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Ian Johnston

ianjohnston95@gmail.com

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NEOLOGISMS AND THEIR USE IN GAMING COMMUNITIES

by

Ian Zachary Johnston

B.A., Southern Illinois University, 2020

A Research Paper

Submitted in Partial Fulfillment of the Requirements for the
Master of Arts

Department of Linguistics
In the Graduate School
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RESEARCH PAPER APPROVAL

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for the degree of

Master of Arts

in the field of Linguistics

Approved by:

Shannon McCrocklin Ph.D., Chair

Graduate School
Southern Illinois University Carbondale
June 24, 2021

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HEADING 1

INTRODUCTION

Language is constantly changing and shifting, yet ever since *A Dictionary of the English Language* was written in 1755, we have thought of the English language as something contained within and limited to the bounds of a collection of books. This belief has shifted in form to encompass the internet as a result of large online repositories and search engines such as Wikipedia, Google, and Bing (McCulloch, 2019). McCulloch puts forth that, “Language is humanity’s most opensource project.” (p. 267). Everything we think, say, and do makes contributions to the linguistic environments in our immediate surroundings. The evolution of language continues through to word games and innovations resulting from a need and/or want for new terminology, whether as a result of new subjects and concepts, or from a desire to have a new word for a preexisting idea (Belkova, 2018). The aim of this research paper is to analyze some of the more recent innovations driven by the globalization of the internet and its continued surge in accessibility as well as a growing userbase on social media platforms. It focuses, in particular, on people from video game related discourse communities, exploring neologisms – new words or preexisting words with new definitions – established within gaming communities and analyzing the relationship between neologism knowledgeability, community interaction, and participant age range.

HEADING 2

LITERATURE REVIEW

The discourse communities that we involve ourselves in play an active role in the development of our individual identities and idiolects. Whereas a speech community is one where its users share similar linguistic roles, a discourse community is a community in which its language users share functional roles in order to determine whether or not particular words and phrases are appropriate, (Borg, 2003; Swales, 1987). There is a key difference between that of discourse communities and speech communities, a discourse community involves active personal choice and overt membership recognition whereas membership to a speech community is defined just through continued discourse and interaction. “In a speech community, the community creates the discourse; in a discourse community, the discourse creates the community” (Swales, 1987, p. 3). In Lave & Wenger (1991), and Wenger (1998) we see calls for shift from use of the terms *discourse community* and *speech community*, and instead for use of community of practice (COP). Two fundamentally similar discourse communities will still be unique from one another in many ways, including the creation and implementation of neologisms within the particular COP. (Freed & Broadhead, 1987).

Analyses of interactions within discourse communities and COP have largely involved communication accommodation theory (CAT) analyses, as it has been developed and applied to numerous contexts, extending to interpersonal and intergroup dynamics (Soliz & Giles, 2014). CAT approaches to discourse analysis are important as people tend to synchronize their behavior to match their surrounding environments. Dragojevic, Gasiorek, and Giles (2016) identify three main adjustment strategies within these synchronizations: convergence, divergence, and maintenance. Convergence involves the user shifting their communicative approach to be more

similar to their environment – largely implemented when approval, affiliation, or similarity recognitions are wanted –, divergence involves a move away from the environment when aiming to maintain more individuality, and maintenance involves no change in behavior whatsoever. Personal identity motivations play a large role in each of the adjustment strategies as the user has to consider their presentation and performance. Use of in-group terminology is a common strategy used to present one’s solidarity with a group, identifying that they are putting in the effort to recognize and use the group’s terminology (McCulloch, 2019). As a result of social values varying from person to person, shifts with a perceived social value are considered as being both positive and negative. The types of accommodations made are most commonly psychological and/or linguistic accommodations. Within online communities, findings from Shrestha, Kaati, and Cohen (2020) reported that the most extreme adopters of group specific neologisms tends to be well-established members, and those looking to solidify their position within the COP through continued performance, utilizing psychological accommodations in their attempts to gain recognition and linguistic accommodations shown through directly observable changed speech patterns and lexicon usage. “It follows that when an individual member joins a group, their degree of adaptation to the linguistic norms of the group reflects their wish to fit into the group, their degree of identity seeking.” (Shrestha et al., 2020, p. 75).

As we see a rise in the use of memes within communities, the rate and degree of adaptation is similar to that of other neologisms. Language games are a frequent source of innovation, and memes have been observed to exhibit similar structures and rules as other language games (McCulloch, 2019; Punske & Butler, 2019). “The appeal of memes is the appeal of belonging to a community of fellow insiders.” (McCulloch, 2019, p. 244). The term *meme*, was first introduced by Dawkins (1976) and derived from the Ancient Greek *mimeme* meaning

“imitated thing.” Dawkins’ goal for the term *meme* was for its use to be similar to that of a gene, but for social research regarding social selection and ideological fitness. Language changes rapidly on the internet, users who fail to adapt often run into difficulties maintaining discourse with others. When we create new terms, print media is often so slow to recognize new terminology, and, as such, users with smaller online presences have increased difficulty in recognizing and adapting to the use the neologisms (Liu & Liu, 2014). Things move quickly on the internet, and as it continues to grow, those who don’t use it or prefer not to can find themselves struggling to adapt to the waves of new terminology.

The internet has reached the point of ubiquity; even those who don’t understand how to use it, or choose to use it as minimally as possible, know what it is and that it is a part of our everyday lives. Most people with a smartphone or computer have direct access to the internet, and some businesses provide free access to it for those who can’t afford the luxury of paying for access to the service. As the internet was created and grew in ubiquity as a space for globalized mass communication, so did the culture around creating, sharing, and using memes. The internet forum lolcats on the website *4chan* is reported by McCulloch (2019) as having been the site of one of the first word-overlaid-onto-image memes back in 2005, which has now permeated throughout online social interaction in both casual and professional settings. “Internet media discourse is an active space for a language-game, and the neologisms are the means of realization of this game” (Belkova, 2018, p. 8). Communities dedicated to particular styles of meme creation involving particular word games like that of lolcats, doge/doggo memes also tend to implement some aspect of the language games into their in-group communication, bringing the neologisms used for the purposes of playing language games out of nonce-word territory and into the users’ everyday lexicon. The instantaneous nature of posting and critiquing opinions, memes, and

language use on the internet is prevalent throughout the various communication platforms available. “Communication in the internet is a spontaneous one. Moreover, in many cases it requires an instant addressee’s response. So, the language game as a process and a result also represents spontaneous unpredictable associations and spontaneous word combinations, including native and borrowed elements” (Mirzoyeva & Syurmen, 2019, p. 88).

Just as the deciding factor of successfulness of memes relies on size of the in-group and the level of acceptance within that COP (McCulloch, 2019), the success of neologisms is also dependent on the level of recognition, as well as feasibility for continued success and lexicalization (Freed & Broadhead, 1987; Lalic-Krstin & Silaski, 2018; Liu & Liu, 2014; Mirzoyeva & Syurmen, 2019; Song, 2020; Talebinejad, Dastjerdi, & Mahmoodi, 2012; Zhang, Wu, & Zhang, 2013). Words are complex and contain much more nuance to their meanings than just a basic symptomatic meaning. Symptomatic meaning refers to something that contains itself or a form of itself within its definition, and words exhibiting this are often easy and quick to decipher upon initial exposure. “The kind of meaning that things have just by themselves is called symptomatic meaning.” (Bellos 2011, p. 69). The context in which we say anything, including neologisms, has an impact on perception and understanding of the meaning of the utterance.

With the globalization factor of the internet, language games have crossed linguistic barriers and multilingual as well as multicultural blends have become more common as well. For example, it has become increasingly common in Russian online communication and social networking websites that the English word *free* is suffixed to Russian words to represent a freedom from the root word (Mirzoyeva & Syurmen, 2019), and in English speaking countries with clustered Chinese populations, Chinese-English neologisms (CENs) where Chinese

neologisms are transliterated into English, have become so common that some of these CENs have been widely recognized and accepted as additions to the Oxford English Dictionary – e.g. *Tuhao*, referring to the nouveau riche – (Song, 2020).

Recognition and acceptance of new and old words can be difficult given hundreds of institutions existing around the world claiming to be authorities on acceptable use of their language, including what are and are not words (e.g. Association of Academies of the Spanish Language, Académie Française, Foras na Gaeilge). Word creation and lexical/semantic change has been prevalent throughout the history of language, long before and in spite of the efforts of these institutions (Ahmad, 2000). The polysemic nature of words is one of the many things that keeps language in an everlasting state of change. *Computer*, *circuit*, and *digital* all had different meanings to their current form, although they were close enough to be able to see the reasoning behind their new uses. For example, *Computer* referred to a person who does computations, and *circuit* referred to a line going around an area, which still has some minor use today (e.g. the Daytona 500 circuit). New words are used because people like the way they sound and/or tend to believe that they do a better job at defining or capturing meaning than the previous words. The change often comes from a change in effectiveness, laziness, connotation or otherwise (Mirzoyeva & Syurmen, 2019). As terms reach higher levels of frequency of use, they also gain and maintain higher levels of familiarity (Talebinejad et al., 2012; Song, 2020).

Lehrer (2003) identifies that, contrary to expectations, the initial implementation of neologisms has a tendency to decrease communication efficiency. We see this with examples such as *squangle* (*square* + *angle*) and *narcoma* (*narcotic* + *coma*) which tend to create more effort to interpret and understand during initial exposure. Lehrer also identified that, with the neologisms studied in their research, some novel blends can end up with processing times as long

as seven seconds the first few times encountered, considerably longer than for the more familiar terminology.

Liu & Liu (2014) identified compounding, affixation, conversion, clipping, and blending as the five most common word-formation processes, with 74% of the netspeak neologisms analyzed being compounding. As new words arrive, their meaning and use case is subject to change and rarely keeps the exact original meaning, Kerremans, Stegmayr, and Schmid (2012) identified through their NeoCrawler program analyzing the neologism *detweet* across two years, that there was variation in grammatical and lexical use as the definition continued to be negotiated. The distributions of *detweet*'s meaning ranged from *to sign off*, *to delete*, *to pass along with disapproval*, *to unfollow*, and *to be removed from Twitter*. No words are safe from relexicalization. As Ahmad (2000) points out, it is among one of the most common reasons for neologisms. Often, after a word is relexicalized, more neologisms appear because of affixation. "Chat is the perfect intersection of written and informal language." (McCulloch, 2019, p. 214). *Chat* in this instance refers to the Internet Relay Chat (IRC), which is what instant messaging applications like SMS, Messenger, and livestream chatrooms utilize. IRC gives the opportunity for continued accelerated language change as there is the opportunity for multiple people to send their messages at the same time maintaining a conversation that is easy-to-follow compared to a group of people all attempting to speak over one another simultaneously.

This study explores the knowledge and use of neologisms among gamers participating in online discourse communities. The research questions formulated for this research study are: Has the adoption of the neologisms *marinate*, *pog*, *scuffed*, *cracked*, *grief*, *inting*, and/or *bidet* extended outside of their particular environments of origination and into everyday language? What is the correlation between the knowledge and frequency of exposure of these neologisms

(along with the frequency of interaction within discourse communities)? Does speaker age play a role in the degree of knowledgeability?

HEADING 3

METHODOLOGY

This study involved distributing surveys amongst various online gaming communities and collecting survey data from individual respondents about their familiarity and use of seven neologisms created and popularized by gaming communities on public streaming and video on demand (VOD) platforms like Twitch and YouTube. Selection of the neologisms was limited to words with high use frequencies among their particular communities (described below). Survey distribution was carried out through solicitation messages to chat moderators and community managers of gaming community Discord servers, and Twitch channels.

A total of 45 participants submitted survey responses. Although 13 of the 45 participants did not complete the entire survey, any relevant data they did provide was kept and analyzed. Of the 45 participants, 24 reported themselves within the 19-25 age range, 14 in the 26-35 range, two in the 36-45 range, and one as 46+. Four participants chose to forgo disclosing their age range. Due to the vast majority of participants being in the 19-25 and 26-35 age range, calculations analyzing age and knowledgeability correlations done only encompassed the 19-25 and 26-35 age range groups to avoid unreliable numbers resulting from the entirety of a data set being from one or two participants for some knowledgeability percentage totals.

The research approach combined Likert scale, multiple choice, and short answer responses regarding familiarity with the terms along with use within and outside of the communities they learned the term from. The survey was constructed in such a way that if the participant answered that they had no previous knowledge of the neologism, the survey would skip questions on the page directly related to experience with that word and move to the next page. The survey asked for both a description of each individual neologism, as well as additional

descriptions and contexts which they use the word. In the event that the initial description given did not match or resemble the target definition, the extra use case examples were checked to see whether or not the participant included the neologism definition within their lexical inventory.

The seven neologisms studied and their target definitions are as follows:

Table 1	
<i>The neologisms being studied</i>	
Neologism	Target Definition
Marinate	To establish a false trust/rapport via proximity.
Pog	An expression denoting someone having done something amazing.
Scuffed	An expression denoting something bad, low-quality, or overpowered in a negative way within a game.
Cracked	An expression denoting someone performing exceptionally well unexpectedly.
Grief	To intentionally ruin other peoples' enjoyment of a game for one's own enjoyment.
Int	To intentionally give the opposing team an advantage to spite your teammates
Bidet	A general greeting from a miscommunication of 'good day' being widely adopted by the community of origin.

Marinate has been in use for almost a year centering around the rise in popularity of the social deception video game *Among Us* in the summer of 2020, with its first widely recognized use believed to be during a livestream featuring congress women Alexandria Orcasio-Cortez and Ilhan Omar (Mukherjee, 2020). *Pog* has a longer history tied to the 90's era POG-brand milkcap game. Around 2012 Twitch added a cross-site emote called *PogChamp*, after a behind the scenes

video of a Madcatz joystick product sponsorship featuring a gaming personality known as Gootecks – Ryan Gutierrez, a well-known competitor in the Street Fighter competitive community – in which the cameraman knocked into the camera tripod. The shocked face Gutierrez made circulated the gaming community on the popular meme-website and forum *4chan* until eventually landing its place among Twitch emotes (Iseli, 2019). *Grief* or a *griever* can be traced back to the release of early multiplayer online games, when users exhibit willful antisocial behavior, hindering others’ experiences for their own enjoyment (“Griever”, n.d.). *Int/inting* is believed to originate from the initial release of ranked gameplay of the Multiplayer Online Battle Arena League of Legends around 2010, “Most League of Legends [LoL] players attribute the rise of Inting in LoL to one player: Tyler1. Nicknamed ‘The Most Toxic Player in North America’” (Scoundrel, 2019). Toxic behavior is any behavior that is adding negativity and aiming to upset others. *Bidet* is the direct result of Travis Willingham mishearing ‘good day’ as ‘bidet’ during a Critical Role livestream (Geek & Sundry, 2016), which the community latched onto and has since greeted other members of the community (or critters) with a phrase along the lines of “Bidet” or “Bidet from [location]” when tuning in to the weekly livestream. Although I have been unable to track down the origin of use for *Scuffed* and *Cracked*, I have had personal exposure to the terms within gaming communities around the multiplayer games Fortnite, Call of Duty, and Rocket League over the past couple of years. *Pog*, *scuffed*, and *cracked* have been most notably used when the gameplay is livestreamed on Twitch or some other commentary about a player’s performance is being made.

The Likert scale data collected pertained to the personal perceived frequency of exposure to the word in question, ranging from 1 (never) to 5 (constantly), and graphs illustrating the total counts, along with comparisons between the percent of participants who are knowledgeable in

the word's definition and who personally use the word. Finally, the interaction frequency responses for both commenting on livestreams and VoDs (videos on demand) were charted in comparison to the accuracy of target definitions, identifying the percent of participants in each Likert Scale response who also provided an accurate definition of the word.

HEADING 4

RESULTS AND DISCUSSION

The participants did show differences in word knowledge and use across the words studied: 10 of the 41 participants (24%) provided an accurate description in-line with the target for the term *marinate*, 28 of 37 (76%) provided accurate descriptions for *pog*, 23 of 34 (68%) for *scuffed*, 22 of 33 (67%) for *cracked*, 28 of 32 (88%) for *grief*, 11 of 32 (34%) for *int*, and 1 of 32 (3%) for *bidet*.

Table 2		
<i>Age Group Knowledgeability Rates</i>		
	19-25	26-35
Marinate	36%	7%
Pog	95%	46%
Scuffed	86%	27%
Cracked	71%	60%
Grief	90%	80%
Inting	45%	10%
Bidet	0%	100%

Based on the data in this table, 19-25 age group appears to have a more widespread grasp on the terminology than the 26-35 group. Any participant who provided a description for the neologisms in-line with that of the targeted definition and use-case is considered to be knowledgeable for the purposes of identifying the percentage of knowledgeable respondents per neologism within the following graph (Figure 1) identifying the percentage of knowledgeable

participants and the percentage of those who also claimed to use the word.

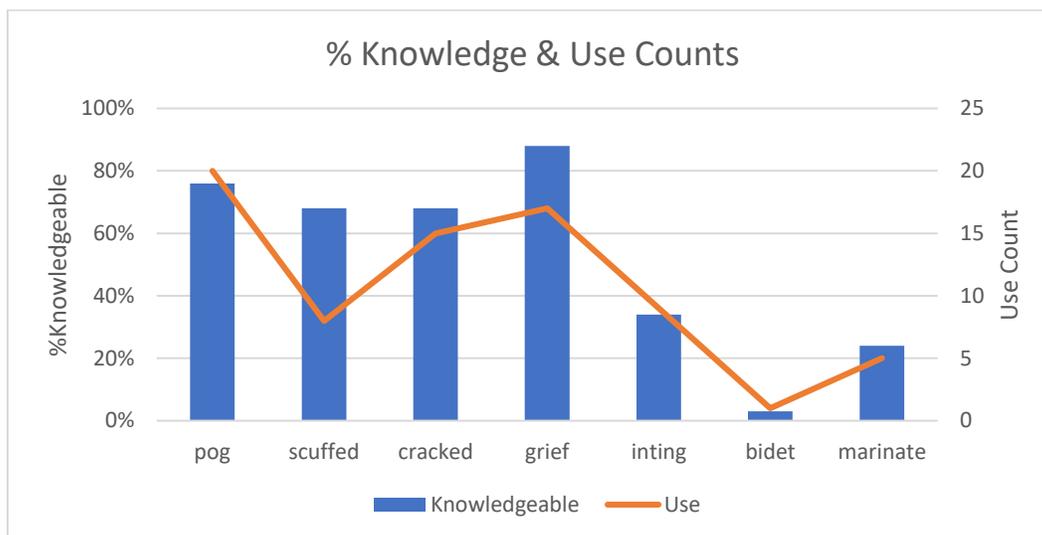


Figure 1: % Knowledge & Use Counts

Figure 1 shows that among the participants of this research, the percentage that were able to provide a definition for the neologisms in question ranged from 24-88%, with the exception of *bidet*, for which only 3% of participants provided the target description. Even though less than 40% of participants knew what *inting* meant, it held the highest percentage of users at 82%. *Bidet* having a 3% knowledgeability score means only one of 32 participants responding to the question regarding *bidet* knew the word. It is also important to note that *bidet*'s "100%" usage amount among participants is a result of there being a single participant having heard and defined the word. This is likely indicative of a low general knowledge of the term across the communities which the participants responding belong to. The knowledgeability observed correlates to the reports of how frequently participants see/hear the term used.

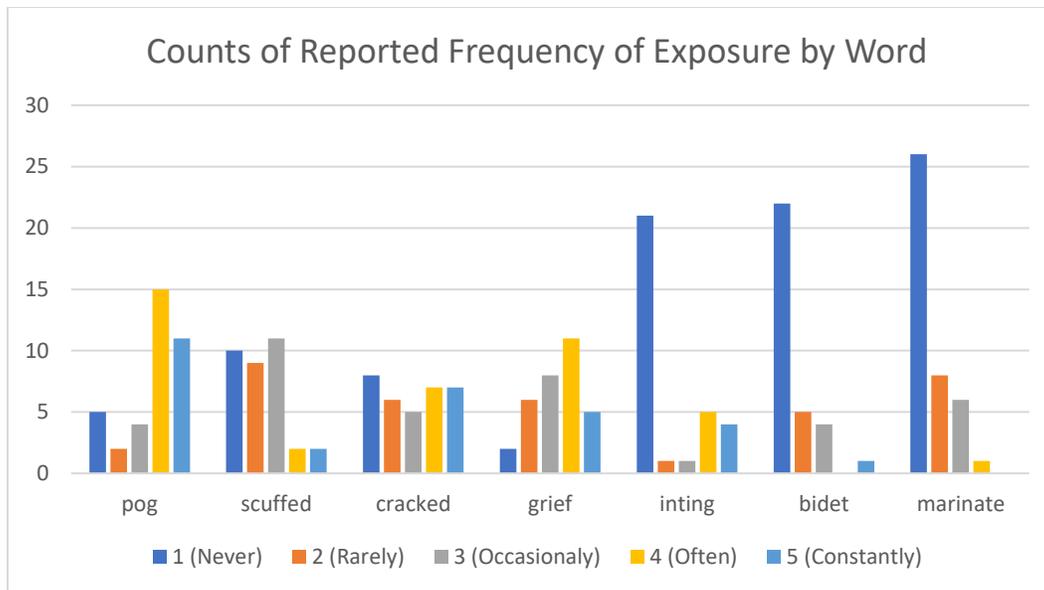


Figure 2: Counts of Reported Frequency of Exposure by Word

Marinate, *inting*, and *bidet* all had rates below 50% for participant knowledgeability, and as would be expected, show higher counts of people reporting never seeing or hearing the term used. The data in this figure from the Likert Scale responses also indicates a consistently higher frequency of exposure for the words with a longer history of use, with the exception of *inting* where the reverse is true.

When attempting to define the word or claiming a lack of knowledge, two of the seven neologisms (*pog* and *grief*) showed participants' ability to provide definitions in line with that of the target (100% accurate). *Cracked* had the widest variety of definitions, with four different definitions proposed. Other than the target definition, the remaining included reference to drug use, broken spirits, and the illegal procurement and redistribution of software. Two participants provided the target description while also claiming a link to an etymology around drug use, one referencing performance enhancing drugs, and the other crack cocaine, "I think it comes from 'crack' (drug) so it's used to describe something crazy/insane/unstable/messed up in some shape or form." *Marinate*'s, alternative definitions included "purposely making them mad," and

reference to the common use definition regarding the process of soaking food in a liquid prior to cooking it, 10 of the participants identified the cooking-related definition within their answer section dedicated to additional definitions. *Pog* technically contained one alternative definition, immediately following the target, “ironically for someone who did poorly.” Though their answer indicating ironic use for the opposite case provides an alternative description still rooted in the target. Only one definition for *inting* failed to match the target, being, “a teammate or person 'inting' is trying to vicariously play a game. It occurs when someone "backseat" games, controlling or micromanaging your POV [point of view].” Finally, *bidet* garnered only a single participant identifying the target definition, whereas the other seven definitions provided were all in reference to the personal hygiene device known as a bidet.

The higher levels of knowledgeability surrounding *pog*, *scuffed*, *cracked*, and *grief* would suggest that these terms have begun the process of being utilized in the everyday vernacular of its users, though this cannot be confirmed through the collected data. Some use is beginning to extend past its initial originating communities, as is evident with the account of one participant stating a use case of *grief* as, “when one of my friends does something embarrassing in public.” The person intentionally causing someone to experience grief for their own amusement lines up fairly well with the target definition of *grief* but implies use in a face-to-face setting.

Accuracy inconsistencies could be a result of attempts to guess the meaning of the word based on the question framing it, or from low and/or infrequent exposure. Lehrer (2003) discusses the tendency toward decreasing efficiency when making neologisms, evident from their definitions not necessarily being easily discernable. The neologisms here which don't directly derive their definitions from the common usage of their terminologies, are likely decreasing efficiency, making it somewhat more difficult to immediately discern the exact

meaning. Words that sound similar, or contain symptomatic meaning can be easy to discern, but may also catch listeners or readers off guard as a result of the frequent complex and nuanced understanding of words (further discussed in Bellos [2011]).

Figures 3 and 4 present the percentage rate at which participants provided an accurate target definition to the word in relation to how frequently they reported commenting when using VoD and livestream services.

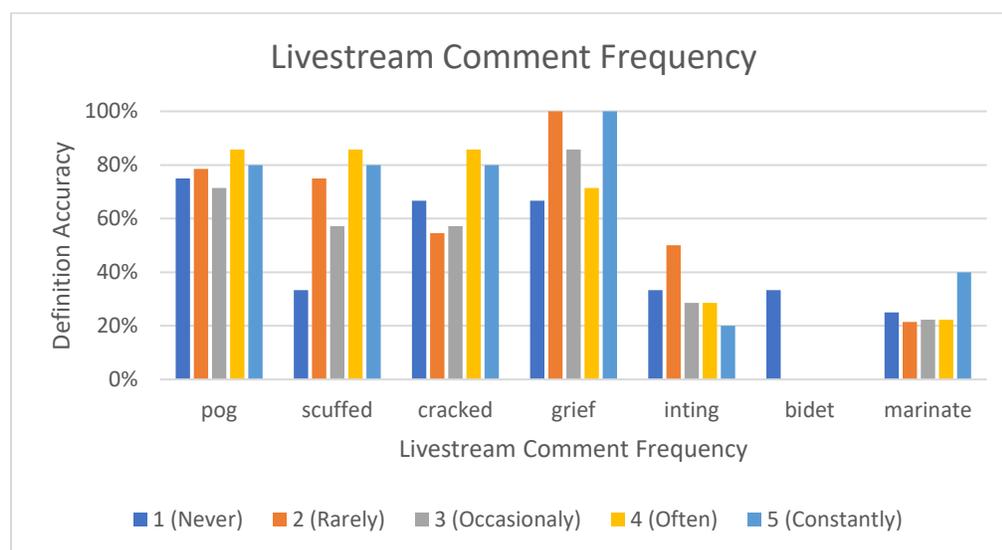


Figure 3: Livestream Comment Frequency

As seen in Figure 3, 20% of participants provided the target definition regardless of whether they reported commenting never, rarely, occasionally, or often on livestreams (with the exception of *bidet*). The rate of accurate target responses around *inting* and *marinate* maintained low general knowledgeability (observable both here and in Figure 4), which would be expected considering the 34% and 24% knowledgeability scores reported in Figure 1. *Pog*, *scuffed*, *cracked*, and *grief* appear to be sufficiently known. The only time any of those four neologisms had accuracy results close to the averages of *marinate* and *inting*, was where only 33% of the participants who answered never interacting with livestreams provided the target definition for *scuffed*.

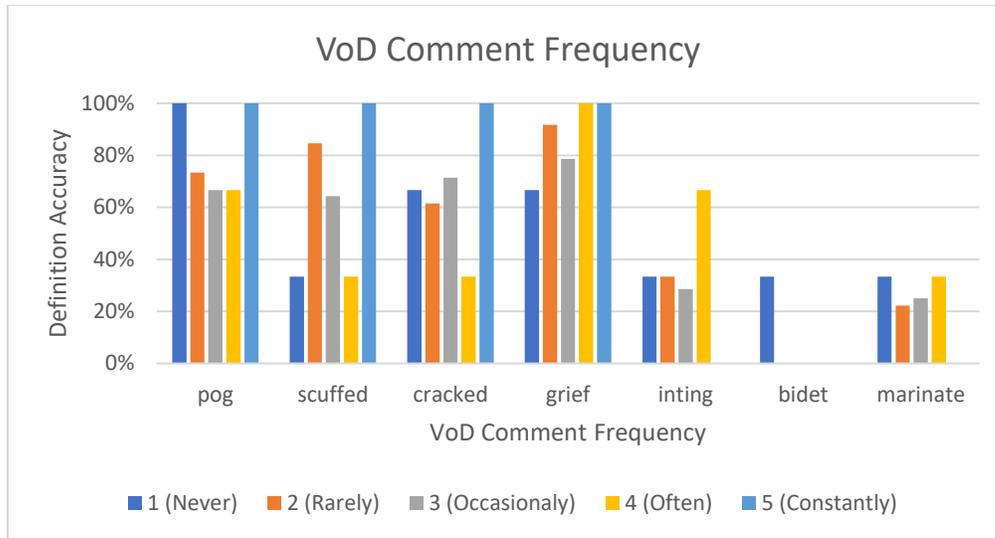


Figure 4: VoD Comment Frequency

Within Figure 4, *marinate* and *inting* show similar counts to that of Figure 3. However, with regards to *pog*, *scuffed*, *cracked*, and *grief*, every user who reported commenting on VoDs constantly, also accurately provided the target description. *Pog*, *scuffed*, and *cracked* saw a general decrease in accuracy amongst their VoD commenting frequencies as compared to those in Figure 3.

It is no surprise that words like *marinate*, *int*, and *bidet*, which each had a majority of their participants indicate a lack of being able to define them showed considerably larger responses indicating that they have never seen the word in question used. Those who provided definitions for *int* marked often or constant exposure to the word, whereas *marinate*'s exposure responses consisted of only rarely and occasionally. Interestingly, none of the participants who indicated constant commenting on VoDs appeared to have accurately given the target definition for *marinate* or *int* even though every other frequency selection including that of never commenting showed more than 20% knowledgeability.

Given the more recent emergence of *marinate* and *bidet*, there was some expectation that they would be less well known among the participants than the other 5 words, as is evident in the

24% knowledgeability of *marinate* and 3% of *bidet*. Though *bidet* has been around much longer than *marinate*, it showed a considerably lower knowledgeability score. Having been in use for 5 years, I would have expected more recognition than was observed for *bidet* within this data. Perhaps with a much larger participant pool there may be a larger percentage of people who recognize it. Based on the responses received I would hypothesize that *marinate* is more likely to survive and thrive within communities outside of its origination than *bidet*, because of the disparity in knowledgeability between the two terms.

Figures 3 and 4 showed a general pattern of knowledgeability correlating to frequency of interaction on both livestream and VoD streaming websites. Participants who answered that they comment on VoDs constantly, also had consistently high rates of knowledgeability across the 4 more well-established, cross-community neologisms (*pog*, *scuffed*, *cracked*, & *grief*). While those reporting constant interaction on livestreams also scored rather well, there is a noticeable change in knowledgeability, both with knowledgeability dropping in areas where both had non-zero scores of knowledgeability (*pog*, *scuffed*, and *cracked* all being 100% knowledgeability among constant VoD commenters, but 80% among constant livestream commenters). *Marinate* and *int*, which had 0% knowledgeability amongst constant VoD commenters, had 40% and 20% respectively amongst them on livestream commenting responses. This could potentially indicate two different things, that VoD commenting tends to have people paying more attention to the community discussions and terminology used, resulting in more knowledgeability across the board, and/or that words like *marinate* and *int* either have a better hold amongst livestream communities in comparison to VoD communities, as their knowledgeability scores are mostly consolidated with each one having one outlier with higher knowledgeability.

HEADING 5

LIMITATIONS

There were a number of limitations to this study realized prior to and after data collection. To get the entire picture of just how knowledgeable someone is regarding a neologism I believe interview data is needed in conjunction with surveys. Being able to interview participants would also open the door to more qualitative data and offer the opportunity to gather more nuanced information on the different situations and communities which the participants utilize the terms as well as record their disposition towards the word and its use. Further, with more participants, more generalizable results could be formed. As a result of time constraints, there was a very short window in which data could be collected and analyzed for this paper, given more time for collection the subject pool would likely have been much larger. While 45 isn't an extremely small number of participants, it makes for rather small sample totals when divided into five groups based on age or frequency of participation.

The survey itself would also need to be adjusted to gather better data as well. First, a larger collection of neologisms with similar amounts of time in use would potentially grant a look into the degree to which gaming related neologisms maintain their use and reach outside of their originating communities. Also, after asking for initial definitions, there should have been other follow-ups giving the opportunity for the participant to indicate that they knew the term and couldn't come up with a definition without seeing the term *in situ*, as it can often be difficult to give the definition of a word without context on the spot. Additionally, questions addressing the participants' frequency playing the games within their communities and requesting identification of their most frequently played games would have been beneficial rather than purely collecting data focusing on their interaction in the community as a spectator. There could

likely be variation in the results depending on whether someone more often plays the role of spectator or player, the kinds of games they play/watch, and if they tend to play alone or with others. Ideally, this additional data would result in a more nuanced understanding of the levels of knowledgeability of the participants.

HEADING 6

CONCLUSION

Based on the ~40% disparity between the knowledgeability between *Marinate*, *inting*, and *bidet* compared to *pog*, *scuffed*, *cracked*, and *grief*, there may very well have been an extension of use into other similar communities. Examining the knowledgeability results by age, the 19-25 group show greater knowledgeability for every word except *bidet*, marking that it is likely that age plays a factor. 53% of participants fell within the 19-25 age range, 31% were in the range 26-35, 32 of the 45 participants completed the majority of the survey. I believe the pool of subjects would need to be widened to at least 150-200 participants before generalizations about correlation between age and acceptance/use of neologisms in extemporaneous situations would be reliable. While I believe the participant pool is too small to draw any concrete conclusions regarding correlations between knowledge, use, and frequency of community interaction, the data suggest there is some relationship. Media interaction type may be a factor as well, as VoDs rely on forum style posts with non-immediate responses and livestreams rely purely on IRC functions for direct and instantaneous interaction among community members.

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VITA

Graduate School
Southern Illinois University

Ian Z. Johnston

IanZJohnston95@gmail.com

Southern Illinois University Carbondale
Bachelor of Arts, Linguistics, May 2020

Special Honors and Awards:

Dean's List, Fall 2018

Dean's List, Spring 2019

Dean's List, Fall 2019

Dean's List, Spring 2020

Most outstanding senior in Linguistics, Spring 2020

Research Paper Title:

Neologisms and their use in gaming communities

Major Professor: Dr. Shannon McCrocklin