ABSTRACT
of the final qualification work of the 4th year student
of the Institute of Foreign Languages and International Tourism
“Pyatigorsk State University”
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studying in the direction of training 45.03.02 – Linguistics
(profile: Theory and methods of teaching foreign languages and cultures),
on the topic «Sociolinguistic stratification of computer jargon in English and Russian languages»

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Computer jargon is a linguistic-cultural phenomenon, which is under active development, and the study of the features of which is not only relevant, but also promising.

The degree of scientific development of the problem is due to the coverage of the works of scientists who have made a significant contribution to the development of the studied problems by O.S. Akhmanova, L.S. Barkhudarov, L.I. Borisov, V.V. Vinogradov, V.N. Komisarov, I.G. Koshevoy, L.L. Nelyubin, V.A. Khomyakov, G.T. Huhuni, F. O. Smirnov, P.V. Liholitov and others.

The aim of the work is a comparative description of the structural and semantic features of the English and Russian vocabulary of the sublanguage of computer technologies.

In accordance with this goal, the following tasks are put forward:
1. to classify the English and Russian computer jargon by use;
2. to conduct a detailed derivational analysis of the English and Russian computer jargon;
3. to carry out a comparative analysis of the structural features of the English- and Russian computer jargon.

The relevance of the chosen topic is determined by the significant interest to this problem abroad and significantly increased interest to this problematics in the Russian linguistics, which really reflects the importance of developing this problem for understanding some of the features of the communicative process at the present stage of development of the society.

Thus, the object of the study of this work is English and Russian computer jargon, and the subject is a comparative study of the formation and development of computer jargon.

The material of the study was 680 lexical units relating to slang of hackers and gamers collected by continuous sampling from various oral, written, electronic sources and subjected to rigorous analysis. Sources for the sample were 6 computer terminology dictionaries, books and specialized journals for PC users, as well as some sites on the Internet.
The method of the research. We used the methods of the determination, component, comparative and quantitative analysis.

The theoretical significance of the work is determined by the fact that the study makes a certain contribution to the development of actual problems of linguistics, and its results are directly related to the development of the vocabulary of the language in terms of the stability / variability of lexical units and the interaction dynamics of various lexical units.

The practical value of the work lies in the possibility of applying its results in lexicographical practice. The findings can be used in theoretical courses on the lexicology of Russian and English languages, stylistics, in the special course on computer jargon. The study material can be used for the practice of teaching English.

The main practice-oriented goal of the study is to use the materials and conclusions contained in it in the preparation of an innovative product - a dictionary of computer vocabulary in English and Russian for gamers and for schoolchildren.

The structure of the paper. Compositionally the final qualification paper consists of the introduction, two chapters accompanied with the findings, the conclusion, bibliography and appendixes.