effective relationships [2]. The development of intercultural competence helps to reduce cultural stereotypes, prejudices and conflicts, and also allows you to form an open attitude to differences.

In addition, this type of education includes familiarization with literature, art, music and other aspects of the culture of different peoples. Thanks to this, participants in the educational process can broaden their horizons, develop aesthetic perception and contribute to the development of creative thinking. The study of foreign culture through literature and art makes it possible to better understand the values, ideas and worldview of other peoples, which contributes to cultural enrichment and the exchange of ideas.

In conclusion, I would like to say that intercultural education is an important factor in the development of the linguistic and cultural environment. This contributes to the development of international relations, intercultural communication and understanding of different cultures. The knowledge of languages and international competence acquired within the framework of international education make it possible to effectively interact with representatives of other cultures, build constructive relationships and develop cultural dialogue. The result of the research is the development of a linguistic and cultural environment based on respect and understanding of different cultures, which is an important step in the development of a harmonious and multinational society.

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**COMPARISON OF ENGLISH AND RUSSIAN GAMER SLANG
IN THE GAME CS:GO**

**Сравнение англоязычного и русскоязычного геймерского сленга
в игре CS:GO**

Slang is currently used by almost every inhabitant of the planet. Slang is non-literary vocabulary that is outside the literary language from the point of view of modern literary form [1]. At its core, this is an extensive group of lexical and

phraseological units, which is constantly replenished by various sociolects. Based on the relevance of slang words and expressions to a specific social community, slang can be divided into: youth, journalistic, gaming, etc.

English and Russian gaming slangs are largely similar in composition, since a large number of words and expressions are borrowed from English, for example: *Эйс (eng. Ace)* – killing the entire enemy team by one player. *Кемпер (eng. Camper)* – a player who constantly sits in one place and does not interact with the team. *Фарм (eng. Farm)* – earning money by killing opponents with certain weapons.

The part of words has the same meaning, but is expressed in languages by unique lexical means: *Пачка (eng. Bomb*) – used by a team of terrorists to win by blowing it up at certain points in the game location, for example: «*Пачка на Б*» – '*the bomb is at mining point B*', in English variant: "*Bomb planted on B*".

Фраг (eng. Kill) – killing an enemy, for example: «*2 фрага за раунд, неплохо!*» – '*2 kills per round, good job!*', in English variant: "*2 kills in one round, good job mate*".

Имба (eng. GG) – something that brings an easy victory to the team, for example: «*Эта позиция для защиты, просто ИМБА!*» – '*this point on the map gives superiority over the enemy*', in English variant: "*This position is GG for enemy*".

The most interesting examples of gaming slang are those that have no equivalent in another language. For example, in Russian it is «*Шара*» – this is a random shot that hits the enemy, for example: «*Он играет тупо на шару! »*, or *«Без головы»* – this is the name given to a player who survives being shot in the head. «*Чел без головы сделал два фрага*». And in English the most interesting examples are "*Crabwalk*" – this is a player who moves around the map with a pistol or knife in a crouch for stronger stealth, for example: "*This crabwalkers are soo annoying*". It would also be worth highlighting "*Kobe*" – this is a grenade kill, usually from a long distance, that players began using in honor of one of the best American basketball players in the NBA – Kobe Bryant. For example: "*Omg did u saw that? He's like a Kobe!*"

Gamer slang arose relatively recently, 25 years ago, but even in such a short period of time it has changed beyond recognition, thereby complicating its analysis and understanding for the average person. English-speaking and Russian-speaking gaming slang of the game CS:GO are similar to each other, however, through comparative analysis we can see that due to the regional and ethnic characteristics of each community, it may have unique expressions.

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