

## FEATURES OF CS:GO GAMER SLANG

### Особенности геймерского сленга в игре CS:GO

Slang is very important nowadays because a large number of people use it in everyday communication. The role of slang in modern society can be traced to the dynamism of its development. It is worth noting that there are different types of slang depending on the spheres of its functioning. This paper will consider the features of gamer slang, which is used in the game CS:GO. Counter Strike Global Offensive is a game that is unique in its kind, because it was one of the first shooters (shooting games) in the history of computer games. Initially it was an online mode of team battles in the game Half-Life, after the mode was transformed into separate series of games.

Currently, the term “slang” is interpreted in different ways and there are different definitions of this concept. However, the definition of slang is based on the concept of a lexical phenomenon or layer of a certain vocabulary. Such words or word combinations are called slangisms. Slang is non-literary vocabulary that is outside of literary language - in terms of modern literary form. Also, it is a vocabulary that occurs and is used primarily in spoken language. Slang is an emotionally colored phenomenon. It has a limited stylistic use, has a pronounced familiarity with a spectrum of shades (joke, disdain, irony, mockery, rudeness, etc.). It is worth noting that the emotional coloring of many slangisms has a common feature - it is a negative or critical assessment of the denoted actions, phenomena or objects, which distinguishes slangisms from the words of literary speech [1].

Depending on the sphere of functioning slang can be divided into types, for example: youth, Internet slang, gamer slang. Gamer slang is used to communicate while playing computer games. Gamer slang appeared simultaneously with the first games, i.e. relatively recently (25–20 years ago), but nowadays the popularity of gamer slang increases every year. CS:GO gamer slang contains words and sentences of a deviant nature. It is worth noting that their number is not small, which is primarily due to the genre of the game — “shooter” and the age restriction in the game itself. The main source of deviance is the community of players who play the game and sometimes communicate too emotionally and in violation of linguistic and moral norms. Some slangisms disappear and are replaced by other, more modern ones, but the principle of deviance is not violated. Here are examples of deviant slangisms:

***Kemper (rat)*** — this is how players refer to those who like to sit and wait for the enemy to come to them himself. For example: “*A rat killed me in the back*” — The enemy in ambush, dishonestly killed me in the back;

*To arrange a bloodbath* — this expression is used in cases where the entire enemy team in the attack killed in the first 5–10 seconds after the start of the firefight. It occurs when playing on the lower ranks. For example: “We *made them a bloodbath!*” — Killed the entire enemy team in 10 seconds;

There are a large number of deviant slang expressions in the game CS:GO, which is primarily due to the specifics of this genre of computer games — “shooter”. It is possible to note the tendency of deviant slang expressions increase in computer games, as the community of games forms more and more and the in-game communication acquires the closed format.

### Reference

1. *Sizov, S.D.* The concept and functions of slang / S.D. Sizov, Y.S. Sizova [Electronic resource] // *Young scientist*. — 2016. — № 5 (8). — С. 32—34. — Mode of access: <https://moluch.ru/young/archive/8/533>. — Date of access: 04.11.2022.

**J. Kosmykova, V. Sidorenko**

**Ю.Д. Космыкова, В.В. Сидоренко**

БГЭУ (Минск)

*Научный руководитель И.В. Ивашкевич*

## LINGUISTIC FEATURES AND PECULIARITIES OF MODERN POPULAR PRESS TEXTS IN ENGLISH, RUSSIAN AND GERMAN LANGUAGES

### Языковые особенности и особенности современных популярных пресс-текстов на английском, русском и немецком языках

The life of a modern person can't be imagined without such media as the press, radio, television, the internet, which are unique in terms of reaching a diverse audience and influencing on it, in the variety of subjects and, above all, in the volume and activity of using the language, which is the main tool of communication with the reader, viewer, listener.

Newspapers and magazines are among the first respond to the dynamic processes occurring in the spoken language, sensitively capturing everything new, vibrant, relevant. Through the mediation of the press, language innovations are consolidated and get finalized in the national language.

According to this the main aim of the study was determined: analyzing the linguistic characteristics of the popular press texts. The object of our research is news of popular