

UNIVERSITY OF JYVÄSKYLÄ

# **Word Formation on Internet Gaming Forums**

A Proseminar Paper in English

By

Juhamatti Kalima

Department of Languages

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Juhamatti Kalima  
WORD FORMATION ON INTERNET GAMING FORUMS

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Vaikka Internetistä eri muodoissaan on tulossa entistä suurempi osa jokapäiväistä kielenkäyttöä ja netissä syntyvät sanat siirtyvät myös suulliseen kielenkäyttöön, ei vakavaa tutkimusta Internetissä tapahtuvaan uusien sanojen sananmuodostukseen suoriteta läheskään tarpeeksi. Tämän proseminaariryön tarkoituksena olikin selvittää, mitkä sananmuodostusprosessit ovat yleisimpiä muodostettaessa uusia sanoja Internetin keskustelupalstoilla. Sananmuodostusprosessit ovat erilaisia prosesseja, joiden kautta kieleen muodostuu uusia sanoja. Keskustelupalsta eli foorumi, on Internetissä oleva sivusto, jossa käyttäjä voi avata oman viestiketjun eli *threadin*, tai kirjoittaa kommentteja toisen aloittamaan ketjuun.

Aineistona tässä tutkimuksessa käytettiin peliaiheisen keskustelupalstan, tietyn pelin strategiaa käsittelevältä alaforumilta kerättyjä uusia englanninkielisiä sanoja, jotka lajiteltiin niiden luomiseen käytetyn sananmuodostusprosessin mukaan. Tutkimuksessa kiinnitettiin huomiota myös siihen kuinka moni sanoista oli aktiivisessa käytössä kyseisellä foorumilla. Tutkimus oli luonteeltaan laadullista tutkimusta, koska otanta oli varsin rajallinen. Tulosten voidaan katsoa olevan enimmäkseen suuntaa-antavia eikä yleistettävissä koko Internetissä käytössä olevaan sanastoon.

Tutkimuksessa saatujen tulosten mukaan kaksi selkeästi yleisintä sananmuodostusluokkaa olivat lyhenteet ja sanan katkaisut eli ”clippings”, jotka yhdessä muodostivat yli 75 prosenttia aineistossa esiintyneistä sanoista. Lainasanoja oli aineistossa vain yksi ja muilla sananmuodostusprosesseilla luotuja sanoja esiintyi datassa korkeintaan viisi prosenttia sananmuodostusprosessia kohden. Tämä poikkeaa huomattavasti normaalista englannin kielestä, jossa lainasanat, yhdyssanat ja erilaisin alku- tai loppuliittein muodostetut sanat ovat uusista sanoista yleisimpiä. Lainasanojen vähyys kyseisellä foorumilla selittyy aihepiirin rajallisuudella, jolloin käytössä olevaan sanastoon ei tarjoudu mahdollisuuksia lisätä sanoja muista kielistä. Syinä lyhenteiden ja clippingien yleisyyteen voidaan pitää osaltaan lyhennettyjen sanojen käytön helppoutta kirjoitetussa formaatissa tapahtuvassa kanssakäymisessä ja osaltaan myös foorumeiden mukanaan tuomaa yhteisöllisyyttä, joka saattaa aiheuttaa muutoksia kielenkäytön käytänteissä kun keskustelu tapahtuu pienessä piirissä ennalta tuttujen keskustelijoiden kanssa.

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## 1. INTRODUCTION

Internet, as a medium of communication, is becoming increasingly influential in determining our every day language use. Words and expressions created in chat rooms, forums and instant messaging programs take on a life of their own and spread into other ways of communicating, such as SMS messages and even to casual conversations. Whenever major changes take place in the society, science is usually quick to follow suit and begin an inquiry into these changes. While the Internet is full of different netspeak dictionaries and acronym finders, the amount of scientific research done on the Internet is surprisingly low. One would assume that linguists from around the world would be attracted to the buzzing meeting ground of language users from around the globe, conducting extensive research and seeking answers to questions such as “how does the written medium impact language use?”, “does the internationality of the Internet diversify the language used?” and “do word formation processes used in the Internet differ from those used in every day language use?”.

However, when I started this proseminar study on word formation on Internet forums, I quickly discovered that there was very little previous research on word formation in the context of the Internet. I decided to concentrate on vocabulary, and specifically word formation because after spending two years actively reading and posting on Internet forums, I was certain I would find a great deal of data in that area of language use and was already familiar with the data. My focus was to determine which word formation processes, detailed by Jackson and Zé Amvela (2001) as well as Yule (2006), are used in creating new expressions and terms on the forums. To that end, I chose to gather my data from a gaming forum. After having spent more than two years frequenting this particular forum, my hypothesis was that acronyms would be by far the most commonly used word formation process.

In this study I will first explain the different word formation processes and the previous research, or the lack of there of, that has been conducted on the topic of word formation in the Internet. After this, I will explain in detail the data that I used in the study, when and how it was gathered as well as the methods for analyzing that data. From there on the focus will be on the results and findings of the analysis as well as discussing what the results would indicate about word formation and the use of new words on the Internet.

## 2. THEORETICAL BACKGROUND

In this chapter I will provide information on the previous research on word formation, both in general as well as in regards to the Internet. I will briefly describe the different processes that take place in word formation, explain how word formation in the English language generally takes place and then consider how these processes may differ in the context of Internet language use.

### 2.1 Word formation of new words in general

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, as evidenced by the study by Garland Cannon, cited in Jackson and Zé Amvela (2000), which shows 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. Coinage, in the case of eponyms, bears some likeness to borrowing, but whereas borrowing simply copies 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*. Reduplication is the word formation process in which a word or a close-sounding word is repeated to give an emphasized meaning, for example *night-night* or

*zig-zag*. 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 Hatch and Brown (1995) clipping is commonly used among close-knit communities as well as in computing, both of which are highly relevant when discussing Internet forums. Initialisations and acronyms are word formation processes which are closely tied together with the only differentiating factor being how the resulting word is pronounced. Initialisations are words that are pronounced letter by letter, such as *FBI*, *USA* and *SMS*, whereas acronyms are pronounced as regular words, examples being *NATO* and *SETI*.

According to Hatch and Brown (1995, 210) 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 forums are one such particular field. However, as the forums are purely a text-based way of communicating, differentiating between acronyms and initialisations will at times be difficult if not even outright 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 (Jackson & Zé Amvela 2000, Yule 2006). For example compare the blend *dawk* (combined from *hawk* and *dove*) to the compound *eyeglasses*. Finally the process known as derivation is one that adds the 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 derivation 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 coinage, blending, clipping and acronyms have been less frequent outside specific fields of language use.

## **2.2 Previous research on Internet word formation and on the nature of the forums**

As the concept of an Internet forum is rather central to my study, I will now describe the phenomenon, as well as offer some insight into previous research on it. The nature of Internet forums is such that they are an asynchronous way of communication, which means that the discussion does not take place in real time (Crystal 2001, 22). Crystal (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. I am however more accustomed to using the word ‘forum’ when discussing them and also feel that

it is a more suitable term to describe them, due to their active users. Because some users are highly active on these forums, the exchange of ideas and the pace of communication can become practically instantaneous, effectively taking more the characteristics of the Latin idea of a forum, meaning a meeting place of people with each individual speaker participating constantly in the discussion but taking their time to formulate their response. I prefer this description of how the forums work over Crystal's conventional idea of a bulletin board where people pass by, reading a few notes here or there and only occasionally leaving notes for others to read. As such I will be using the term 'forum' when discussing them in this paper.

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 work by Driscoll from 2002. The focus of her study is very similar to mine, as she tries to answer the question "How do the Online Gamers form specific words that contribute to their dialect?". 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 fairly different types of media for discussion, IRC being a synchronous, real-time medium and forums being an asynchronous one. Driscoll (2002) discovers that out of the 72 unique expressions in her data, 43% per cent were unique coinages, 33% were clippings, 23% acronyms, 11% blends and 5% compounds. This should provide me with a good comparison point to see if the shift in the mode of communication (from the synchronous IRC to the asynchronous forums) will have an impact on the frequency of word formation processes in use.

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. In their book from only little over half a decade ago, Jackson and Zé Amvela (2001, 129) categorise this entire field of language use as an occupational jargon, which is something I cannot agree with, as it is used by people without any connections to occupational computing. This also goes to show that the phenomenon is not as well known or researched as one would expect when taking into account the impact that the Internet has had on the society and how much daily communication is shifting to written media and specifically to the online environment.

### **3. Data and methods**

In this chapter I will explain in detail the data used in this paper as well as the methods used and what research questions were set for this specific study. I will begin by explaining the data and its acquisition in detail and then move on to what methods were used to then process the data as well as what research questions the chosen methods were used to answer.

#### **3.1 Data and data-acquisition**

The data used in this study was taken from an Internet forum that deals with the games of a Canadian game company, Relic Entertainment. The forums are called Relicnews and can be found at <http://forums.relicnews.com>. The forum is a public forum and usernames or any personal information was not included in the data in any shape or form. As the forum is quite large (at the time of the writing, the forum is approaching 2.1 million posts), I had to significantly limit my scope in order to realistically cover the data within the expected timeframe of the study. As a result, the search was narrowed down to an approximately two-month period of the strategy sub forum of a single game (<http://forums.relicnews.com/forumdisplay.php?f=119>). This sub forum, as the name implies, discusses different strategies that go into playing a game called Dawn of War and it has been in use since September 2004, making it an over 2 year-old forum at the time when the data was gathered. The forum is frequented by members from all around the globe; I have personally noticed members from all parts of North America, all over Europe, Australia, Asia and Africa. This diversity of linguistic backgrounds is likely a contributing factor to the diverse use of language on the forum. The two-month period of my choice was from the start of September 2006 to the end of October 2006. This was a suitable time frame in my opinion as at the start of October a new expansion was released for the game, which introduced new terms and strategies to the game, which were then in turn taken by the visitors of the forum and abbreviated, clipped and in other ways turned into new words suitable for closer examination in this study. The data was gathered in the winter of 2007.

Through this screening process a sample size of approximately 700 threads was reached, each of the threads with a varying number of individual posts ranging from threads without a single reply to threads with well over seventy replies. Once I had established the sample, I started going through the threads, looking for words and terms that would be unique to this linguistic environment. After going through 80 threads from the beginning of September, the number of new words that had not yet come up diminished considerably and the data was starting to repeat itself. As a result I began going through threads from the end of October, working back towards September, and after 40 threads the number of new words to come up decreased significantly again and I concluded my data



collection. As the focus of this study was on word formation on Internet forums, words taken directly from the game, such as *Orks*, *Eldar*, *Wraithlord* or *Space Marines* were excluded from the data. Only words formed and used on the forums would come under closer examination. The resulting list included 366 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.

### **3.2 Methods used in processing the data**

After gathering the data, the words were divided into different categories based on the word formation process that had been used in creating that word. Coinages were only marked as such when the word was truly a unique and not a pre-existing word with a shifted meaning. Words, such as *4tw* (translating into “for the win”) or *m8* (meaning “mate”), that were homophones and given a new orthographic form which was shorter than the “proper” spelling of the word, were separated into a different category, referred to as *homophonic literations* from now on in this study. In cases where there were clearly several processes at work, the word was categorized as having multiple word formation processes. Prime examples of such cases would be words such as *wtfpwned* (translating to “what the fuck, owned”) and *locked* (translating to “upgraded with a Warlock leader”).

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 data. As the question of the life-span of words is an important one when looking at language use, a very rudimentary distinction was made between words that were used frequently and others that were not in common use. To determine which words were taken into common use by the forum members I compared the words gathered in the data to a list of the most commonly used new terms and acronyms which was gathered by the forum community to help new members better understand what is being discussed on the forums (<http://forums.relicnews.com/showthread.php?t=112328>). The list gathered by the community had only 205 words in it and as a result several of the words in my data were not on it. Having frequented the forum a good deal before and after going through the data, I could easily recognize several words which did in fact appear several times in regular use on the forums but had not been yet listed in the community guide. In cases where I could clearly recognize popular words, I would mark them up as such, even though they did not appear in the list.

### **3.3 Research questions of the study**

These methods were chosen in order to answer the following research questions:

1. What are the most common word formation processes that generate new words for use in an Internet gaming forum and why?
2. How many new words and terms remain in active use after they are first used?

From my previous experience on the forum, my hypothesis going into this study was that abbreviation and initialization would be clearly the most common processes. This was based purely on my previous observations when visiting the forums prior to the research.

## **4. RESULTS OF THE DATA AND FINDINGS**

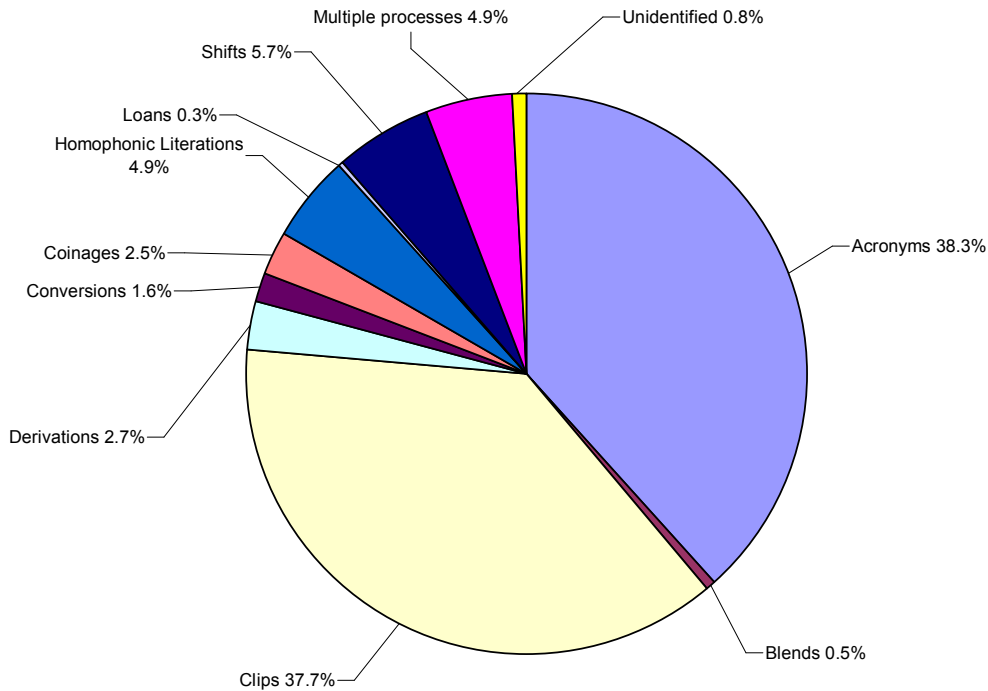
In this chapter I will explain what the results of the data were and give examples of the data that was encountered.

### **4.1 Analysis of the data**

First of all, out of the 366 words in the data, three were such that I could not determine their meaning and as such they were not categorized under any word formation process. Looking at the data, two word formation processes clearly set out from the rest of the data: acronyms and clippings. These two made up 76 per cent of all the words included in the data, well over two thirds. The remaining 24 per cent was divided between meaning shifts, derived forms, blends, alternative spellings and coinages.

40 of the words in the data shared the same orthographic form with at least one other word in the data but with a difference in meaning and 81 words shared the meaning with at least one other word in the data but differed orthographically. This makes the number of unique meanings in the data 318. 43 of those words shared a meaning with at least one other word in the data and matched so closely orthographically, differing only by a few letters, that they can be considered alternative spellings of the same word. The alternative spellings were counted as separate words however, as they were all used on the forum and determining the “correct” spelling between several different alternatives would not have been possible.

## 4.2 Findings



**Figure 1. Percentages of the different word formation processes within the data**

As is apparent in Figure 1, acronyms (38.3 %) and clips (37.7 %) were clearly the two dominant word formation processes, holding between them over 75 percent of all the words in the data. Shifts (5.7 %) and homophonic literations (4.9 %) are the next two and words with multiple processes also make up almost five percent of the words. The remaining 8,5 percent consist of the remaining six processes; coinages (2.5 %), derivations (2.7 %) conversions (1.6 %), blends (0.5 %) and loan words (0.3 %) along with the unidentified words (0.3 %). In comparison, Driscoll's (2002) data consisted mostly of unique coinages (42.27 %), clips (33.33 %) and acronyms (23.25 %). The two dominant in my data then had a significant presence in Driscoll's data as well, however in her data, unique coinages far outnumbered both clips and acronyms whereas in my data the number of coinages was very low in comparison. 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. Another factor could be the difference in medium as IRC is a very closely-knit community, even more so than the forums, where participants in the conversation know one another. As such they can be expected to develop and use

their own, truly unique words easier than people posting on the forums where one has to keep in mind issues of legibility.

Out of the 366 words in the data, 311 were such that they were either found in the list of commonly used words gathered by some of the more active members of the community (<http://forums.relicnews.com/showthread.php?t=112328>) or were otherwise seen to be in common use on the forum. 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 forums. Taking into account these problems, 311 words out of 366, 85% of the words in the data, is a fairly significant number and goes to show the ease at which new words are introduced and accepted into common use on the forums.

	Frequency	Percentage
Acronyms	140	38.3 %
Clips	138	37.7 %
Shifts	21	5.7 %
Homophonic Literations	18	4.9 %
Multiple processes	18	4.9 %
Derivations	10	2.7 %
Coinages	9	2.5 %
Conversions	6	1.6 %
Unidentified	3	0.8 %
Blends	2	0.5 %
Loans	1	0.3 %
TOTAL	366	100.0 %

**Table 1. Different word formation processes within the data**

As shown in Table 1, there were only 10 derivations out of the 366 words in the data. This is quite surprising as derivation 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. Of note is however the fact that among the data, there was a word that was formed using a completely unique suffix, *-zor*, that is not used outside of the netspeak. This suffix was also present in Driscoll's data and it is used by adding it to the end of a verb, i.e. *you rockzor* or *that pwnzored*. The suffix does not change the meaning of the verb in any way, however and it is only used to over exaggerate or put emphasis on the fact that the word belongs into the Internet dialect. The only word in the data that could be categorized as purely a loan word was *kekeke*, which is a Hangul (written Korean) expression that has been romanized to fit western spelling and means "hahaha" (see <http://en.wikipedia.org/wiki/Kekeke#Kekeke> for a more detailed etymology and description of the term).

## 5. DISCUSSION

In this chapter I will discuss the results of my analysis, consider reasons to what the results were as well as what could have been done differently. I will also touch on possibilities for further research as well as discuss to what extent the methods chosen served to answer the research questions and what could have been improved on.

My goals for the study were to find out which word formation processes saw the most frequent use in creating new words on Internet gaming forums. 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. If the sample size was increased or if the sample was taken from a different forum, it is possible that the results would be very different. However the fact that acronyms and clippings combined made up over 75 percent of the data 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 data and was unfortunately beyond the scope of this study. However, as 85 per cent of the words in the data, most of which could only have been in use for little over two years, were still in frequent use on the 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 forum would suggest that these new words are in fact used fairly often. This is further supported by the fact that the members of the 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

the new words found were in common use on the forum, one could assume that studies conducted on the frequency of use would yield results showing very frequent use of the words.

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 common processes. It should also be noted that as Hatch and Brown (1995, 210) 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. The forums 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. As the topics are restricted to a very specific area, it is understandable that loan words do not come into use very much since most of the discussion takes place in English. 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 and in fact such an example can be found in the expression kekeke, mentioned earlier. 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*.

## **6. CONCLUSION**

This study set out with two research questions; what are the most common word formation processes that generate new words for use in an Internet gaming forum 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 data from a gaming forum, *forums.relicnews.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 data, it was apparent that much of the word formation on internet gaming forums seems to take place through two processes: acronyms and clipping. Other word formation processes see some use as well, but the two dominant processes were behind over 75 per cent of the new words in the data. This shows a significant difference to "normal" language use where derivation, compounding 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 per cent, were determined to be in active use on the forums. Due to the restrictions on the scope of this study, the sample size of the data 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 forums 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.

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## **Appendix 1: Examples of the different words in the data**

### **ACRONYMS**

AC = Aspiring Champion

AC = Assault Cannon

BB = Baneblade

BC = Burst Cannon

CL = Chaos Lord

CotMS = Curse of the Machine Spirit

CoW = Call of War

Gg = good game, usually typed after a game as a sign of defeat or that the game's over

HWT = Heavy Weapon Team

IIRC = If I Remember Correctly

Jw = just wondering

MoM = Meeting of Minds (map)

OMFG = Oh my fucking God

V = vehicle

ZOMG = Oh my God, Z added to ridicule

Cba = can't be asked / can't be arsed

4p = 4 player

### **BLENDS**

Sheerush = a rush tactic using shees (Howling Banshees)

Tacmass = a strategy that uses a mass of tactical space marines (tacs)

### **CLIPPINGS**

Anim = animation

Basi = basilisk

Crit = critical location

Frag = frag(mentation) grenade

Inf = infantry

Mod = moderator

Oblit = Obliterator

Shee = (Howling) Banshee

Tac = tactical marine

### **DERIVATIONS**

Debuff = opposite of 'buff'

Decap = to decapture, i.e. remove an opponent's control of a point on the map

Kasyr Lutienist = someone who plays a lot on the map Kasyr Lutien

Pwnyness = a quality that determines how much someone or something owns, i.e. how good it is

Pwnzor = to pwn i.e. to own i.e. to win. -zor is a suffix only used in the gaming environment

Rusher = player who uses the rush strategy

### **CONVERSIONS**

Mirror = verb, a game where both sides pick the same race(s)

Stripsouling = to cast the ability Strip Soul on a unit

Vs'ing = playing against

### **COINAGES**

Noob basher = a player who plays against new players for cheap wins

Kk = ok

Noob = originally an alternative spelling for "newb", nowadays often a derogatory term with this spelling

Pwn = own, defeat something by a large margin

SMurf = Space Marine, specifically Ultramarines chapter

Zombots = Necrons

### **HOMOPHONIC LITERATION**

4tw = for the win

M8 = mate

Ne1 = anyone

Nid = need

### **LOANS**

Kekekeke = laughter, hahahaha

### **SHIFTS**

Bitch = Farseer

Buff = to improve something, usually in terms of in-game statistics

Bugs = Vespids

Dance = to move one's ranged units away from the opponent's close combat units

Lurk = to read the forums but post little or none

Lurker = someone who lurks

Own = defeat something by a large margin

Turtle = a player who plays (too) defensively

### **MULTIPLE PROCESSES**

ZOGM! = ZOMG, which means "oh my god" with the Z added and the letter order mixed for humorous and purposefully exaggerated effect

Wtfpwned = to lose very badly "You can get wtfpwned on kasyr by a nice little rush."

FoF away = escape using the speed granted by the Fleet of Foot ability

Cow-shee = Banshees with the Call of War upgrade

Locked = upgraded with a Warlock

### **UNIDENTIFIED**

BMTJM = ?

KI = ?

OV = ?