Title: Lexico-semantic features of e-sports commentary e-sports broadcast (based on the materials acquired in English and Russian).

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Topical importance: Due to the novelty of the whole subject of lexical-semantic features in cybersport commenting. Due to the fact that e-sports has become a separate sport in such a short period of time, e-sports commenting is purely innovative in the field of sports commenting. There are no official sources, regulations and commenting rules, and this freedom causes an increased interest in this field of human activity.

Goals: The purpose of this work is to study the lexical-semantic features of sports commenting during cybersport broadcasts in English and Russian languages.

Tasks: To achieve this goal, the following research tasks were identified:
- look into eSports, its forms and functions;
- highlight research directions in the field of sociolinguistics;
- study the semantic and stylistic slang features in the cybersport environment;
- identify the lexical-semantic features of e-sports broadcasts commenting.

Theoretical applicability: The theoretical significance of the work lies in the fact that the study allows us to develop a variety of adequate analytical tools for further study and analysis of the lexical and semantic features of commenting, as well as the structure of cybersport broadcasting.
**Results:** The results obtained contribute to better understanding of the eSports characteristics, its influence on young people at the present time, and to studying the intensity of the cyber-sports jargon integration into daily life.

**Implementation advice:** the theoretical and practical materials of the diploma thesis can be applied while studying or teaching different courses of cognitive linguistics, in special courses connected with Esports area.