

## DISCOURSE OF ENGLISH-LANGUAGE COMPUTER GAMES AS A SOURCE OF BORROWINGS INTO RUSSIAN

**Introduction.** Recently virtual or computer discourse draws attention of a wide range of researchers who are interested in sociolinguistic, culturological, communicative, pragmatical and genre features of this phenomenon. In the majority of works computer discourse is defined as a text placed in a communication situation in virtual reality. Today it is possible to say that the Internet possesses not only informational but also communicative function. Studying of discourse is one of the most actively developing directions of modern linguistics, however there are many debatable questions concerning the essence of this phenomenon [1].

Today computer games are widely adopted and have great popularity. At the same time, many multiplayer computer games are originally available only in English and that, undoubtedly, influences some linguistic features of the Russian-language game discourse. The process of borrowing of lexical units in English-language discourse of computer games is of special interest.

The aim of the study is in the identification of features of English-language borrowings from computer games in Russian within a virtual discourse.

**Main part.** Surely, the influence of English isn't limited only to a virtual discourse, but it actively gets into the speech of modern youth. The analysis of oral speech models of teenagers playing such computer games as Clash of Clans, World of Tanks and World of Warcraft confirms this idea.

Discourse is understood as a speech situation, it means that the text is placed in a situation of real communication. This difficult phenomenon includes the participants of communication, the situation of communication and the text itself [2].

Virtual or computer discourse is defined as a set of texts united by the arch topic Internet and realized in artificially created communicative field assuming distant interactive communication of the virtual participants [3].

One of the kinds of a virtual discourse is the discourse of computer games which is characterized by its own linguistic and pragmatical features, including specific computer lexicon.

As the basis of the research such types of computer games as Action, Role-Playing-Game and Quest were taken.

Borrowings are one of the ways of the development of a modern language, which always quickly and flexibly reacts to the requirements of the society. In most cases borrowed words get into language as means of naming of new things and expression of earlier unknown concepts [4].

The main reasons for borrowing foreign-language lexicon are:

- the lack of the corresponding concept in the target language;
- the need to express multiple-meaning Russian concepts by means of a borrowed word;
- the desire to make the language more expressive [5].

While researching, we learnt that the lexical-semantic group is an integration of words of one part of speech with the general meaning component.

Having interpreted the results we defined the main lexical-semantic groups of borrowed words:

- characters and tools: like "wizards" from English 'the magician'; or a "fireball" from English 'a fiery sphere';
- game elements which are clear only to the participants of a certain game. This group is the biggest and quite bulky. For example: «инферна» from English "inferno", or "hell"; «геммы», «гемза» from English "gems", or "gemstones";
- actions performed. This group completely consists of verbs, for example: «лутить» from English "to loot", which is "to plunder, collect production"; «фармить» from English "to farm" — to repeat the same actions to destroy enemies. Also it means to collect different resources of the game;
- common game lexicon can be met in any genre of computer games. «Девайс» from English "device", some kind of equipment necessary to play; «геймер» from English "gamer" — a player in computer games. They are neutral and deprived of emotional coloring.

Also we made a separate group of abbreviations used in games.

«ГГ» from English "Good Game". It is said at the beginning or more often at the end of the game, and it means that the game was really a good one;

«ТХ» from English "town hall", which is usually situated in the middle of the map and is used to upgrade characters or tools up to the next level.

Lexical-semantic groups are dynamic by its nature and, therefore, have prospects for further research.

It is known that a foreign word is not mechanically transferred to the target language, it goes from occasional use in its original form through graphic and phonetic stability to wide use and, therefore, the word adapts to the host system of language at all levels — phonetic, morphological, semantic and word-building [6].

We distinguished the following features of English borrowed words in the Russian computer game discourse:

1. Variability. It is understood as the modification of form under the identity of semantics. For example, «я смогу разбить эту базу на изи or изично». This means “I can destroy this base easily”. Or, «мОрта», or «мортА» from English “mortar”. In Russian with the emphasis on the first or second syllable.

2. A large number of transliterated forms, that is, lexemes, which are read according to the rules of the native language. Like «хайлвел» from “high level”, «хилки» from “healers”;

3. Distortion of foreign words. This happens due to the lack of the development of a foreign language word or the likening of a word to already existing elements of the language system. Like in the example — «рендж» from the English “rage” in the meaning “anger”.

4. Morphological arrangement of most borrowed words according to the rules of the Russian language. For example, «Абилити открывается на четвертом левеле». It means “the ability opens on level 4”, you will have enough skills at stage 4.

5. Word-forming productivity of some models.

The borrowed word is the producing basis. For example, in the word «барбаруанец» which means “barbarian”, a suffix of a Russian noun is added.

In some cases, on the contrary, the producing base is cut. Like the word «эксна», short variant of the word “experience”. Sometimes it is possible to meet an addition of producing bases. For example, «ваниот», which is formed from two English words — “one” and “shot” and means “murder with one blow”.

6. The semantic uniqueness means that the structure of borrowed lexical items is simplified to a single meaning, which may not fully correspond to the word in English.

For example, «мы зафармили много голды». In English “to farm” initially “to grow smth”, in the game is used in the meaning “to get a lot of useful things. For example, “gold” [6].

**Conclusion.** The use of the specific computer vocabulary serves as a kind of indicator of belonging to the world of computer discourse, it becomes both a means of self-presentation and self-expression of the members of the communication, and a way of speech influence.

Computer discourse is characterized by a wide range of different language tools necessary to increase the degree of freedom of communication of players in the virtual space, and characteristic only for a specific type of discourse.

The existence of a large number of borrowings in the speech of teenagers indicates the strong influence of the English-language computer game discourse on the corresponding areas of Russian. The reasons for this intensification may be the expansion of language contacts and a higher level of foreign language proficiency, as well as fashion, a certain speech snobbery, and the conscious use by young people of English words as a means of positioning themselves. Among the linguistic reasons that influence this process, it is necessary to note the law of saving language means. In some cases, borrowing is shorter than in Russian, or it helps to clarify and detail certain semantic nuances of the word or fill in the gaps.

Based on the main criteria that allow us to consider the word fully adapted to the host language system (semantic independence, derivational productivity and phonetic and morphological assimilation, etc.), we cannot speak of the complete assimilation of the borrowed lexical units into the system of the Russian language at this stage. The fact that these lexical units have not yet been reflected in lexicographic sources, but extracted from the speech of informants, proves it.

This research has perspectives. It is an opportunity to explore other types of discourse, as well as to explore types of borrowed words based on various sources.

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