Тема: Письменные и устные черты интернет-коммуникации (на материале игры “World of Warcraft”)

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Subject matter: Written and Oral Features of Internet Communication (based on “World of Warcraft” computer game)

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ABSTRACT

The research is topical because it aims at finding typical features in the language used in internet-communication. Nowadays internet-communication predominates among young web-users which entails creation of the new language characterized by its own rules which differ from the norms of the common literary and written language. This new web-language is characterized by the variety of innovations in the field of dictionary and grammar.

The purpose of the present research is to learn, identify and describe features of Russian and German used in game discourse, and also to establish an opportunity of separating language of game communication as a new language discourse.

The objectives of research are as follows:

1) To carry out the analytical review of scientific studies on the problem of internet-communication discourses;
2) To examine features of internet-communication as oral-written phenomenon;
3) To characterize neterature as a special speech genre of internet-communication;
4) To analyze the special characteristics of the communication between German-speaking gamers and Russian-speaking gamers;
5) To carry out comparative analysis aimed at determining of the national-specific features in the exploring discourses.

The research is of both theoretical and practical value. The former can be stated as making a contribution to the studies of gamer language, identifying and describing its national and cultural specificity, and also as supporting the hypothesis that a variety of new discourses appear and develop during the gamers’ communication. The latter comprises the practical usage of the work in the process of teaching and studying linguistic discourse analysis.