some communicative aim to which the communicative activity is directed. On the other hand, the communicative aim is subordinated to another, higher aim of intercourse.

This process is seen as a successive realization of the hierarchy of goals. The *highest goal* is to induce the addressee to perform some activity. The *partial goals* are:

- to attract the attention of the recipient to create communicative contact and an atmosphere of confidence with respect to the message and the source of information;
- to create a motivation in recipient, i.e. the aim of the speaker is to convey arguments in order to persuade the recipient;
- to explain the programme of a desirable activity, i.e. to show the ways by means of which the recipient can realize the desirable activity;

Another conception is the “thesaurus – purpose approach” postulated Any act of communication serves certain goals intended by a speaker; the realization of these goals changes the state of knowledge of the recipient. The state of knowledge can be represented as a thesaurus consisting of cognitive component and a

pragmatic component (i.e. values, norms, attitudes). The aim of a communicative act is to achieve a balance between the speaker's and the recipient's thesauruses.<sup>22</sup>

It is worth adding that among the subjective (intentional) attitudes of the speaker to his own communicative acts a special kind has been identified, the so-called "optative attitude". The speaker's "optative attitudes differentiated" into four intentions each of them having its own expressional signals: *longing, regret, apprehension, anger*.

Slavic linguist Greple deals specifically with phenomena of the speaker's attitudes to the propositional content. He distinguishes intentional, certitudinal, emotionally and evaluative attitudes. One can observe some similarities between conceptions of illocutionary acts. As a research programme for contrastive Slavic studies postulates the following tasks:

- the delimitation of particular types of the speaker's attitudes to the propositional content;
- the description of formal (grammatical and lexical) signals (exponents) of the types of attitudes;
- the identification of conditions on which the realization of certain attitudes, and of the communicative functions (or illocutionary forces) of utterances including these attitudes.

The phenomena of the speaker's subjective attitudes expressed in his utterances, is of present interpreted as a pragmatic category. These attitudes are linked up with various communicative intentions and aims about which the speaker wants to inform the addressee of his message. Two kinds of the speaker's subjective attitudes are distinguished: 1) the so-called certitude modality of utterance content, and 2) the speaker's metalinguistic comments on his own utterances.

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<sup>22</sup>Назаретьян А.П. Об одном способе информационно–кибернетического анализа психологических проблем общения: тезаурсно-целевой подход. // Вопросы психологии. 1978, №4

Concerning the speaker's subjective attitudes expressed in his utterances. The function of the speaker's commentaries on his own utterances is clearly of a pragmatic nature. The commentaries express an attitude of the speaker to the form and content of his own speech and serve the purpose of issuing an appeal to the hearer i.e. of attracting the hearer's attention, of giving him an instruction on how to evaluate the message, etc.

Taking account of all described we agree with Sukhikh S.A., the self should be examined and learnt in communicative acts, especially in dialogue. There is turn-taking of stimuli and reaction in every dialogue. External conditions of communication and subjective inner world of personality are expressed by the texts (reports).<sup>23</sup>

Among the empirical studies on the pragmalinguistic phenomena of the text, we should mention Paducheva E.V. The author attempts on explanation of the phenomenon of connectedness in spoken texts (dialogues). According to Paducheva E.V., the connectedness of turns in a dialogue is created by means of two kinds of dependencies:<sup>24</sup>

semantic connectedness (created by various means of text coherence) and pragmatic relations between turns (stimuli and reaction).

Certainly "interactional view" of human communication, pragmatics can be understood in terms of some general principles. Such ones are suggested by Fisher B.Aubrey<sup>25</sup>. We know the only way to improve or develop skills in interpersonal communication is to be both a participant and an observer at the same time. You can always learn how to communicate by engaging in communicating, but you will probably never become very proficient at it until and unless you know what are doing. Here you need to understand the nature of the interpersonal communication

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<sup>23</sup> Сухих С.А. Языковая личность в диалоге. // Личностные аспекты языкового общения. Калинин, КГУ, 1989.

<sup>24</sup> Падучева Е.В. Прагматические аспекты связности диалога. // Изв. АН СССР. Серия лит. и языка. 1982, том 41, вып. 4

<sup>25</sup> Fisher B.Aubrey. Interpersonal communication. Pragmatics of human relationships. New York: Random House, 1987. P. 78

process (as an observer) in order to develop your skills (as a participant). These principles are:

*Behaviors (human actions) are the phenomena necessary for understanding communication.* Underlying this principle is the axiom “One cannot communicate”. Simply put this axiom focuses on behavior (rather than the interpersonal selves of the communicators) as being most central to interpersonal communication.

Most theoreticians place ‘the digital’ and ‘information’ at the centre of the new paradigm readily offering a set of very clear fulcrums for such shift: Internet, Digital Technologies and Networks. As the new paradigm changes the very basics of reality evaluation, its nature appears paradoxical from earlier perspectives with such features as globalization and interconnectedness as well as nearly unlimited information access coexisting with unprecedented growth of distinct subcultures and glocal communities, interpersonal alienation (computer mediated contacts as opposed to direct ones) as well as grotesque phenomenon of global misinformation and possible reduction of factual knowledge through information overload, manipulation and falsification (e.g. Wikipedia and Wikileaks): virtual becomes more wholesome, detailed, real.

The communication process (not limited to interaction, results in joint creation of virtual or even physical products and services) may follow an arbitrarily established strict or flexible timeline or even be of a sporadic nature (online forum posts). Specific examples would be gamers waking up in the middle of the night to participate in an on-line in-game event, possibly taking place during the day in another time zone.

Now digital, media goes in what might be described as ‘overdrive’, shifting the already immersive experience of a movie theatre into portable entertainment-information-communication products (tablets, smartphones, netbooks), while interactive, personalized, customized, individualized and yet

pseudonymous news reporters and bloggers are reaching the audience through even more information channels, creating a complete complex system of (not infrequently misguiding, purposefully and otherwise) worldview. Such world view becomes a custom-tailored massive digital prism, through which reality is perceived and evaluated.

One may argue both for and against this prism, as it might either enhance one's knowledge and understanding, or completely distort it.

While Internet communication seems to alienate people from their direct physical environment, it at the same time facilitates and intensifies communication with a much wider audience based on interest, rather than random chance. Multiple blogs, forums, social networks demonstrate rebirth of, now online, communities, which become centers of heated debates on global and local issues, suggesting growing popularization of dialectics.

In 2009, the Oxford English Dictionary made "unfriend" the word of the year. The word is so new, in fact, that my electronic dictionary doesn't have it. The entry it gives for "unfriended" is: without friends : murder left innocent people bereft and unfriended. It further advises that this use is "poetic."

The spell checker I'm using now doesn't even have it; "unfriend" is underlined as misspelled.

As everyone knows, "unfriend" comes from Facebook, the name of a website that is now its own verb: Ads on the subway implore us to Facebook us. Facebook makes available to its users the possibility of linking to another user; the linking relationship was, of course, one that involved mutual consent. The link established is termed a "Facebook friend."

A *Facebook friend* is not the same as a real friend; we might be Facebook friends but not friends in real life. Notice we still maintain a distinction between the real and the virtual. Hence, a new social category was born: the Facebook friend.

With the new social category came the need for a new word to express that category, and, in particular, the need for a way to express the establishment of the Facebook friend relation. A new “semantic niche” had been created and, just as in ecology, something was going to come and consume the new resource. The language already has the verb “befriend” to denote the process of establishment of a real (not virtual) friendship.

So people started using “friend” as a verb with the special meaning “establish a reciprocal Facebook link with another person.” A glance at Google’s timeline for the word “friending” shows the explosion in its use:

*The timeline is, of course, a histogram; but it suffices to show how “friending” has exploded.*

There’s an interesting microeconomic note here. The growth of “friend” is possible, first, because there is a new semantic niche that was not occupied but, second, because speakers started coordinating around this new meaning. If someone said, “*I friended Joe,*” I knew what they meant and I knew, in particular, that they hadn’t befriended Joe.

Going back to “befriend,” notice that this word is entrenched in the meaning “become friends,” a semantic niche that it has occupied for years. The new “friend” has no hope of displacing “befriend” in this niche. Interestingly, “befriend” didn’t move in to occupy the “Facebook friend” niche; instead, we did what we so often do: We verbed an existing noun.

New technologies are opening up a way of studying this process. First, it’s making new things available that we need words for: iPods and other mp3 players, smartphones, text messaging (“texting” which figures in Meaningful Games) and so on. But it’s also giving us new ways of studying the process. We can actually watch words spread into semantic niches and, sometimes, compete with each other for priority in the niche. A new field—social ecology—is possible.

Back to “unfriend.” It happens that “unfriended” already has a kind of weak existence, as my electronic dictionary shows. The new social relationship, Facebook friend, is often transitory.

### **3.2. The notion of the ‘social network’ and its types**

Social networks is an important and topical issue today. Numerous studies have shown that social networks have already covered more than half of all Internet users. People use the Internet and networks widely but sometimes they need to know the meaning of some new words appearing from the Internet and in process of using it.

Social Network - an online service or web site, intended for construction and organization of social relationships.

Characteristic features of the social network are:

- Creating personal profiles, which often need to specify the actual personal data and other information about themselves.
- Providing virtually complete range of opportunities for the exchange of information.
- Ability to set and maintain a list of other users with whom he has some kind of relationship.

Popularity of the Internet social networks have started in 1995, with the advent of American portal Classmates.com. The project has been very successful in the next few years has provoked the appearance of more than one dozen similar services. But the official beginning of the boom of social networks is considered to be 2003-2004, when MySpace and Facebook were launched.

There is a popularity rating of world social networks on 2016

Adress	Active user number
Facebook.com	(1 650 000 000)
Twitter.com	(310 000 000)
Instagram.com	(300 000 000)
MySpace.com	(50 500 000)
Plus.Google.com	(32 000 000)

The 5<sup>th</sup> in the world ranking takes Google+ - project from the social network of Google. The service provides an opportunity to communicate over the Internet using special components: Circles, Themes, Hangouts, Mobile<sup>26</sup>.

Attempts to enter the market of social networking, Google has undertaken a long time. In 2003, the company tried to purchase one of the oldest social networks Friendster, but network executives denied the search giant. So Google decided to prepare its own version of the social network. The result was the development of the project Orkut, which was launched in January 2004, gaining a lot of popularity. But due to lack of attention to the design and interface slowness Orkut could not gain a foothold in the U.S. market.

June 28, 2011 the company announced the launch of the social network Google+, and Google Circles have become a major component of this social network. The user determines which circle will have access to information and what is not. At launch, the service registration is limited to invitations, but September 21, 2011 was opened to free registration.

September 17, 2012 Vice President of Google - Vic Gundotra said the number of registered users in Google+ is 400 million users, and active monthly

<sup>26</sup> <http://ru.wikipedia.org/wiki/Google%2B>

audience reached 100 million people. Since August 2011 users were able to play Flash-games, as well as in Facebook.<sup>27</sup>

The 4<sup>th</sup> network is MySpace - the international social network, which is available for many of the characteristic set of social networking features. Headquartered in Beverly Hills (California, USA ).

MySpace for a long time remained the most popular social network in the U.S. and worldwide. But for several years its popularity has been steadily declining. It was argued that the “kille” MySpace has become a rival social network Facebook.

In December 2011, MySpace announced a raise users, the reason for this event was a statement to revive this resource Justin Timberlake. He advertised a social network, and many older MySpace users to re-register. September 24, 2012 Justin Timberlake published in his microblog a link to a video presentation of the new version of the site. It demonstrates the main features of the portal. Perhaps this will be a watershed in the history of the decline of MySpace, because the number of new registrations increased from zero to 40,000 users per day. Official data show that the number of users of the social network in just one month increased by 1 million.<sup>28</sup>

The 3<sup>th</sup> in the world ranking takes Instagram - free application sharing photos and videos. Instagram takes photos in a square shape - like Kodak Instamatic camera and Polaroid.

In April 2012, Instagram was acquired by Facebook. The purchase price was \$ 300 million in cash and 23 million shares of the company.

In January 2011, the application was added hashtags in order to make it easier to find users and photos. By December 2010, the Instagram had one million

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<sup>27</sup> <http://ru.wikipedia.org/wiki/Google%2B>

<sup>28</sup> <http://ru.wikipedia.org/wiki/Myspace>

registered users. By the end of February 2013 100 million active users. Instagram announced 150 million photos uploaded in August 2012.<sup>29</sup>

The second place takes Twitter - a system that allows users to send short text notes (up to 140 characters), using the web interface, SMS, instant messaging. A characteristic feature of Twitter is an opportunity to send public messages.

History of Twitter began in March 2006 as a research project of Odeo (San Francisco), originally for internal use. Jack Dorsey introduced the concept of individual use of SMS-service to communicate with a small group. Initially, the project was conceived as an opportunity to answer a single question: "What are you doing now?". Dorsey wanted to create some kind of platform that would allow him to constantly share with friends, short messages. Twitter soon gained worldwide popularity.

As of January 1, 2011 the service has more than 200 million users. 100 million users are active at least once a month, of which 50 million use Twitter every day. Users can combine group messages by topic or type, using hashtags - words or phrases beginning with #.<sup>30</sup>

Finally, Facebook - currently the largest social network in the world. Was founded in 2004 by Mark Zuckerberg and his roommates while studying at Harvard University - Eduardo Saverin , Dustin Moskovitz and Chris Hughes.

October 28, 2003, Mark Zuckerberg, as sophomore, wrote the code for the website Facemash, which used photos posted in pairs in order to choose which of the two men more attractive. To accomplish this, Zuckerberg hacked into the protected areas network, Harvard University and copied private photos. Facemash attracted 450 visitors and 22,000 photo - views within the first two hours.

The site quickly grew, but was closed a few days later the Harvard administration. Zuckerberg was accused of violating the security administration, copyright, privacy. The charges were dropped and Zuckerberg focused on the

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<sup>29</sup> <http://ru.wikipedia.org/wiki/Instagram>

<sup>30</sup> <http://ru.wikipedia.org/wiki/%D0%A2%D0%B2%D0%B8%D1%82%D1%82%D0%B5%D1%80>

original draft. He opened the site to his classmates, where people began to share their comments about the project.

Originally the site was only available for students at Harvard University, then opened registration for other universities in Boston and then for students of any educational institutions in the USA, having e-mail domain. Since September 2006, the site is available to all Internet users aged 13 years with e-mail.

On July 2013, Facebook accounted for 1.2 billion users - those who came to the site at least once a month or for a specified period of time has been fixed using the Like and tracking cookie. Daily active audience in March amounted to 720 million people. Every day in the social network users leave 3.2 billion "likes" and comments and publish 300 million photos. The site recorded 125 billion "friendships." Number of page views in October 2011 amounted to 1 trillion.

Facebook allows you to create a profile with a photo and information about yourself, invite friends, share with them messages, change your status, post messages on their own and others walls, upload photos and videos, create communities of interest.<sup>31</sup>

"Like" – this word is a characteristic feature of Facebook.

Currently English, as well as many other languages, is experiencing a "neological boom." According to the research by R. Berchilda annually vocabulary of English is replenished with 800 new words every year and is more than in any other language in the world.

### **Acronym**

Acronyms are new words formed from the initial letters of a set of other words In this research we try to find acronyms that used in social media. LOL stands for "laugh out loud". The word "LOL" was found in Instagram, Twitter, Facebook. OMG stands for "Oh My God". The word "OMG" was found in Instagram, Twitter, Facebook.

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<sup>31</sup> <http://ru.wikipedia.org/wiki/Facebook>

BFF stands for “Best Friend Forever”. The word “BFF” was found in Instagram, Twitter, Facebook.

Then, the word “contact person” is shortened to be “CP” by using acronym way. The word “CP” was found in Instagram, Twitter, Facebook.

CU stands for “see you”. This words consist of a sequence of characters that, when pronounced as intended, invoke other, longer words. The word “CU” was found in Instagram, Twitter, Facebook.

Then, the word “pre order” is shortened to be “PO” by using acronym way. The word “PO” was found in Instagram, Twitter, Facebook.

*OOTD* stands for “Outfit Out The Day”. The word “OOTD” was found in Instagram, Twitter, Facebook.

*OK* stands for “okay”. “OK” whose origins are fairly argumentative. This words consist of a sequence of characters that, when pronounced as intended, invoke other, longer words. The word “OK” was found in Instagram, Twitter, Facebook.

*BTW* stands for “By The Way”. The word “BTW” was found in Instagram, Twitter, Facebook.

*Thx* stands for “thanks”. This words consist of a sequence of characters that, when pronounced as intended, invoke other, longer words. The word “Thx” was found in Instagram, Twitter, Facebook.

*GWS* stands for “Get Well Soon” The word “GWS” was found in Instagram, Twitter, Facebook.

*RT* stands for “retweet”. The word “RT” was found in Twitter.

*WUATB* stands for “Wish You All The Best” The word “WUATB” was found in Instagram, Twitter, Facebook.

*HBD* stands for “Happy Birthday” The word “HBD” was found in Instagram and Twitter.

*OTW* stands for “On The Way”. The word “OTW” was found in Instagram and Instagram, Twitter, Facebook.

*FB* stands for “facebook”. The word “FB” was found in Instagram, Twitter, Facebook.

*GBU* stands for “God Bless You”. The word “GBU” was found in Instagram and Instagram, Twitter, Facebook.

*IG* stands for “Instagram”. The word “IG” was found in Instagram, Twitter, Facebook.

*TV* stands for “Television”. The word “TV” was found in Instagram and Instagram, Twitter, Facebook.

### **Backformation**

Back-formation is the process by which new words are formed by the deletion of a supposed affix from an already existing word. In this research the writer found 2 backformations that used in social. They are Twit, and Congrats. Here the analysis of those words :

The word “twit” comes from “twitter”. In this research, the word “twit” was found in Twitter.

The word “congrats” comes from “congratulation”. The word “congrats” was found in Instagram, Twitter, Facebook.

### **Blending**

Blending involves taking two or more words, removing parts of each, and joining the residues together to create a new word whose form and meaning are taken from the source words). In this research the writer found 5 blendings that used in social media. They are Olshop, Groufie, Twitpic, Follback, and Satnite. Here are the analysis of those words :

*Olshop* comes from “Online Shopping” . The word “olshop” is found in Instagram.

*Groufie* comes from “group selfie”. The word “groufie” is found in Instagram, Twitter, Facebook.

*Twitpic* comes from “twitter picture”. The word “twitpic” is found in Twitter.

*Follback* comes from “follow back” is shortened to be “follback” by using blending way. The word “follback” is found in Instagram, Twitter, Facebook.

*Satnite* comes from “saturday night”. The word “satnite” is found in Instagram, Twitter, Facebook.

### **Clipping**

Clipping is the processes whereby new words are formed by shortening other words i.e., by eliminating the initial part, the last part, or both parts, of those words. In this research the writer found 14 clippings that used in social media. *They are Fav, Bio, Sis, Lil, Gym, Coz, Fam, Mom, Bestie, Ori, Anniv, Admin, Bro, and Pic.* Here are the analysis of those words :

The word “fav” comes from “favorite”. Specifically, it is foreclipping, where the tail-end of the original has been shorn off. The word “fav” was found in Instagram, Twitter, Facebook.

The word “bio” comes from “biography”. Specifically, it is foreclipping, where the tail-end of the original has been shorn off. The word “bio” was found in Instagram, Twitter, Facebook.

Sis comes from “sister”. Specifically, it is foreclipping, where the tail-end of the original has been shorn off. The word “sis” was found in Instagram, Twitter, Facebook.

The word “lil” comes from “little”. Clipped forms generally show a certain tone of informality, which is often reflected in their spelling, the spelling is adapted to suit the pronunciation of the original word as in “lil”. The word “lil” was found in Instagram, Twitter, Facebook.

The word “gym” comes from “gymnasium”. Specifically, it is foreclipping, where the tail-end of the original has been shorn off. The word “gym” was found in Instagram, Twitter, Facebook.

The word “coz” comes from “because”. Clipped forms generally show a certain tone of informality, which is often reflected in their spelling, the spelling is

adapted to suit the pronunciation of the original word as in “coz”. The word “coz” was found in Instagram, Twitter, Facebook.

The word “fam” comes from “family”. Specifically, it is foreclipping, where the tail-end of the original has been shorn off. The word “fam” was found in Instagram, Twitter, Facebook.

The word “mom” comes from “mommy”. Specifically, it is foreclipping, where the tail-end of the original has been shorn off. The word “mom” was found in Instagram, Twitter, Facebook.

The word “bestie” comes from “bestfriend”. Clipped forms generally show a certain tone of informality, which is often reflected in their spelling, the spelling is adapted to suit the pronunciation of the original word as in “bestie”. The the word “bestie” was found in Instagram, Twitter, Facebook.

The word “anniv” comes from “anniversary”. Specifically, it is foreclipping, where the tail-end of the original has been shorn off. The word “anniv” was found in Instagram, Twitter, Facebook.

The word “admin” comes from “administrator”. Specifically, it is foreclipping, where the tail-end of the original has been shorn off. The word “admin” was found in Instagram, Twitter, Facebook.

The word “bro” comes from “brother”. Specifically, it is foreclipping, where the tail-end of the original has been shorn off. The word “bro” was found in Instagram and Instagram, Twitter, Facebook.

The word “pic” comes from “picture”. Specifically, it is foreclipping, where the tail-end of the original has been shorn off. The word “pic” was found in Instagram and Twitter.

The sequence of word-formation processes based on its high frequency of problems percentages of occurrences of each kind of word formation processes.

1. Acronym 18 41,86%
2. Backformation 2 4,65%
3. Blending 5 11,62%
4. Clipping 13 30,23%

Here showed that most kind of word-formation processes used in social media is acronym with percentage of occurrences 41,86%. The second level of kind of word-formation processes is. Clipping. The third and the fourth are blending and derivation which has the same percentages. Then, the last is backformation.

Scientific and technical revolution as one of the major phenomena of the present makes essential changes to the linguistic model of the world. There are many factors, which shape the development of a language. In particular, the rapid development of new computer technologies and methods for processing information inevitably influences the formation of new words and lexical meanings. The influence of these factors is increasing, however, since technological and scientific progress goes on faster now than ever before in history and especially technology's influence in our lives is increasing.

In this paper I am taking a look into the words that are created by one field of modern technology and science that is very popular: the Internet and computer science. Technical terminology is closely related to the development of science. The creation of new terms should go hand in hand with such development, though this would be complicated for terminologists, translators and linguists, since technologies and science advance at such a rapid pace that by the time they gather the information to try to create glossaries or terminology databases, their content may be obsolete.

In the recent years, for example, computer technology has added a significant number of new terms to the language. "Webinar," "malware," "netroots", and "blogosphere" are just a few examples of modern-day neologisms that have been integrated into the modern English language.<sup>32</sup> But the appearance of new words doesn't only enrich the vocabulary of language, but also implies a serious problem for translators in finding lexical equivalents of neologisms in the target language.

The translation of neologisms in general and of IT neologisms in particular, is a translator's most difficult task due to their characteristic of newness. For this reason, the translator has to find ways to transfer the whole denotation of the terms into the target language so that receptors can understand them. Usually interpreters come across the problem of being unable to find a suitable equivalent in the source language. Thus, they are to use lexical and lexicogrammatical transformations in order to convey the meaning implied by the author of the message.

A problem of translation of new words which appear in the sphere of computer technologies ranks high on the list of challenges facing translators because such words are not readily found even in the newest specialized dictionaries. Dictionaries lag behind changes in languages as they can not register the new words immediately. Therefore, translators have to find out the meaning of very new neologisms mainly based on the context (a sentence, paragraph, chapter or even the whole document) in which the word is used. Neologisms are usually formed on the basis of words and morphemes that already exist in the language (googling, HTML, hyperlink). Correspondingly, the analysis of these words and morphemes is an additional helpful tool in finding out and transferring the meaning of the neologism used by the author.

So scientific and technical revolution as one of the major phenomena of the present makes essential changes to the linguistic model of the world. There are

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<sup>32</sup> Кацев А.М. Эвфемизмы-неологизмы в английском языке // Лексическая семантика и фразеология – Л.: ЛГПИ, 1987 С. 76

many factors, which shape the development of a language. In particular, the rapid development of new computer technologies and methods for processing information inevitably influences the formation of new words and lexical meanings.

### 3.3. Communicative and pragmatic aspects of online games' vocabulary

Pragmatics is the study of the aspects of meaning and language use that are dependent on the speaker, the addressee and other features of the context of utterance, such as the following: The effect that the following have on the speaker's choice of expression and the addressee's interpretation of an utterance. The meaning of the sentence depends on an understanding of the context and the speaker's intent. As defined in linguistics, a sentence is an abstract entity — a string of words divorced from non-linguistic context — as opposed to an utterance, which is a concrete example of a speech act in a specific context.

The closer conscious subjects stick to common words, idioms, phrasings, and topics, the more easily others can surmise their meaning; the further they stray from common expressions and topics, the wider the variations in interpretations. This suggests that sentences do not have meaning intrinsically; there is not a meaning associated with a sentence or word, they can only symbolically represent an idea.

Recipients may have to interpret the abbreviated words depending on the context in which they are being used. For instance, should someone use *ttyl*, *lol* they may probably mean *talk to you later*, *lots of love* as opposed to *talk to you later*, *laugh out loud*. In another instance, if someone were to use *omg*, *lol* they may perhaps mean *oh my god*, *laugh out loud* as opposed to *oh my god*, *lots of love*.

Therefore, co-textual references and context are crucial when interpreting textese, and it is precisely this shortfall that critics cite as a reason not to use it

(although the English language in general, like many other languages, has many words that have different meanings in different contexts).

There are several different word formation processes in which new words are introduced into the English language. Out of the several different processes through which new words enter into a language, borrowing is perhaps the least creative as it is simply the process of taking a word in another language and turning it into a word in one's own language. With borrowing, the word retains its original meaning that it had in the original language, although the orthographic form of the word might change. Examples of borrowing are words such as *sushi*, a loan word from Japanese and *prestige*, borrowed from French.

French has always been a strong source of borrowings into the English language and has continued to do so even up to the recent decades that 25% of the over a thousand recent loanwords were borrowed from French. While borrowing still continues to add words to the English language, there has been a continuing diminishing trend in the frequency of loanwords making their way into the language.

The word and meaning from one language to another, coinage is the process of adding a word to a language by naming an object or an idea by simply giving it a new name. This name can be based on the name of the company that makes the product or a particular person (*Xerox* or *Bushism*) and in that case, the word is called an eponym. There can be a team of language experts deciding on the best and most appealing possible name for a product or it could be that someone comes up with a descriptive term for something and it just get picked up by the general population. Conversion is a process of using a word from one word class to create another for a different word class, such as a *shovel* -> to shovel snow or *up* -> to up the price. In this case the word retains a very close relation in meaning to the original.

As time passes words come to have new meanings. Words that get "recycled" in a language and return with a new meaning through this process, such

as juicy (originally a word to describe food, later used to describe rumors or stories), are called shifts. Compounding is a word formation process where two words are combined to form a new meaning. Examples of this process are eyeglasses, broadband and highlight. Clipping is a word formation process that creates new words by reducing already existing words in length. Examples of clipping include lab, shortened from laboratory and fab, short of fabulous.

According to Brown clipping is commonly used among close-knit communities as well as in computing, both of which are highly relevant when discussing Internet forums. Acronym: A word formed from the initial letters of two or more successive words, e.g. *BFF* (Best Friends Forever); acronymy is the process of word formation from the initial letters of two or more successive words. Also: Acronyms are [initial letters of the constituent words] pronounced as single words: *OMG, ROTFL* .etc <sup>33</sup>

According to Brown these two word formation processes, acronyms and initialisations, “are not generally powerful processes for forming new words in English. Still, there are many acronyms in particular fields...”. As will be apparent from the results of my study, Internet games are one such particular field. However, as the games are purely a text-based way of communicating, differentiating between acronyms and initialisations will at times be difficult if not even out right impossible. Blends are words that have come to be through combining parts from other words into a single entity, such as *dawk* or *brunch*.

Blends could be confused with compounds, that are too formed by combining two different words, but the distinction is that blends, as their name suggests, blend two words into one, unique entity, whereas in compounding one can easily determine the different components by simply separating the two. For example compare the blend *dawk* (combined from hawk and dove)<sup>34</sup> to the compound *eyeglasses*. Finally the process known as derivation is one that adds the

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<sup>33</sup> Brown K. and others Encyclopedia of Language and Linguistics. Cambridge: Elsevier. 2006. -p.842

<sup>34</sup> <http://www.cyberkids.com>

most words to the English language. It is the process of adding small bits, affixes, to pre-existing words in order to create new words. The affixes are categorized depending on whether they are added to the beginning (prefix), to the end (suffix) or to the middle of a word (infix).

Examples of affixes are words such as *impossible*, *clueless* and *misconception*. Out of these processes derivation, compounding and borrowing have all been very common in the English language, whereas blending, clipping and acronyms have been less frequent outside specific fields of language use.

As the concept of an Internet games are rather central to my work, I will now describe the phenomenon, as well as offer some insight into previous research on it. The nature of Internet games are such that they are an asynchronous way of communication, which means that the discussion does not take place in real time. (2001) refers to forums as “bulletin boards”, which is a fairly accurate description of how these forums work, i.e. users read a number of topics of their choice and then comment on them by posting in the thread if they so wish.<sup>35</sup>

Unfortunately there has not been much research into word formation in the context of the Internet. While this is an extremely vibrant and constantly evolving area of language use, there have not been extensive studies to how new words become integrated into the language use on the Internet. One of the few linguistic studies done on this field is an undergraduate<sup>36</sup>. The focus of the Driscoll’s study is very similar to mine, as she tries to answer the question “?”.

Although her study was done on a different communicative medium than mine, Internet Relay Chat, or IRC, it is still quite relevant to mine. Both Driscoll’s study and mine focus on language used by Internet gamers and as such could be expected to share a fair amount of lexical features, despite forums and IRC being

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<sup>35</sup> Dalzell Tom. The Power of Slang.// Do you speak American?- <http://www.pbs.org/speak/words/sezwho/slang/>  
Foster Br. The Changing English language. Ltd.: Macmillan, 1968. 263p

<sup>36</sup> Plag I. Word-Formation in English.-Cambridge: Cambridge University Press, 2002.-p.254

fairly different types of media for discussion, IRC being a synchronous, real-time medium and forums being an asynchronous one.<sup>37</sup>

While the scientific research on word formation on the Internet has not been overly active, there are a number of dictionaries on netspeak, Internet dialect, Internet slang, computer jargon and Net-lingo, all the terms referring to the same linguistic phenomenon. This shows that there is both significant interest in, as well as a real need for research on this topic and I believe that in the future we will see much more research being done on language use on the Internet and on word formation as well.

The material used in my work was taken from an Internet game that deals with the games of a American company, Valve Corporation. The game is a public, usernames or any personal information was not included in the data in any shape or form. As the game is quite large (at the time of the writing, the forum is approaching 12 650 000 million unique players<sup>38</sup>).

The game is frequented by members from all around the globe like Chile, Dubai, India, Peru, Russia, South America, US East, Europe West, Europe East, Australia, SE Asia and South Africa.

Only words formed and used on the forums would come under closer examination. The resulting list included 315 unique words. Some of the words were identical orthographically but differed completely in meaning while others shared an identical meaning but were completely different orthographically. The words that were orthographically identical were still identifiable in the context that they were used.

After gathering the material, the words were divided into different categories based on the word formation process that had been used in creating that word.

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<sup>37</sup> Driscoll's How do the Online Gamers form specific words that contribute to their dialect

<sup>38</sup> [www.Dota2.com](http://www.Dota2.com)

Once the words had been divided into different categories, it was then a matter of going through the categories to see which of the word formation processes were most frequent. When determining the frequency of different word formation processes, there was no distinction made between words that were only used once in the data and ones that were repeated throughout the material.

First of all, out of the 315 words in the material, two were such that I could not determine their meaning and as such they were not categorized under any word formation process. Looking at the material, three word formation processes clearly set out from the rest of the material: acronyms, clippings and compound. These three made up 78 per cent of all the words included in the material, well over two thirds. The remaining 22 percent. And now i will introducu to you some of them , and dicribe you they meaning and how they used in contecst .

*Farm* - Collection of experience and gold. *“Give me farming safely - three minute and then i buy Heart of Tarrasque!”*

*Creep* - An uncontrollable unit that moves to the enemy base through the lane. Everyone kills this creep to get gold and exp. Note that a Creep isn't the same as a minion. *“Now our creeps are going to their tower we must go with them and destroy the tower and go back!”*

*Minion* - A unit that you can control. Usually summoned units or Meepo Clones. *“All quickly go top, there is a Warlock with minions destroing tower!”*

*Silence* - An ability that prevents the target from using Skills and certain Abilities. *“I could not do anything with him, he hung up on me silence !”*

*Initiator* (often also falsely called "tank") - a hero that can open fights with good disabling skills and does not die immidiately while doing so. *“You tank - Collect Blade Mail, you will not regret!”*

*Gem of True Sight* - With a gem for example, you can see invisible opponents. This is extremely valuable, especially when the enemy has Invis heroes like Riki. *“There's a rat here, someone buy gem!”*

*afk* - away from keyboard, can also be heard from teammates or enemies that have already given up on the game and need to let everyone know how they are feeling. *“Pls report my team they are feeders!!! I am afk!”*

*gg* - good game, depending on the context this can be either *“I give up, my team is too nooby”* or just the statement that the game was good at the end of a match.

*carry*- a hero that excels in the later stages of the game if he has farmed well, most times very item dependant . *“It is necessary to kill theirs carry unless he farmed – and we lose after 10 minutes.”*

How you can see all this word are used in sence in emotioanal ways they are asking help to each other give advice aguing and etc.

Those who get into the habit of routinely using smileys can also find themselves in the position of having their unmarked utterances misinterpreted precisely because they have no smiley attached to them. Most participants, moreover, made no use of most of the formal possibilities, restricting themselves to just one or two basic types, especially variants of the ‘positive’ smiley, as in:

dont be silly :) hi :) that’s a pain :))))))

It should be noted, too, that smileys have other roles than disambiguation. Sometimes they seem to be doing little more than expressing rapport. Often, their presence seems to have purely pragmatic force – acting as a warning to the recipient(s) that the sender is worried about the effect a sentence might have.

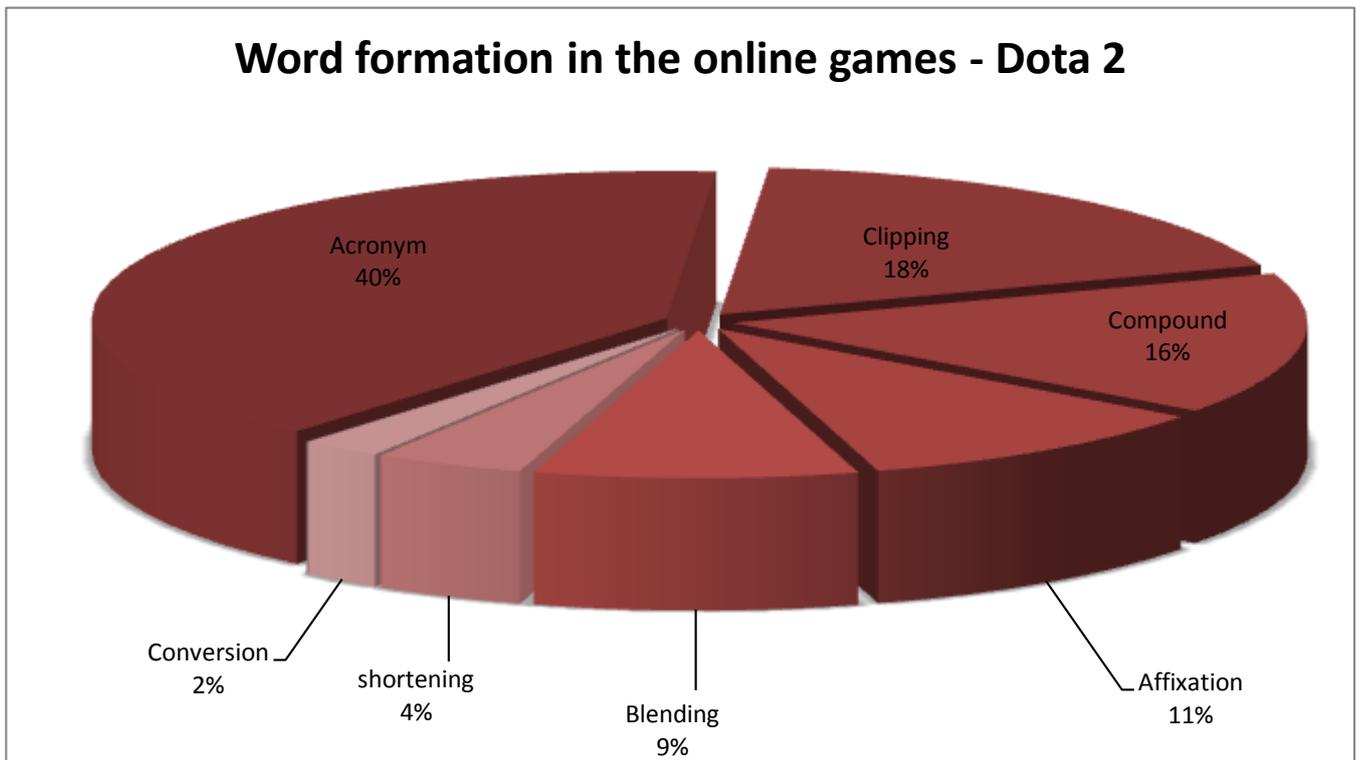


Diagram 1. Percentages of the different word formation processes within the Dota 2

As is apparent in Diagram 1, acronyms (40 %), clipping (18 %), compound the three dominant word formation processes, holding between them over 73 percent of all the words in the material . Affixation (10 %) and blending (9 %) are the next two and words with shortening also make up almost five percent of the words. The remaining 4 percent consist of the remaining four processes; conversion (2 %). This is partially explained because of a different classification process used in the two studies as Driscoll treated words with a shifted meaning as unique coinages, whereas I separated them from truly unique words.

The trouble with such words was that due to the trend to misspell words on purpose for humorous effect, it was very difficult to tell whether or not they were not used because they were merely misspelled or if they simply did not appear practical enough or attractive enough to enter into the common vocabulary of the

game forums. Taking into account these problems, 315 words are introduced and accepted into common use on the game (Dota 2).

	Frequency	Percentage
Acronym	124	40
Clipping	56	18
Compound	48	16
Affixation	32	11
Blending	28	9
shortening	13	4
Conversion	7	2

Table 1. Different word formation processes within the data

This is quite surprising as Affixation is mentioned as the most common word formation process in English. Reason to this could be partially that most of these new words have not yet been in use long enough for people to start using derived forms of them<sup>39</sup>.

My goals for the study were to find out which word formation processes saw the most frequent use in creating new words on Internet games. While the results of this study were quite conclusively in favor of acronyms and clippings, it must be pointed out that as the sample was taken from just one subforum of a single Internet forum. Bearing in mind that the number of forums on the Internet is measured at the very least in the thousands, if not tens or hundreds of thousands, the results of this single study cannot be applicable to all or even to the majority of Internet gaming forums.

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<sup>39</sup> <http://steamcommunity.com>

If the sample size was increased or if the sample was taken from a different games, it is possible that the results would be very different. However the fact that acronyms and clippings combined made up over 60 percent of the material is a strong indication that results of further research on a similar type of forum could follow the same trend.

Accurately determining the life-span of words is a difficult task which would require access to large corpuses of material and was unfortunately beyond the scope of this study. However, as 85 per cent of the words in the material, most of which could only have been in use for little over two years, were still in frequent use on the game forums, one could expect that at least a majority of the words have a fairly steady lifespan. Obviously as many of the terms are linked directly to the game, one could surmise that if and when the game phases out of popularity, the majority of the words would also cease to be used.

On the area of vocabulary studies on Internet language use, there are many possibilities for further research: one could study in detail if there is a link between different word formation processes and in the lifespan of the new word, study if these new words are used as much by native English speakers as they are by non-native speakers or if there is a difference in the frequency of use between male and female forum members.

While my research did not focus greatly on the frequency of use, my previous observations of the games would suggest that these new words are in fact used fairly often. This is further supported by the fact that the members of the game forum considered it helpful and even necessary to create a list of the most frequent words to appear on their forum in order to make it easier for new members to join in on the discussion. Bearing in mind that 85% of 14 the new words found were in common use on the games forums, one could assume that

studies conducted on the frequency of use would yield results showing very frequent use of the words.<sup>40</sup>

Why were these word formation processes so common and why were others used so little? As both clippings and acronyms are processes which create new words by shortening pre-existing ones, it is no wonder that these two are by far the most the most common processes. It should also be noted that as Hatch and Brown noted, acronyms have a tendency to be common in certain specific fields and according to the results gaming certainly seems to be one such field.<sup>41</sup>

The social network can also be seen as a community where participants can get to know one another very well and as such are likely to start using acronyms and clipped terms which one would not use if discussing things with strangers. Most of the game terms do get translated however during a game's localization process so it would be perfectly conceivable that a term from another language would find its way into common use even in the English online environment. As the sub forum is mostly visited by gamers, one can expect that they carry over the tendency to type their responses using as few characters as possible in order to maintain a fast pace of conversation. Typing out for the win is clearly much more time consuming than typing out ftw.

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<sup>40</sup>Crystal, D. *Language and the Internet* / D. Crystal. – Cambridge : Cambridge University Press, 2001. – 272 p.

<sup>41</sup> Brown Hatch, E. and Brown, C. 1995. *Vocabulary, Semantic, and Language Education*. Cambridge: Cambridge University Press. P. 56

### Summary of Chapter III

Comprising actions or behaviors as a series of interconnected and coordinated events, reflects a particular view of communication – a pragmatic view. The term pragmatics in reference to human communication is defined as reflecting the fact that linguistic signs serve certain purposes in communication among people. It proper deals with various relations, i.e. relations concerning the purposes for which people produce and use linguistic signs on the hand, and relations concerning the effects brought about by certain linguistic signs in their recipients on the other hand.

Social networks is an important and topical issue today. Numerous studies have shown that social networks have already covered more than half of all Internet users. People use the Internet and networks widely but sometimes they need to know the meaning of some new words appearing from the Internet and in process of using it.

Social Network - an online service or web site, intended for construction and organization of social relationships.

Popularity of the Internet social networks have started in 1995, with the advent of American portal Classmates.com. The project has been very successful in the next few years has provoked the appearance of more than one dozen similar services. But the official beginning of the boom of social networks is considered to be 2003-2004, when MySpace and Facebook were launched.

In this work we research questions; what are the most common word formation processes that generate new words for use in an Internet games and why as well as how many new words and terms remain in active use after they are first used. To this end I gathered material from a gaming forums, [dota2.com](http://dota2.com) finding new words and classifying them according to the word formation processes that were used in creating them. The frequency of use of these words was also determined with the help of a list of common words compiled by visitors of the

subforum in question. In an attempt to determine how much overlap the words had, it was also determined how many of the words had overlapping meaning.

From analyzing the material, it was apparent that much of the word formation on internet games seems to take place through three processes: acronyms, clipping, and compound other word formation processes see some use as well, but the three dominant processes were behind over 78 per cent of the new words in the material.

This shows a significant difference to “normal” language use where derivation and borrowing are much more dominant processes and clipping and acronyms are more restricted to specific areas of language use. Out of the words seen in the data, a large majority, 85 percent, were determined to be in active use on the games. Due to the restrictions on the scope of this study, the sample size of the material used in this study remained rather small and more extensive studies would have to be conducted to better determine whether the results gained in this study apply to the language use on Internet games in general. As the use of the Internet and other electronic media continues to become more and more popular in language use, more studies such as this are required to further understand the evolving linguistic practices that are at work every day and beginning to influence every day language use. At least two different kinds of studies are needed.

Firstly more comprehensive studies specifically on the different online mediums; IRC, forums and instant messenger programs to get a more accurate picture of what kinds of words are used in each and secondly comparative studies between them in order to determine how these words affect the nature of the communication and to determine the reasons why words formed with different word formation processes are more popular in one medium than in another.

## V Conclusion

The Internet is going to record the linguistic diversity more fully and accurately than was ever possible before, and the creative potential of the new medium is forming new areas of expressions. This quantitative study observes the diversity and novelty of word-formation processes of English netspeak neologism. Compared to the word-formation processes in the offline communication, the ones in the computer-mediated communication display their close relations to the context. The netizens create coined words to fulfill their foremost goals in communication to produce utterances that most accurately convey his or her intended meaning. Therefore, the netizens employ different word formation processes to facilitate online communication, making it more vivid and remarkably diversified.

The World Wide Web is the full collection of all the computers linked to the Internet which hold documents that are mutually accessible through the use of a standard protocol (the HyperText Transfer Protocol, or HTTP), usually abbreviated to *Web* or *W3* and, in site addresses, presented as the acronym *www*.

Social networks is an important and topical issue today. Recently, this type of site is most prevalent in the West, and we have using them in Russia. Numerous studies have shown that social networks have already covered more than half of all Internet users. People use the Internet and networks widely but sometimes they need to know the meaning of some new words appearing from the Internet and in process of using it.

Popularity of the Internet social networks have started in 1995, with the advent of American portal Classmates.com. The project has been very successful in the next few years has provoked the appearance of more than one dozen similar services. But the official beginning of the boom of social networks is considered to be 2003-2004, when MySpace and Facebook were launched. In Russia fashion on social networks came two years later - in 2006.

Some people may feel left behind by all this. If you're a lawyer grappling with the new geek speak, you may need to use up court time to have terms such as Rickrolling explained to you. And yes, some of us despair at how use of this informal medium can lead to an equally casual attitude to grammar. But the truth is that social media is great for word nerds.

It can also be a great way keep up with these changes. Pay attention to discussions in your social networks and you can spot emerging new words, new uses of words – and maybe even coin one yourself.

Many new technologies are anticipated, which will integrate the Internet with other communication situations, and these will provide the matrix within which further language varieties will develop. We have already seen this happen with broadcasting technology: radio brought a new kind of language, which quickly yielded several sub-varieties (commentary, news, weather . . .); then television added a further dimension, which similarly evolved sub-varieties. How many computer-mediated varieties of language will eventually emerge, it is difficult to say; but we can be sure of one thing

Of course, whether these technologies will be welcomed or implemented by, for example, the members of those synchronous chatgroups where anonymity and fantasy are the essence of the interaction, remains to be seen.

For Netspeak is something completely new. It is neither 'spoken writing' nor 'written speech'. It is something fundamentally different from both writing and speech, as traditionally understood. It is, in short, a fourth medium. In language studies, we are used to discussing issues in terms of 'speech vs. writing vs. signing'. From now on we must add a further dimension to comparative enquiry: 'spoken language vs. written language vs. sign language vs. computer-mediated language'.

New words are being made up all the time. The shapes of existing words we know lead us to shape new words. John Algeo, a leading scholar of new words, has demonstrated that almost all new words have familiar origins. They are extensions

of the established English vocabulary rather than completely new creations. The expansion of vocabulary in modern English depends chiefly on word-formation.

The most productive are affixation, compounding and conversion. According to Pyles and Algeo, words produced through affixation constitute 30% to 40% of the total number of new words; compounding yields 28% to 30% of all the new words; conversion gives us 26% of the new vocabulary. The rest of the new words come from shortening including clipping and acronymy, amounting to 8% to 10%, together with 1% to 5% of words born out of blending and other means. The following part of our research paper describes the most commonly used ways of word-formation with examples for the purpose of their explanation.

Scientific and technical revolution as one of the major phenomena of the present makes essential changes to the linguistic model of the world. In particular, the rapid development of new computer technologies and methods for processing information, inevitably influences the formation of new words and lexical meanings. In recent years, for example, computer technologies have added a significant number of new terms to the language. Such terms as “WI-FI”, “webinar”, “malware”, “microbrowser” and “blogosphere” are just a few examples of modern-day neologisms that have been integrated into the modern English language.

millions users, and they have contributed to new words in English.

Most productive area for neologisms here presented in Concise Oxford Dictionary in 2011, became the Internet.

Therefore, in 2012 “selfie” became a word of the year in the USA, in 2013 – in Great Britain and at the end of 2013 the word entered Cambridge Online Dictionary .

Answer the questions:

1. Do you know the word “selfie”?
2. Have you ever made “selfie”?
3. Why do you expose “selfie” on your personal page in the Internet?

According to the conducted experiment 85 % of respondents know what “selfie” is, 10 % answered they had heard this word but could not explain its meaning, only 5 % heard this word for the first time. From words of questioned people about 60 % have made “selfie” at least once and exposed it in the Internet, about 20 % regularly renew their “selfie”.

The most widespread answers given to the 3rd question were the following: “it is fashionable”, “the way of expression”, “it allows to demonstrate my creativity and eccentricity”, “it helps to cheer”, “it increases the number of viewings and comments”. Moreover, many girls use “selfie” instead of mirror to appreciate their make-up or hairdressing .

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69. <http://www.urbandictionary.com/>
70. <http://www.thefreedictionary.com/dictionary.htm>
71. <http://www.randomhouse.com/features/rhwebsters/>
72. <https://www.wordspy.com/>
73. [www.Dota2.com](http://www.Dota2.com)
74. <http://steamcommunity.com>

### Annex I: Glossary of selected internet neologisms from 2013 to 2016

No	Words	Definition	Words types
	Accessible	Easy to obtain and/ or use	Affixation
	Bookaholic	A person obsessed with reading	Suffixation
	Bio-illogical clock	The internal physiological mechanism responsible for causing one to wake up at workday times on the weekend	Blending
	Child supervision	A situation when an older person, especially a parent, needs a tech-savvy kid to help him/her with computers or other devices	Word composition
	Clicktom aniac	He who steals mice and other input devices	Blending
	Cyberpark	A large area of land where computer and technology companies are concentrated, or that has been constructed with a high-tech communications infrastructure.	Compound Semiaffix
	Computherapist	A person who repairs computers	Blending
	Counterspell	Fighting spell (magic) forces in a computer game.	Affixation + Conversion
	Dark-side hacker	A hacker who uses his or her talents for malicious or criminal ends.	Word composition + Nominalisation
	Dreamathon	The act of hitting the snooze button. over and over again and having a different dream every time you fall asleep	Suffixation
	Digitoil	Hard work related with computer	Blending
	Digital detox	A period of time during which a person refrains from using electronic devices such as smartphones or computers, regarded as an opportunity to reduce stress or focus on social interaction in the physical world	Word composition
	Digitool	Computer tool	Blending
	Digital diet	Deliberate reduction in the amount of time spent on the Internet	Compound
	E-mail bankruptcy	The state of being unable or unwilling to	Compound

		read and respond to all the e-mail messages one has received, and so to delete those messages and start over again.	+nm)
	EOM	End of message	Acronymy
	Ethical hacker	A computer hacker who attempts to infiltrate a secure computers system in an effort to learn the system`s weaknesses so that can be repaired.	Compound
	Facial technology	The technology required to identify and track a person using face recognition techniques.	Compound
	Flash campaign	A lobbying effort that uses the Internet and other technologies to quickly establish an agenda and build support.	Compound
	Feedhack	someone who gives lame advice	Compound
	Gamelevel	Level achieved in a game	Compound
	Game changer	A game changer is a new factor that will change the outcome of something	Compound
	Googlable	Googlable	Suffication
	GG	Used to express approval for someone`s play in a multiplayer computer game	Acronymy
	Hot spot	A Web site that experiences a massive surge in traffic, usually in response to an event or promotion.	Compound
	Idgit	Idiot in digital technologies	Blending
	Jargon filter	An email program filter that has been configured to automatically delete incoming messages that contain certain jargon terms or buzzwords.	Compound
	Jaquermart Waltz	The computer poetry movement	Compound
	Keyboard plaque	The dirt, dust, and other grime that gather on keyboard.	Compound
	Killboard	In a computer game, a list of the enemies that a player killed	Compound
	Lifecasting	Using a portable camera to broadcast one`s activities over the Internet 24 hours a day.	Compound
	Liveupdate	Live update which is provided without needing to press the reload/ update button.	Compound

Lossy	Poor at a particular computer game; Having features of a loser	Affixation
Me-time	Time spent relaxing on one's own as opposed to working or doing things for others, seen as an opportunity to reduce stress or restore energy	Word composition
Nastygram	A letter, e-mail, or other message that insults, criticizes, or attempts to intimidate the recipient.	Compound
Nobile	One who hates to carry a mobile	Blending
Ogdoad feed	To post to a Wiki.	Word composition +Compound
One-line wonder	A Web page that contains only a single useful link.	Word composition +Compound
Programgod	An expert programmer	Compound
Pseudopolyglot	One who pretends to know many languages	Prefixation
Phablet	A smartphone having a screen which is intermediate in size between that of a typical smartphone and a tablet computer	Blending
Pocket dial	Informal to call someone by accident with a phone that is in your pocket	Compound
Realvirtuality	Virtual reality	Compound
Relogin	To log in after having logged off	Affixation
RTM2	Reboot (reload) the machine	Acronymy
Slivercasting	delivering video programming aimed at an extremely small audience.	Compound
selfie	A selfie is a <u>self-portrait</u> photograph, typically taken with a hand-held <u>digital camera</u> or <u>camera phone</u> .	Suffixation
Switched -off	A person feeling nothing	Nominalisation
Textretary	A person's sidekick who texts messages for the driver	Blending
Text Purgatory	The time period one waits for a response to a flirtatious text	Word composition
Troll	To deceive, to present incorrect data or lead to wrong conclusions deliberately and intentionally	New root neologisms

	Weblogic	Internet [systems/ operation]-based logic	Compound
	Webmin	Website administrator	Blending
	Weeaboo	INFORMAL someone who is obsessed with Japanese culture such as games and anime	Blending
	Xenohow	Knowledge on aliens and their behaviour.	Blending

## VII Annex II: Glossary of used word in analysis

### A

**Abilities** = Refers to a unit's unique set of skills.

**Aggro** = Aggression AI of towers and creeps. Refers to the targeting attention of a particular hostile unit, e.g. "I have aggro on me" or "The creeps are aggroing me" means a hostile unit is focused on attacking you.

**Agi** = Agility. One of the three Hero Attributes. It increases armor, attack speed, and the damage of agility heroes.

**Ancient** = May refer to one of the following: The Ancients, the large main buildings in each base that must be destroyed to win. The Ancient unit type, which makes summons such as Warlock's Golem and Lone Druid's Spirit Bear immune to specific effects. The aforementioned Ancient Creeps are also of this type.

**AoE** = Area of Effect. Refers to the size of the area a spell or attack affects. Also sometimes used to refer to range, e.g. "500 AoE" refers to the 500 radius area around a target point.

**AP** = All Pick. The game mode in which all heroes are available to be picked.

**Armor** = All units have armor. A positive armor value increases resistance to physical damage. Negative armor amplifies physical damage.

**Attributes** = The three attributes Strength, Agility, and Intelligence.

**Auto Attack** = Refers to the standard attack of a unit, performed by simply right clicking an enemy.

### B

**B** = Back. If your allies start calling "b," it means to retreat and get out immediately. This is a more urgent warning than a miss or miacall.

**Babysitting** = When a Support is dedicated to giving up all their farm in exchange for helping the Carry get ahead.

**Backdooring** = Sneaking into the enemy base to destroy their buildings. This only works when Backdoor Protection is turned off.

**Backdoor Protection** = Buildings will be invulnerable unless the preceding structure is destroyed and there are allied creeps within a 900 radius.

**Balance** = Refers to the state of how fair the game is. Generally, an imbalanced game leads to stale games and poor pick/ban diversity. A balanced game will have most strategies equally viable, which is what dota is well known for. IceFrog is in charge of dota's game balance.

**Barracks** = Buildings found at the end of each lane within each team's base. When destroyed they permanently grant super creeps to the corresponding lane for the team that destroyed it. When all barracks are destroyed, the creeps are upgraded to mega creeps.

**Base** = Heavily defended area at each team's corner of the map. Has three entrances, one from each lane.

**Basic Attack** = One of the four Attack Types.

**Bash** = A stun that occurs by chance when attacking.

**BAT** = Base Attack Time. The default time it takes a unit to complete an attack.

**Blink** = A short range, instant teleport ability.

**Bot / Bottom** = Bottom lane. It's the path traveled by creeps along the lower and east portions of the map.

**Buff** = A beneficial status effect placed on a unit.

**Build** = Refers to a player's item and ability choices.

**Buildings** = The pre-made structures found on the map at the start of each game.

**Burst** = Refers to high damage dealt very quickly. Same as nuke.

**Buyback** = When dead, money can be spent to respawn immediately.

## C

**Care** = Be careful. This is a common call when enemy heroes are missing or have a powerful ability ready.

**Carry** = A hero that can overpower the enemy team in the late game. Will become more useful later in the game if they can gain a significant gold advantage early on.

**CC** = Crowd Control. Any spell that greatly disables or clears enemies.

**CD** = Cooldown. The time it takes for a spell to be available again after being used.

**Charges** = A resource used for certain abilities or items that come in limited amounts.

**Counter Initiator** = A hero who is particularly good at changing the tide of a team fight. Examples include Silencer and Sand King.

**CS** = Creep Score. Refers to the number of last hits and denies a player has.

**Creep** = Refers to Lane Creeps, non-playable creatures that automatically spawn and travel along each lane towards the enemy team's base, attacking any enemy units and buildings they counter. They can be upgraded Mega Creeps by destroying the enemy barracks. Neutral Creeps are found in jungle camps.

**Crit** = Critical Strike. A chance to deal increased autoattack damage on hit.

## D

**D / Def** = Defend. Signals allies to help fortify a location.

**Debuff** = A detrimental status effect placed on a unit. The opposite of a Buff.

**Delta Split** = Spreading out in all directions to avoid an area of effect attack.

**Deny** = Killing an allied unit, hero, or building in order to prevent the enemy from gaining the full gold and experience from it.

**Deward** = The process of finding and eliminating enemy wards. Commonly done with Sentry Wards or other sources of True Sight.

**Dieback** = When a player dies, uses buyback, and then immediately dies again.

**Dire** = The faction on the northeast half of the map.

**Disable** = A spell or ability that prevents enemy hero from moving, casting, or attacking, leaving them helpless for a short period of time.

**Disabler** = A hero that has a guaranteed disable for one or more of their spells.

**Dive** = Chasing enemies behind their tower. Also known as tower diving.

**Dmg** = Damage.

**dota / Dota / DotA / DOTA** = Defense of the Ancients.

**DoT** = Damage over time. Refers to a spell that deals damage over certain time intervals.

**DPS** = Damage per second. Refers to a spell that deals damage every second.

**Durable** = A hero with the ability to last longer in team fights.

## E

**Easy Lane** = Also known as the Safe Lane. The lane next to the jungle. Bottom Lane for Radiant, Top Lane for Dire.

**Early Game** = The first 10 minutes of dota during which heroes will last hit creeps. This is due to a lack of levels, which are needed to have a strong game impact. Also known as the Laning Phase.

**EHP** = Effective Hit Points. Takes armor and hp into account when considering durability rather than just hp.

**Escape** = A hero with the ability to quickly avoid death.

**Exp** = Experience points. A certain number are required to level up. Same as xp.

## F

**Farm** = Refers to the act of systematically killing creeps in order to earn gold, instead of fighting or taking objectives.

**Flash Farm** = Using spells or items to quickly clear waves of lane creeps and neutral camps.

**Feeder** = A derogatory term referring to a player who "feeds" the enemy team gold and experience by getting killed frequently.

**Focus** = Means to concentrate all attacks on a specific target. (I.E "Focus Lina" means that Lina should be the primary objective and that all the team should have attacking her as a priority in team fights)

**Forest** = The forested areas in between the lanes where neutral creeps are found. Same as Woods or Jungle.

**Fortify** = To use Glyph of Fortification. It makes all buildings invulnerable for a short time.

**Fountain** = Each team's spawn area. Provides high regeneration to allies and attacks enemies within it. Makes allied couriers invulnerable. Is home to the Main Shop.

**FoW** = Fog of War. The area outside of your team's vision range.

## G

**Gank** = Gang kill. A strategy where a group of heroes try to kill enemies by surprise.

**GG** = Good game.

**GLHF** = Good luck, have fun.

**Glyph** = Glyph of Fortification. It makes buildings invulnerable for a short time.

**Gold** = Your hero's total money. Gold is used to buy items, and is gained by killing enemy units and structures.

## H

**Harass** = Relative to the act of putting pressure on your enemy by attacking him during the laning period. Basically, harassing is attacking the enemy in front of you in the lane, so as to make him an easy target for a gank or to prevent him from farming freely. Therefore, "harass Ezalor" means that you should try to damage Ezalor with your skills/attacks.

**Hard Carry** = A carry hero with a weak early game, but scales incredibly well with items and requires a substantial amount of farm to be effective. Examples of this are Anti-Mage and Spectre.

**Hard Lane** = Also known as the Offlane. The lane next to the ancient camp. Top Lane for Radiant, Bottom Lane for Dire.

**Health / HP** = Hit Points.

**Health Regen / HP Regen** = Hit Point Regeneration.

**Hero** = Playable character chosen before the start of each game. Can gain gold, experience, and levels.

**Hex** = A disable which disarms, silences, and slows the enemy to minimum movement speed. It also prevents item usage.

## I

**IAS** = Increased Attack Speed. The attack speed modifier. Any increase or decrease to this affects a unit's overall attack speed.

**Item Build** = Refers to a player's item choices.

**Initiator** = A hero good at starting team fights.

**Int** = Intelligence. One of the three Hero Attributes. It increases mana points, mana point regeneration, and the attack damage of intelligence heroes.

**Inventory** = A player's six available item slots.

**Invis** = Invisibility. A unit that may only be seen with True Sight.

## J

**Juke** = Juking means to make deceptive maneuvers with your hero while moving, so as to delude your opponent and make it harder for him to predict where you will be heading. This is used mainly to escape while you are being chased, or to make your enemy miss/misuse a spell (for example Avalanche, which has to be targeted to the ground).

**Jungle** = The forested areas in between the lanes where neutral creeps are found. Same as Forest or Woods.

**Jungler** = A hero that can farm effectively from neutral creeps inside the jungle early in the game.

**Jungling** = Farming neutral creeps in the woods.

## K

**Kite / Kiting** = The act of attacking while simultaneously avoiding an enemy.

**KS** = **Kill Steal**. Usually refers to a support greedily and repeatedly taking the kill in order to receive more gold, detrimental to the carry.

## L

**Lane** = One of the three main paths leading to each base. The top lane, middle lane, and bottom lane.

**Laning Phase** = The first 10 minutes of dota during which heroes will last hit creeps. This is due to a lack of levels, which are needed to have a strong game impact. Also known as the Early Game.

**Lane Support** = A hero helpful during the laning phase protecting your team's carry and allowing them to farm.

**Last Hit** = Getting the final blow on a hero or creep before it dies. Gold and experience are awarded to the last hitter. Last hitting allied units is called denying.

**Late Game** = The phase of the game in which heroes are 6 slotted, the outer towers are down, and control of Roshan is a top priority.

## M

**Mana / MP** = Mana Points. A resource used to cast spells and use skills.

**Mana Regen / MP Regen** = Mana Point Regeneration.

**Mana Burn** = Refers to attacks that deplete enemy mana and then deal damage based on the amount of mana burned.

**Mana Drain** = May refer to depleting enemy mana or stealing enemy mana.

**Mana Pool** = Refers to a hero's total mana points.

**Melee** = Units with a short attack range. The standard is 128 range, though on certain units the value can vary between 90 and 150.

**Meta / Metagame** = The current trend that is considered the optimal way to play the game. This always changes over time, and is affected purely by the community.

**Mid = Middle lane.** The line traveled by the creeps through the center of the map.

**Mid Game** = The phase of the game during which many team fights and tower pushes occur.

**miss / mia / ss** = Missing. A warning that enemy heroes have gone out of view and might be ganking, so be careful. Usually said with a hero name, such as, "Lina miss" or "mid ss." Mia is missing in action. Same thing as miss, such as, "Lina mia."

Movespeed / MS = Movement Speed.

## N

**Neutrals** = Neutral Creeps. Found in the jungle.

**Nuke** = Refers to high damage dealt very quickly. Same as burst.

**Nuker** = A hero that can quickly kill enemy heroes using high damage spells with low cooldowns.

## O

**Offlane** = Refers to the Hard Lane. Same as Suicide Lane. Is usually run with a solo hero. Survivability and experience gain are the top priority rather than gold gain. This is done to attain a fast level 6 and get their ultimate early to begin ganking, in order to make a bigger impact on the early game.

## P

**Passive** = An ability that is always on and does not require mana.

**Patch** = An update to Dota.

**Primary Attribute** = The main attribute for a hero. Each hero has one, and it will be either Strength, Agility, or Intelligence. The primary attribute will increase the hero's attack damage by 1 for each point in it.

**Pub / Pub Game** = Public Game.

**Pull** = Creep Pulling. Getting creeps from a neutral camp to follow you into the path of your lane creeps.

**Push** = Traveling down a lane as a team in order to work together to fight and kill enemy buildings.

**Pusher** = A hero that can quickly siege and destroy towers and barracks at all points in the game.

## R

**Radiant** = The faction on the southwest half of the map.

**Radius** = A circle indicating the area of effect or the range distance of a skill.

**Range** = The distance to a target, or the maximum effect distance of a spell.

**Ranged** = Units that fire a projectile at long range.

**Rat Dota / Ratting** = Split Push.

**Rax / Racks** = Barracks.

**Re** = Short for "Return," it is an alert to allies meaning an enemy has returned to their lane.

**Recipe** = A blueprint for creating certain items. Recipes can be used to upgrade or combine items, and usually possess all the properties of the items used along with additional stat increases or special abilities.

**recour / recrow / reuse** = A message telling a player to reuse the courier after interrupting it and cancelling its command.

**Regen** = Regeneration. Refers to gaining hit points and mana points.

**Roamer** = A hero who roams the map in the early game, looking to gank enemy heroes or defend allies.

**RNG** = Random Number Generation. Used for chance based effects.

**RNG'd / RNGG'd** = A term usually used when defeated purely by a chance based effect.

**RNGesus** = A fictional deity of chance based effects, such as a bash or evasion. The name is a portmanteau of Random Number Generation (RNG) and Jesus. This term is generally used when a chance based effect rolls favorably.

**Rosh** = Refers to Roshan, the big neutral creep found east of Dire's Tier 1 Mid Tower. Usually indicates the player's belief that either the enemy team is attacking Roshan ("Roshing") right now or that the player's team should kill Roshan ("Go Rosh") now.

**Roshing** = Attacking Roshan.

**Rosh Pit / Roshan Pit** = Refers to the Tarn of Roshan, found west of Dire's Tier 1 Bottom Tower.

**Rune** = Runes spawn at two points in the river every two minutes. One rune will be one of the following: Double Damage Rune, Regeneration Rune, Illusion Rune, Haste Rune, or Invisibility Rune. The other rune will always be a Bounty Rune.

## S

**Safe Lane** = Also known as the Easy Lane. The lane next to the jungle.

**Silence** = A disable that prevents an enemy from casting spells.

**Skill Build** = Refers to a player's hero ability choices.

**Skillshot** = A spell that requires timing or precise aim to use effectively.

**Slow** = An effect that reduces speed. Can refer to an attack slow or movement slow.

**Snowballing** = Refers to the situation when a team is winning several team fights in a row. The build up of net worth makes it appear as though they are snowballing out of control into an unstoppable force.

**Solo** = Being alone in lane. Common examples are solo mid and solo offlane. This is a strategy used to gain more experience for a single hero as experience is shared and split up with all allies nearby.

**Spam** = Spamming your spells is the act of repeatedly using certain spells. For example, "spam crypt swarm!" means to cast Crypt Swarm every time the spell is available.

**Spells** = Refers to a unit's unique set of skills.

**Split Push** = Refers to splitting up and pushing towers while avoiding team fights.

**Ss** = Shorthand for "Missing," a warning to allies meaning an enemy is missing from their lane.

**Stack / Stacking** = Stacked camps of neutral creeps. Neutral creeps that have been pulled away from their camp's spawn box result in new ones spawning, thus stacking the camp with more creeps.

**Standard Attack** = The default attack of any unit or hero. It is performed by simply right clicking an enemy.

**Stash** = When a player's inventory is full or when an item is bought away from the shop, the secondary inventory called the stash will appear with six additional storage slots. Stash items can only be accessed at the fountain. When the stash is full, any further items purchased are dropped on the ground in the fountain area.

**Str** = Strength. One of the three Hero Attributes. It increases hit points, hit point regeneration, and the attack damage of strength heroes.

**Suicide Lane** = Also known as the Hard Lane. The lane next to the ancient camp. Top Lane for Radiant, Bottom Lane for Dire.

**Support** = Heroes that focus less on massing gold and items, and more on using their abilities to help their team gain an advantage.

## T

**Tank / Tanky** = A durable hero that can last longer in team fights.

**TBA** = To Be Announced. Information that has yet to be announced.

**TBD** = To Be Determined. Information that has yet to be determined.

**Team Fight** = A battle involving most or all of the heroes from both teams. Team fights are usually anticipated and prepared for by both sides, as opposed to ganks.

**Team Wipe** = When an entire team is killed, resulting in all team members being dead at the same time.

**Throne** = Nickname for the Ancients. They are the largest structure in each team's base and are the main objective.

**Tower** = Refers to any one of the several buildings on the map that attacks enemy units near it.

**Tower Diving** = Running past an enemy tower to finish off an enemy.

**Tower Hugging** = Staying under the protective cover of the tower.

**Trees** = Found all over the map, they are a terrain feature that block vision and movement.

**Trilane** = A strategy in which three heroes start out in the same lane.

## W

**Warding** = The placing of Observer Wards at strategic points on the map to provide vision around the location and/or block enemy neutral camps.

**Wave Clear** = Refers to a hero's ability to clear creep waves. A hero that can do it fast and cheaply has "good wave clear" and is generally labeled a Pusher.

**WC3 DotA** = Refers to the original Warcraft III version of Dota released in 2003, which Dota 2 originated from.

**Woods** = The forested areas in between the lanes where neutral creeps are found. Same as Forest or Jungle.

## Areas On The Map

**Mid** = Middle lane. The line traveled by the creeps through the center of the map.

**Top** = Top lane. The line traveled by the creeps through the west and top portions of the map.

**Bot** = Bottom lane. The line traveled by the creeps through the bottom and east portions of the map.

**Jungle / Woods / Forest** = The areas full of trees in between lanes, where neutral creeps are also found.

**Rosh Pit / Roshan Pit** = Refers to the Tarn of Roshan, found west of Dire's Tier 1 Bottom Tower.

## Basic Terms

**Farm / Farming** = Refers to the act of systematically killing creeps in order to earn gold, instead of fighting or taking objectives.

**Focus** = Means to concentrate all attacks on a specific target (I.E "Focus Lina" means that Lina should be the primary objective and that all the team should have attacking her as a priority in team fights)

**Harass** = Relative to the act of putting pressure on your enemy by attacking him during the laning period. Basically, harassing is attacking the enemy in front of you in the lane, so as to make him an easy target for a gank or to prevent him from farming freely. Therefore, "harass Ezalor" means that you should try to damage Ezalor with your skills/attacks.

**Juke** = Juking, means to make deceptive maneuvers with your hero while moving, so as to delude your opponent and make it harder for him to predict where you will be heading. This is used mainly to escape while you are being chased, or to make your enemy miss/misuse a spell (for example Avalanche, which has to be targeted to the ground).

**Pull / Pulling** = Creep Pulling. Getting creeps from a neutral camp to follow you into the path of your lane creeps. This effectively denies the enemy the chance to farm your lane creeps while making it easier for you to farm neutral creeps.

**Stack / Stacking / Stacked** = Stacked camps of neutral creeps. Neutral creeps that have been pulled away from their camp's spawn box result in new ones spawning, thus stacking the camp with more creeps.

**Spam** = Spamming your spells refers to the act of repeatedly using a certain spell, a lot. "spam crypt swarm" means cast Crypt Swarm a lot, most generally as soon as the cool down is up.

**Rosh** = Refers to Roshan, the big neutral creep next to the river just below the dire middle lane. Usually indicates the player's belief that either the enemy team is killing Roshan ("Roshing") right now or that the player's team should kill Roshan now.

**Gank** = Bringing several heroes to gang up on a target to kill them. "Gank Lina," is a request for you to come help kill her.

**b** = Back. If your allies start calling "b," get out immediately, it usually means that you're getting ganked. This is a more urgent warning than a miss or mia call.

**TP** = Teleport. A request for you to use a Town Portal Scroll or Boots of Travel to come assist in a fight. "tp mid now"

**Def** = Defend. Self-explanatory, "tp to def mid"

**Push** = Traveling down a lane as a team in order to work together to fight and kill enemy buildings.

**DD** = The Double Damage rune. "he has dd rune" or "he has a dd"

### **Hero Missing/Returning Calls**

**ss / miss / mia** = Missing. A warning that enemy heroes have gone out of view and might be ganking, so be careful. Usually said with a hero name, such as, "Lina miss" or "mid ss." Mia is missing in action. Same thing as miss, such as, "Lina mia."

**re** = Returned. The opposite of a miss/mia call, "Lina re" means that she's back in the lane she came from and you don't have to worry about her.

### **Spell Descriptions**

**nuke** = A generic term for any spell that does high damage. "Nuke him" just means throw your damage spell, pretty much no matter what hero you have.

**Ult** = Ultimate. Any hero's level 6 ability is referred to as their ultimate.

**Cd** = Cooldown. Should usually be interpreted as, "Hold on, the spell I need isn't up yet." Also, you might see something like, "ult cd 30" which means, "My ultimate is still cooling for about 30 more seconds."

**Oom** = Out of mana. Don't expect any more spells from this player during the fight.

Item Abbreviations

**Ac** = Assault Cuirass

**Aegis** = Aegis of the Immortal

**aghs / aghanims / scepter** = Aghanim's Scepter

**arcanes / mana boots** = Arcane Boots

**armlet** = Armlet of Mordiggian

**atos** = Rod of Atos

**basher** = Skull Basher

**BF** = Battlefury:

**bkb** = Black King Bar

**blink** = Blink Dagger

**boots / brown boots** = Boots of Speed

**BoT / bots** = Boots of Travel

**branch / gg branch** = Iron Branch

**cour / crow** = Animal Courier Flying Courier

**crit** = Crystalys Daedalus

**deso** = Desolator

**diffusal** = Diffusal Blade

**rapier** = Divine Rapier

**drum** = Drum of Endurance

**dust** = Dust of Appearance

**eblade** = Ethereal Blade

**euls** = Eul's Scepter of Divinity

**gem** = Gem of True Sight

**glimmer** = Glimmer Cape

**heart** = Heart of Tarrasque

**halberd / hh** = Heaven's Halberd

**HoD** = Hood of Defiance

**HoT** = Heart of Tarrasque

**HotD** = Helm of the Dominator

**greaves / gg boots** = Guardian Greaves

**lotus** = Lotus Orb

**mango** = Enchanted Mango

**manta** = Manta Style

**medallion** = Medallion of Courage

**mek** = Mekansm

**midas** = Hand of Midas

**mkb** = Monkey King Bar

**MoM** = Mask of Madness

**Necrobook** = Necronomicon

**obs / obs ward / observer** = Observer Ward

**octarine** = Octarine Core

**orchid** = Orchid Malevolence  
**phase** = Phase Boots  
**pipe** = Pipe of Insight  
**pms** / poor mans = Poor Man's Shield  
**quelling** / qb = Quelling Blade  
**raindrop** = Infused Raindrop  
**refresher** = Refresher Orb  
**relic** = Sacred Relic  
**salve** = Healing Salve  
**sblade** = Shadow Blade  
**sentry** = Sentry Ward  
**shivas** = Shiva's Guard  
**skadi** = Eye of Skadi  
**smoke** = Smoke of Deceit  
**SnY** = Sange and Yasha  
**Stick** = Magic Stick  
**Stout** = Stout Shield  
**Tome** = Tome of Knowledge  
**tp / tp scroll / teleport scroll** = Town Portal Scroll  
**tranquils** = Tranquil Boots  
**treads** = Power Treads  
**urn** = Urn of Shadows  
**veil** = Veil of Discord  
**vlads** = Vladmir's Offering  
**wand** = Magic Wand  
**Hero Abbreviations**  
**alch** = Alchemist  
**aa** = Ancient Apparition  
**am** = Anti-Mage  
**zet** / warden = Arc Warden  
**bat** = Batrider  
**bm** = Beastmaster  
**bs** = Bloodseeker  
**bh** / bounty = Bounty Hunter  
**bm / brew / panda** = Brewmaster  
**bb / bristle** = Bristleback  
**bm / brood** = Broodmother  
**ck** = Chaos Knight  
**clock** / cw = Clockwerk  
**cm** = Crystal Maiden  
**ds** = Dark Seer  
**dp** = Death Prophet  
**dk** = Dragon Knight  
**drow** = Drow Ranger  
**es** = Earthshaker  
**et / elder** = Elder Titan

**ember** = Ember Spirit  
**enchant** = Enchantress  
**void** = Faceless Void  
**gyro** = Gyrocopter  
**jak** / thd = Jakiro  
**jugg** = Juggernaut  
**kotl** = Keeper of the Light  
**lc** / legion = Legion Commander  
**lesh** = Leshrac  
**n'aix** / ls = Lifestealer  
**ld** / **druid** = Lone Druid  
**mag** = Magnus  
**potm** = Mirana  
**morph** = Morphling  
**naga** = Naga Siren  
**np** / **prophet** / **furion** = Nature's Prophet  
**necro** = Necrophos  
**ns** = Night Stalker  
**nyx** = Nyx Assassin  
**ogre** = Ogre Magi  
**omni** = Omniknight  
**od** = Outworld Devourer  
**pa** = Phantom Assassin  
**pl** = Phantom Lancer  
**qop** = Queen of Pain  
**sk** = Sand King  
**sd** = Shadow Demon  
**sf** = Shadow Fiend  
**sb** = Spirit Breaker  
**storm** = Storm Spirit  
**ta** = Templar Assassin  
**tb** = Terrorblade  
**tide** = Tidehunter  
**timber** = Timbersaw  
**tree** / **treant** = Treant Protector  
**veno** = Venomancer  
**wr** = Windranger  
**ww** / wyvern = Winter Wyvern  
**wd** = Witch Doctor  
**wk** = Wraith King