Words and Meaning in Gaming: ‘World of Warcraft’ and ‘Counterstrike Global Offensive’

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**Abstract**

Online gaming is a relatively modern phenomenon that is not older than 20 years. Most online players speak English in some form, either by talking or writing. The two games, ‘World of Warcraft’ and ‘Counterstrike’ have taken over the gaming-world and the gamers’ language has found its way right into the dictionary. The aim of the study was to examine how meanings of language change or evolve in the context of online video game playing. In this study, two gameplay videos were transcribed and analysed both qualitatively and quantitatively. Gaming words were identified through calculating word frequency in terms of types and tokens, and these identified words were then analysed qualitatively. The result contains three categories: *Contextual Meaning*, *New Meaning*, and *New Words*. The concepts of *Contextual*, *New meaning* and *New Words* were compared to dictionary meanings to see whether new meanings were created in the context of the gaming world. Based on the result, the study suggests that game language can influence the overall usage of language in the future.

**Keywords:** World of Warcraft, Counterstrike, Game language, vocabulary, acronyms, speech
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1. Introduction

Language is constantly changing, evolving, and adapting to its users’ needs. The English language has changed immensely throughout the years. Records of Old English show that the language was influenced by Germanic whereas the Middle English history tells us that the language heavily influenced by the French language (Barber, Beal & Shaw, 2009). The English spoken today might almost seem like another language. Today the English language has up to 400 million native speakers and 750 million L2 speakers, which makes English the largest international lingua franca by a number of speakers (Lyons, 2017). It is therefore not a surprise that it is the language most of us, in Sweden, use when going online, where, according to Internetstiftelsen (2019), 95% of the inhabitants in Sweden uses the Internet daily.

Language changes due to many different factors like the invention of the book printing technique or the English language spread through colonialism and the translation of the bible (Barber, Beal & Shaw, 2009). However, lately, online video games might be such a factor. This speculation is in fact something I have had in my mind for a long time. Growing up, I have always been influenced by games and lately I realised that language spoken or used when playing games was different. This made me curious about why we gamers use specific game words when communicating with others.

Online video games are a modern way to pass time for many. It is growing in popularity and users for each year that passes. Nevertheless, as online gaming becomes more popular the language adapts to it, and new words and acronyms are formed. This essay aims to document meaning changes in English words used in the context of online video game playing, by examining language use in the two games, World of Warcraft (WoW) and Counter-Strike Global Offensive (CS:GO) as data. To reach the aim, I ask the following research questions:

1. What are the game specific words in the two games, World of Warcraft (WoW) and Counter-Strike Global Offensive (CS:GO)?
2. What are the types/categories of these game-specific words when their meanings are classified in view of real-life language represented in the dictionary? Is it possible to understand these meaning categories of the game-specific words in relation to the concepts of language changes and language variation?
As well as my own interest in the topic, many studies have been made throughout the “upcoming” of computer games and video games about language proficiency. Since it is a topic that is highly investigated, I wanted to examine how language changes in the context of online video games. To address the research questions, I will identify high-frequency words in two different games, World of Warcraft (WoW) and Counter-Strike Global Offensive (CS:GO). Then, I will analyse their meaning in the games and compare that to the meaning in a dictionary. The words to be picked will be placed into three categories, Contextual meaning, New Meaning and New Words. By putting the words into these categories and analysing them, I will then discuss the findings in the light of language changes and language variation.

After this introduction chapter, Chapter 2 will introduce the two games examined in this essay, as well as the gaming language in general. Moreover, it will also provide previous research in the field on the language of video game players as well as studies of how gaming increases language proficiency in school. Chapter 3 will provide linguistic concepts that were used in the analysis of the study. Chapter 4 will provide a presentation of the material and how it was analysed. Chapter 5 will present the results of this study, and lastly chapter 6 will summarize and discuss the findings of the results. In doing so, I will try to answer the research questions. The chapter then concludes the essay with suggestions for further research and assessment of this study.

2. Background and Previous Research

In this chapter, I will give a brief background of the games World of Warcraft (WoW) and Counter-Strike Global Offensive (CS:GO) in section 2.1. Then in section 2.2. I will present some background of internet language. Finally, in section 2.3 I will present previous research on gaming language in general, and in 2.4 on gaming language and language learning in particular.

2.1 Game Mechanics in World of Warcraft (WoW)

In 2004, Blizzard Entertainment released one of the most anticipated games in the gaming history: World of Warcraft (WoW). WoW was and still is one of the most played Massive multiplayer online role-playing game (MMORPG) in the world. At its peak in October 2010, WoW had 12 million active subscribers and was one of the most talked topics around the gaming community (Statista, 2019). Blizzard has won numerous awards for the creation of this game, such as “Best game of the year” – GameSpot, “Best president World Game” –
IGN, and many more (Blizzard, 2019a). In the following, I will present the game mechanics in WoW, focusing to language and communication in the game.

Before creating a character, one important characteristic of the game is the usage of different servers. In the server selection, the player can choose to play in a French, German, English, or Spanish server. This is important since most of the speakers tend to write and speak in the language they feel comfortable with. However, it also opens the possibility of speaking an international language and develop that language with specific game terms.

Like many other role-playing games (RPG), the player must create a character to play the game. When players are done with this, they are ready to play the game.

Another important characteristic in the game is a function where players can play with each other in a so-called “Party” which contains up to five players. The players can join “raids,” which is 25 to 40 players playing together (Blizzard, 2019b). The player creates parties and raids to progress in the game and to get better upgrades to their gear. Parties and raids are required to complete Dungeons and Raid-dungeons. In these Dungeons, there are mechanics that rely on communication, or the player-party will fail. These mechanics, however, create an opportunity to develop words and game-specific terms that will help the players to know what to do quickly and to improve communication. There is an in-game chat function where players can chat with people in the party but also all over the world. In this chat a player can create “emotes” and use his/her “Say” function to communicate with people.

In correlation to parties and raid, there is a Player Versus Player (PvP) content. In PvP, players get the opportunity to fight against the opposing side and real players. This creates an opportunity for the players to use game-specific words that are connected to PvP content and mechanics. A player can join a “Guild” that is a permanent “party-group” where the player can talk to various other people around the world or create it to play and communicate with their friends (Blizzard, 2019c). However, WoW does not have an “in-game voice” option like other games. To rely on voice-chat, the player will have to download an outside Software such as “Discord” or “Teamspeak.”

The next part will introduce the game Counterstrike Global offensive and the games mechanics.

2.1.1 Game Mechanics Counter-Strike Global Offensive

Counterstrike Global Offensive (CS: GO) is one of the biggest FPS (First Player Shooter) games in the world and has numerous tournaments and competitions. It was designed by Minh Le and Jess Cliffe in 2000 as a MOD (modification) to the popular game Half-Life, and
thanks to its popularity, was later released as free software. Due to the popularity of the game, the developer *Valve* released a complete and official game in August 2012 (Villanueva, 2018).

Counter-strike Global Offensive (CS:GO) is a semi-realistic shooter game where the player picks between “Counter-Terrorist” and “Terrorist.” Counter-terrorist or “CT” tries to stop the Terrorist (T) from planting a bomb on various places on the map. In the game, players can purchase various weapons, switch between teams, and have in-game conversations with teammates about tactics and strategies.

In 2000 when the game was released, the Internet was not as good as it is today. To play with a friend you had to use a LAN-Cable to connect two or more computers. Nowadays, however, Internet has made it possible to play with people all over the world. Furthermore, like other online games, CS:GO can be used as a tool to learn new words connected to the game or enhance the players' language proficiency by talking to other people. Like WoW, CS:GO has a server system where a player can choose whether they want to play with people from an English/French/Spanish/German server. In this context, there is a possibility that a player ends up in a group with players that have English as a second language (L2).

In CS:GO, there is an in-game “voice function,” which is a way for player to communicate with their microphones during their game sessions. This creates opportunities to develop a vocabulary that is used while playing the game. Moreover, a player does not have to speak but can use an in-game chat, similarly to WoW, to write to each other.

The next section will review parts from David Crystal’s book, *Language and the Internet*.

2.2 Internet Language

Crystal (2004; 2006) discusses how language and the Internet intertwine with one other. For example, he describes how a roleplaying game such as “Dungeons and Dragons” influenced language in the 1980s. Crystal writes about *Multi-User Dungeon* “MUD” which is a term used during the 1980s in pen and paper roleplaying games. Back in the time, MUD language was frequently used when people were playing a fantasy-based game, like “Dungeons and Dragons.” In the game, people used MUD to describe their characters and, environment as well as to tell the game master what the players in the game were doing. The game required one game-master whose role was to set the narrative and several players responsible for creating a virtual world.

Online games nowadays have inherited the concept MUD from “old time” games, but what it means by it differs. It now involves vocabulary for new technology, and instead of *Multi-
User Dungeon, it stands for Multi-User Dimension, where people engage in role-playing with virtual tools on the computer. Crystal reports that most computer-mediated MUDs are not fantasy-based anymore. Instead, MUDs in the virtual context are used for other purposes like socialising, competition or education. By using chatrooms when creating MUDs, “[people] talk in a world that they have created for themselves, and adopt personae which fit into this world,” (Crystal, 2004, p. 172). The participants in a virtually created world can evolve their own MUD and find new ways of using vocabulary in the contextual field.

2.3 Gaming Language and other aspects of gaming

Researchers like Gee (2006), claim that ‘now’ is the time for researching video games. They call for a new framework for researching video games, a unique art form with several distinctive features. In view of the game, Castlevania Symphony of the Night Gee argues:

The experience of playing the game is closer to living inside a symphony than to living inside a book. And the symphony is not just visual, but it is composed as well of sounds, music, actions, decisions, and bodily feelings that flow along as the player and virtual character (Alucard) act together in the game world. […] Humans find story elements profoundly meaningful and are at a loss when they cannot see the world in terms of such elements. We try to interpret everything that happens as if it were part of some story, even if we don’t know the whole story—and in fact, in life we rarely know the whole story. (p. 58).

In games like Castlevania Symphony of the Nights in the early 2000s, the narrative is pre-set. Different players of the game will have very similar experience; they will be the same story. Possibly, although different players need different amounts of time and grief depending on their skills and the difficulty settings of the game, overall, they move through the same narrative. Today in 2019, many popular video games are played online, and even though it is a Role-Playing Game (RPG), First Person Shooter (FPS) or Massive Multiplayer Online (MMO) game, different players participating in the same game develop their own narratives through the interaction of other human players. Gee (2006) argues, as we often try to interpret everything that happens in a story as part of it, therefore, the language used in games and by its players is an essential element for the narrative and meaning that the players co-construct. However, the players do not have limitless freedom to create their own stories within a game.
In this regard, Mcallister (2008) argues that the video game structure persuades players to think within the constraints of the game. Nevertheless, the game world where people have possibility to co-create a narrative certainly allows people to learn about real-life through games (Gee, 2010). For example, as players become more critical in their thinking about meaning in games, they can learn about economic systems and or social behaviour.

Thorne (2008) states that virtual environments and online video games have become more attractive to researchers. He argues that online video games provide an opportunity for immersion in cultural, linguistic and task-based settings. In the article, Thorne mentions *The Sims* as a tool to enhance vocabulary and to interact with virtual environment. However, due to only environmental interaction, the player risks missing the social interactions and the opportunity to develop language further. In contrast to a virtual environment game like *The Sims*, Thorne (2008) argues that in Massive Multiplayer Online Videogames (MMOG) players must learn to negotiate with complex scenarios, be capable of negotiating with real-time driven characters and co-driven characters (controlled by other players), and to be socialized into different cultures which are in a specific discourse.

### 2.4 Gaming Language and Language Learning

The benefits of gaming for language learning has been increasingly explored lately. For example, Sundqvist and Sylvén (2014), Sundqvist and Wikström (2015) and Sundqvist (2016, 2019) examined whether computer games develop language proficiency for younger people in school. For example, Sundqvist and Wikström (2015) illustrate how games affect L2 language for students in the last year of compulsory school. They argue game-playing increases the student’s language proficiency and vocabulary. In their result, Sundqvist and Wikström (2015) conclude that both the frequent gamer group and the non-gamer group performed well, but that the frequent gamer group made a development during the study in comparison to the non-gamer group. In addition, although the frequent gamer group wrote shorter essays in contrast to the non-gamer group, frequent gamer group used more advanced vocabulary and achieved better grades (Sundqvist & Wikström 2015).

Furthermore, Astrén (2010) made a study about the phenomena of connecting language with games. In her research “Man måste typ lära sig, annars går det inte”, she tries to unravel whether or not World of Warcraft is enhancing pupils’ English skills. Astrén compares the annual national test of English for students who play the game with those who do not to see if playing gives an advantage in language proficiency as regards writing or listening. Like
Sundqvist and Wikström (2015), Astrén’s results state that pupils’ proficiency is enhanced by game-playing in their free time. Even though my essay will not examine how language is learned through online games, I will return to this subject in chapter 6 where I will discuss its relevance.

3. Linguistic concepts in the study

In the present study, a number of concepts related to semantics and word formation are used in the analysis of language in gaming. These concepts are adapted from Saaed (2015), Finegan (2015), Nordqvist (2019) and Cambridge Dictionary (2019), and their definitions and examples are provided in the following:

- **Lexical meaning:** refers to the sense (or meaning) of a word (or lexeme) as it appears in a dictionary.
- **Homonymy:** unrelated senses of the same phonological word: e.g. *lap* “circuit of a course” and *lap* “part of body when sitting down.
- **Polysemy:** used in the criteria of ‘relatedness,’ the word shares the same sense meaning, evolved from the same root: e.g. the word *Hook*, “1. A piece of material, usually metal, curved or bent and used to suspend, catch, hold or pulling something. 2. Short for fish-hook. 3. A trap or snare…”
- **Semantic Shift:** Words can take on new meanings by extending or shrinking the scope of their reference. e.g. “…computer users utilize a *mouse* and *bookmark* Internet addresses.” The words *mouse* and *bookmark* are new meanings but do not replace their earlier meanings. However, they extend the range of applications and evolve the words.
- **Word Formation:** used when creating new words and sometimes, new meaning to a word. This is usually done by putting prefixes, suffixes, making conversions, compounding words and abbreviations.

Examples of the categories:

*Prefix* – add prefixes before the base or stem of a word, e.g. *monorail.*

*Suffix* – add suffixes after the base or stem of a word, e.g. *actor.*

*Conversions* – to change a word form from one word class to another, e.g. “Can you *text* her?” (verb from noun…)

*Compounding* – Link two words or more together to create a new word, e.g. *car park*, *rock band.*
4. Material & Method

In this section, the material and method are presented, including the process of gathering the data as well as the method of the analysis.

This study followed a qualitative research method (Litosseliti 2016) together with some data quantification. I did an in-depth study of a small material where my goal was to get an understanding of the underlying reasons to how language changes in context to online video gaming.

I chose to analyse two different YouTube clips, a source where players can watch regular game-play videos. Instead of analysing written text-types, like chats in the games, I wanted to see verbal language, i.e. how players used their language when speaking.

I gathered data from two different videos from YouTube, “Classic WoW Commentary: Shadowfang Keep” and “CS:GO – Part 2 – Playing with Brock (Counterstrike: Global Offensive Gameplay), which were transcribed verbatim (see Appendices 1 & 2). The WoW material was a recorded video clip of a man who was instructing new players in playing an instance or dungeon in the game, World of Warcraft. The duration of the video was 26 minutes and 25 seconds. The material that was excluded from the video was the talks about immersion and music in the game, because he talked about other games in relation to “Classic WoW” and music about games in general.

The CS:GO material was a video of two guys playing together and therefore it was a conversational video. The duration of the video was 15 minutes and 51 seconds. In the transcription of this video, I had to put the name of the players and time stamps to distinguish who was talking. However, this was not completely easy at times, due to the players talking at the same time. The transcriptions became two different text-types, one text with instructions and the other with a conversation between friends in a game.

The transcriptions were put into to a Word frequency counter (Writewords, 2019), where I got the overall frequencies of the words of different types. Here, the high-frequency words that had different lexical meanings were selected for the study. I had to watch the videos many times to eliminate the risk of missing any words. When watching the videos, I had to rewind and play segments where words were unclear to transcribe. Nevertheless, some words
may not have been counted during this process, as I, the sole researcher of the study has a human limitation.

The dictionary for checking ordinary meanings of the target words was the online dictionary, Dictionary.com, which, as an online resource, is frequently updated and provides up-to-date words definitions. The possibility to use more than one dictionary was considered, but due the time constraint, I decided to use only one dictionary.

To identify frequent words in the material, I checked both token – the total number of a word in a text – and type – the number of different words in a text (Oxford Reference, 2019). This calculation was then further divided into function words/grammatical words including determiner (the), prepositions (between), pronouns (you), modals (could), auxiliary verbs (be, has), conjunctions (and), and question words (how, what), general lexical/content words and game-specific words (e.g., Shadowfang Keep, Silverpine, Courtyard, Kitchen, Arugal, Paladin, Mage and Wetlands). Table 1 presents the types of tokens and different types of words in the material.

Table 1: Types and tokens in WoW and CS:GO

<table>
<thead>
<tr>
<th></th>
<th>WoW</th>
<th>CS:GO</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Total:</strong></td>
<td>843</td>
<td>4289</td>
</tr>
<tr>
<td><strong>Function Words:</strong></td>
<td>95</td>
<td>2246</td>
</tr>
<tr>
<td><strong>General Lexical Words:</strong></td>
<td>720</td>
<td>1822</td>
</tr>
<tr>
<td><strong>Game-Specific Words:</strong></td>
<td>28</td>
<td>221</td>
</tr>
<tr>
<td><strong>Token</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Total:</strong></td>
<td>410</td>
<td>1860</td>
</tr>
<tr>
<td><strong>Function Words:</strong></td>
<td>79</td>
<td>572</td>
</tr>
<tr>
<td><strong>General Lexical Words:</strong></td>
<td>313</td>
<td>1198</td>
</tr>
<tr>
<td><strong>Game-Specific Words:</strong></td>
<td>18</td>
<td>109</td>
</tr>
</tbody>
</table>

The first thing done after identifying word types and tokens was to remove the functional words and proper nouns for places and names. This was followed by excluding all the words whose meanings are identical in the games and in the real world according to Dictionary.com. For example, from the transcript of WoW, I removed verbs like damage, called, wanna, fight, kill, and silenced as well as some nouns like bosses as their meanings in the games do not differ from what they mean in real life. From the CS:GO transcript, interpersonal words were excluded, including go, yeah, alright, dude, shit, damnit, and fuck. Likewise, I also removed
from the same script proper nouns like Tmartn, Brock, and Heatingamer, and verbs like
laughs, buy and picked. In addition adjective like hard, weak and a common noun, bomb were
excluded.

After selecting the game-specific words to the study, I began to compare the game-meaning
of the word to the lexical meaning in the dictionary (i.e. the words chosen see Table 2 and 3).

Due to my 25 years of gaming experience, I knew that these words would probably have
some lexical meanings in comparison to the dictionary. This resulted into dividing the words
to three different categories: Contextual meaning, New meaning and New words. Contextual
meaning is a word that is used in a contextual sense in the game and therefore extends its
lexical meaning in the game, although not having an entirely new meaning differing from the
dictionary definition. The category New meaning is when a word is used to create a new
meaning in the game and the root of the word does not have the definition in the dictionary.
Lastly, New words means that a word has been made up by gamers to fit a specific situation in
the game. These three categories will be analysed in 5.2. Prior to that, I will present the game-
specific words in section 5.1

5. Results

This chapter presents the result of analysing the data. The analysis will be addressed through
the research questions, which are:

1. What are the game specific words in the two games, World of Warcraft (WoW) and
Counter-Strike Global Offensive (CS:GO)?
2. What are the types/categories of these game-specific words when their meanings are
classified in view of real-life language represented in the dictionary? Is it possible to
understand these meaning categories of the game-specific words in relation to the
concepts of language changes and language variation?

By analysing the research questions, I hope to find an answer to the aim: to examine how
language change or evolve in the context of online video game playing, taking language use
in two games WoW and CS:GO as data.

Section 5.1 presents the game-specific words and frequencies in which research question 1
will be answered. Secondly, the meaning of the game-specific words will be analysed in 5.2,
starting with and introduction to the meanings in 5.2.1 and then contextual meaning in 5.2.2,
New meaning in 5.2.3 and New Words in 5.2.4. Based on the results presented in this chapter, following chapter 6 address the three research questions.

5.1 Game-specific words in WoW and CS:GO

In the analysis of the material, 46 words were selected as game-specific words, 28 from WoW and 19 from CS:GO. They were defined as game-specific based on 25 years of personal experiences as a gamer. Table 2 and Table 3 present the game-specific words in WoW and CS:GO respectively, including their frequencies and dictionary definitions and specific meanings in the games. As demonstrated in the two tables, the gaming words from the data have meanings different from their dictionary definitions, but most of them maintain the same lexical categories in real life usages.

As shown in Table 2, the noun, Dungeon was the word chosen with the highest frequency. The commentator uses the word “Dungeon” 46 times throughout the text sample, which made it the highest Type in total, excluding function words. The second highest frequency word was Level, as a verb and was used 33 times. “Level” is a word that is highly used when playing games like WoW with that type of progression system. The verb, Pull was used in the data third-most frequently. The verb, Cast was the fourth most frequent word.

In addition, Table 3 presents the game-specific words in Counterstrike Global Offensive, their form, frequency, closest lexical equivalent in the dictionary and the game definition and meaning. As shown in Table 3, Long is the game-specific word that was used 12 times throughout the material as a noun. A was a letter that was used as a noun and had ten frequencies. Both A and B were significant in the transcript, but A had more frequencies. AWP and FAMAS were used as nouns and did not have any dictionary definitions. The fourth most frequent word was the verb Kill.

In Section 5.2 following, I do a more in-depth analysis of the meaning of the game-specific words in the material.
<table>
<thead>
<tr>
<th>Wow Words</th>
<th>Frequency</th>
<th>Dictionary Definitions and Lexical categories</th>
<th>Game-specific Definitions and Lexical Categories</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dungeon</td>
<td>46</td>
<td>N: Prison Cell, the keep or stronghold to a keep.</td>
<td>N: An instance where players can upgrade their equipment by killing bosses/harder enemies and traverse which ever dungeon it is. In this case the dungeon's name is Shadowfang Keep.</td>
</tr>
<tr>
<td>Level</td>
<td>33</td>
<td>V: Level something out, make it even with a surface.</td>
<td>V: To progress in the game, raise from level 5 to level 6. Makes the player stronger and they can learn new abilities.</td>
</tr>
<tr>
<td>Pull</td>
<td>31</td>
<td>V: To draw something towards oneself, towards a direction. N: The act of pulling or drawing something.</td>
<td>V: To get the attention of an enemy. Draw the enemy to a target player. N: A pull is referred to as the act of pulling something.</td>
</tr>
<tr>
<td>Pulls</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pulling</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cast/s</td>
<td>16</td>
<td>V: To throw something, tug something against someone. -er N: The person who is throwing something.</td>
<td>V: To cast a magic spell/ranged ability. N: The person who performs the casting of a spell/ranged ability.</td>
</tr>
<tr>
<td>Caster</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mob/s</td>
<td>15</td>
<td>N: a disorderly crowd of people</td>
<td>N: Another word for enemy, can be used both in singular and plural.</td>
</tr>
<tr>
<td>Tank</td>
<td>14</td>
<td>N: Large container to store various liquids. N: Artificial pond, lake. N: A military vehicle that is heavily armoured. V: To put something or store something in a tank.</td>
<td>N: A class/player in the game that can sustain much of damage against enemies. V: The verbform of tank. The act of taking much damage.</td>
</tr>
<tr>
<td>Tanking</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| Spawn     | 12        | Adj: of or relating to the spawning of a character or item in a video game | Adj, V: A character or enemy that is “resurrected” from death. To spawn makes the enemy turn up once more to }
<table>
<thead>
<tr>
<th>N: the mass of eggs deposited by fishes, amphibians…</th>
<th>be killed or a player can get more chances to play the game.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Heal with suffix; th, -ing, er,</strong></td>
<td>11</td>
</tr>
<tr>
<td>V: To make healthy, whole, restore to health.</td>
<td>V: Makes someone get their health points back in the game. Can be a player who is specifically healing somebody. To heal is very common in WoW. Same meaning as the dictionary.</td>
</tr>
<tr>
<td>-er N: A person or thing that heals.</td>
<td></td>
</tr>
<tr>
<td>-th N: Vigor, Vitality. The general condition of a body and mind with reference to soundness of vigor.</td>
<td></td>
</tr>
<tr>
<td>-ing V: Getting well, mending.</td>
<td></td>
</tr>
<tr>
<td><strong>Vanilla</strong></td>
<td>8</td>
</tr>
<tr>
<td>Adj: Containing or flavoured with vanilla</td>
<td>N: It is an expression that tells a person that something is like it has always been. Vanilla is the original game where nothing has changed, much like the flavour and taste of an ice-cream. Used as a proper noun in the game.</td>
</tr>
<tr>
<td><strong>Stun</strong></td>
<td>7</td>
</tr>
<tr>
<td>V: To amaze; astound; astonish. To shock; overwhelm. To daze or bewilder by noise.</td>
<td>V: To make an enemy immobile for x seconds.</td>
</tr>
<tr>
<td><strong>Melee</strong></td>
<td>6</td>
</tr>
<tr>
<td>N: A confused hand-to-hand fight or struggle among a group people. Confusion; turmoil.</td>
<td>N: A player/class that only uses close-range weapons, i.e. sword, daggers, fist weapons, staves, maces and axes.</td>
</tr>
<tr>
<td><strong>Debuff</strong></td>
<td>6</td>
</tr>
<tr>
<td>-</td>
<td>N: A spell that is a debuff in the game, making the player/enemy weaker in an attribute. V: To make a player/enemy weaker by decreasing x attributes in the game.</td>
</tr>
<tr>
<td><strong>Shield</strong></td>
<td>5</td>
</tr>
<tr>
<td>N: a broad piece of armour. Something that is shaped like a shield.</td>
<td>N: A piece of armour used for protection. Can be magical.</td>
</tr>
<tr>
<td><strong>Spell</strong></td>
<td>5</td>
</tr>
<tr>
<td>N: …form of words supposed to have magic power; charm; incantation</td>
<td>N: Same meaning as the dictionary.</td>
</tr>
<tr>
<td><strong>AoE</strong></td>
<td>4</td>
</tr>
<tr>
<td>-</td>
<td>N: An ability that affects and area. A spell that damages players on a specific area instead of a single player. Abbreviation for “Area of Effect.”</td>
</tr>
<tr>
<td><strong>Warrior</strong></td>
<td>4</td>
</tr>
<tr>
<td>N: A person that is experienced with warfare; solider. A person who shows great vigor, courage and endurance.</td>
<td>N: A class in the game.</td>
</tr>
</tbody>
</table>
**Wipe** 4  
**V:** to erase, as from existence or memory  
**N:** An act of wiping.  
**V:** When all the players in a 5-man group or a raid (20-40 players) die and the progress is lost.  
**N:** A wipe is the act of wiping; hence, everybody dies.

**Ads** 3  
**-**  
**Abbreviation that means “additional,” mostly used when a boss spawns more enemies.**

**Trash** 3  
**N:** Anything worthless, useless or discarded. Foolish and rubbish ideas; nonsense.  
**N:** Enemies that do not have anything valuable, often refers to trash.

---

### Table 3 Game-specific words in CS:GO

<table>
<thead>
<tr>
<th>CS:GO Words</th>
<th>Frequency</th>
<th>Dictionary Definitions and Lexical Categories</th>
<th>Game-specific Definitions and Lexical Categories</th>
</tr>
</thead>
<tbody>
<tr>
<td>Long</td>
<td>12</td>
<td>N: Something that is long: A long signal.</td>
<td>N: A famous location in CS:GO.</td>
</tr>
<tr>
<td>“A” “B”</td>
<td>10</td>
<td>N: First letter in the alphabet, something that is shaped as an “A”.</td>
<td>N: Bombsite names in CS:GO. Used to describe where the bomb is being planted.</td>
</tr>
<tr>
<td>AWP/FAMAS</td>
<td>8</td>
<td>-</td>
<td>N: Weapon names.</td>
</tr>
<tr>
<td>Kill</td>
<td>7</td>
<td>V: Cause the death of someone; slay.</td>
<td>V: Same as the dictionary.</td>
</tr>
<tr>
<td>Rank</td>
<td>6</td>
<td>N: A social or official position or standing.</td>
<td>N: Used in CS:GO as a progression staple. Like level a character in another game.</td>
</tr>
<tr>
<td>Word</td>
<td>Frequency</td>
<td>Definition</td>
<td>Note</td>
</tr>
<tr>
<td>--------------------</td>
<td>-----------</td>
<td>-----------------------------------------------------------------------------</td>
<td>--------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Miss</td>
<td>6</td>
<td>V: To fail to hit something. To notice the absence</td>
<td>V: Used to quickly communicate that an enemy has not been around a specific area for x seconds.</td>
</tr>
<tr>
<td>Mid</td>
<td>6</td>
<td>Archaic; The middle</td>
<td>N: A location in the game.</td>
</tr>
<tr>
<td>Cat</td>
<td>6</td>
<td>N: Any of several carnivores of the family Felidae, as the lion, tiger…</td>
<td>N: Location in the game, clipping word that stands for catwalk.</td>
</tr>
<tr>
<td>CT (Acronym for Counterterrorist)</td>
<td>5</td>
<td>-</td>
<td>N: Abbreviation for Counterterrorist which is a class/role in the game.</td>
</tr>
<tr>
<td>Site</td>
<td>4</td>
<td>N: the position or location of a town, building…</td>
<td>N: Site is short for bombsite.</td>
</tr>
<tr>
<td>Side</td>
<td>4</td>
<td>N: one of the lateral surfaces of an object, as opposed to the front, back, top, and bottom.</td>
<td>N: Side of a building which describes a location in the game.</td>
</tr>
<tr>
<td>Push</td>
<td>4</td>
<td>V: to exert a thrusting force upon something</td>
<td>V: All players focus on one area to try to overwhelm the enemy and conquer a location like a bombsite.</td>
</tr>
<tr>
<td>Spawn</td>
<td>4</td>
<td>Adj: of or relating to the spawning of a character or item in a video game</td>
<td>Adj: Same description as the dictionary.</td>
</tr>
<tr>
<td>Bait</td>
<td>2</td>
<td>N: An allurement.</td>
<td>N: Use a player as an allurement to trick an enemy to show her/himself. This way it is easy to take down an opponent.</td>
</tr>
<tr>
<td>Noob (newb)</td>
<td>2</td>
<td>N: a newbie, especially a person who is new to an online community and whose online participation and interactions display a lack of skill or knowledge.</td>
<td>N: Same description as the dictionary.</td>
</tr>
<tr>
<td>Tunnel</td>
<td>2</td>
<td>N: an underground passage.</td>
<td>N: A location in the game. Same description as the dictionary.</td>
</tr>
<tr>
<td>Stun</td>
<td>2</td>
<td>N: The condition of being stunned. The act of stunning.</td>
<td>N: Stun is short for stun grenade. It is used to immobilise a player for x seconds.</td>
</tr>
</tbody>
</table>
5.2 Words and Meaning

The words in the two games have been analysed in relation to their meanings they are used in the games. They have been classified into three different categories: *Contextual Meaning*, *New Meaning*, and *New Words*, which I will discuss later in my analysis.

5.2.1 Three Categories of Game-specific Meaning

The category *Contextual meaning* consists of words with roots relatable to the dictionary definition but also carry meanings that make sentence in gaming contexts. These contextual meanings of words are discussed in relation to the concept of *polysemy* and *semantic shift*. The concept *polysemy* means the word shares the same sense meaning and that the word evolved from the same root. Meanwhile, *semantic shift* means that words can take on new meanings by extending or sometimes shrink the scope of their reference and does not change earlier meaning. The category *New Meaning* will include words that have a different or new meaning in the game compared to the dictionary. *New Words* are those that have no lexical equivalent in the dictionary. Acronyms are put in the column of *New Words* since they do not appear in the dictionary. Both *New Meaning* and *New Words* are discussed in the concept of *homonymy* and *word formation*. *Homonymy* is the unrelated senses of the same phonological word. *Word formation* refers to creating new and new meaning to a word by putting prefixes, suffixes, making conversions, compounding words and abbreviations.

Tables 4 and 5 in the following present an overall distribution of the words and how they are categorised into the different types of meanings in WoW and CS:GO respectively. As seen in the tables, there were primarily *Contextual Meaning* words and fewer *New Words* and *New Meaning* in both games.
Table 4 Meaning of Game-specific words in WoW

<table>
<thead>
<tr>
<th>Contextual meaning</th>
<th>New Meaning</th>
<th>New Words</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dungeon</td>
<td>Vanilla</td>
<td>Debuff</td>
</tr>
<tr>
<td>Pull/s/ing</td>
<td>Spawn</td>
<td>AoE</td>
</tr>
<tr>
<td>Cast/s/er</td>
<td></td>
<td>Ads</td>
</tr>
<tr>
<td>Mobs</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tank/tanking</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Stun</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shield</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Melee</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Heal/er/th/-ing</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Warrior</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trash</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Level</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Spell</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wipe</td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

Table 5 Meaning of Game-specific words in CS:GO

<table>
<thead>
<tr>
<th>Contextual meaning</th>
<th>New Meaning</th>
<th>New Words</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank</td>
<td>Long</td>
<td>CT</td>
</tr>
<tr>
<td>Miss</td>
<td>A/B</td>
<td></td>
</tr>
<tr>
<td>Push</td>
<td>Spawn</td>
<td></td>
</tr>
<tr>
<td>Bait</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AWP and FAMAS</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kill</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mid</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Noob (Newb)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tunnel</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Site</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cat</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Side</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Stun</td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

The following sections present an in-depth analysis of the three game-specific meaning categories. Since there are many words in the contextual meaning columns and they all function in similar ways, I chose three words from WoW and two words from CS:GO for the in-depth analysis.
5.2.2 Contextual Meaning

As mentioned earlier, the words categorised as *contextual meaning* are rooted from dictionary meanings, but their meanings have been extended in the game context, or the other way around, where the meanings in the game context have been extended in real life, by going through a *semantic shift*, through which words can extend their meanings or create new meanings depending on context. The words are also polysemous meaning that the word has a related sense to its root in the dictionary. One word categorised as *Contextual Meaning*, from CS:GO in fact, are used in computer games and have found their way to the dictionary.

The word *Noob* is a word that found its way into the dictionary. It is used in the game as a noun and the speaker uses the word when defining himself as a *noob*, “I’m just a PC noob, and I forget…” (CS:GO), which shows that he lacks skills to perform well in the game.

Furthermore, the following example shows that the player in the game are new to the game and are performing badly.

TmarTn2 – Long A! Shit Trevor! God damnit I got stuck on something! Fuck! I lost my AWP! Damnit! I had to look to talk with the T button, cause I’m a noob and I don’t know my keyboard layouts yet. (CS:GO)

The example provides information that the player is new to the keyboard settings and this makes him lack skills in the game. Interestingly, this meaning of the word in the game is also found in the dictionary that states, “a person who is new to an online community… display a lack of skills or knowledge” (Dictionary.com). The word *noob* in real life however has become to simply mean “newcomer”, who does not necessary lack skills. In addition, the word is now being used more broadly in other contexts, like sports, video games and in offline communities. Furthermore, in the online community, *noob* has come to be a word people use to degrade someone and tell them that they are bad as a gamer.

The other words in the *contextual meaning* category are words that already were in the dictionary and have become gaming words, demonstrating how flexible language can be. These words still carry dictionarial meanings, but they also have gained subtle contextual meanings in the game, sometimes even to the point where a word has become a *polysemy*, i.e. that the word evolved from the same root and the word shares the same sense meaning as the dictionary, but also carries somewhat different connotation. The meaning in the game is similar to the dictionary meaning “pull something/someone against you.” However, in the
game it is used to pull enemies towards the player/group. This means that this is an example of *polysemy* where the meaning of the word in the game is related to the meaning in the dictionary, but it has gained new semantic properties. This can also be understood to have made a *semantic shift*. The shifting and extending of word meaning usually involves ambiguity in the process, particularly to new players. For example:

I decided to **pull** the Shadow Charger and I completely forget that it also **pulls** the Fell Steeds that are in the stable as well.

So, here we go with the first **pull**. We are **pulling** a black worg and a Shadowfang Whitescalp.

Now here we have a rare-spawn, ladies and gentlemen the Deathsworn Captain is actually up in this dungeon and as a result we **pulled** four elites, which is quite damaging and could possibly result in a wipe. (WoW)

When hearing or reading phrases like the examples above, new players would associate ‘pull’ with its dictionarial meaning and understand its meaning in the game ambiguously and later more clearly as “getting the attention of the Shadow Charger.” However, the examples provide information that the word does not create a completely new meaning.

Meanwhile, here you find a word that have slightly different characteristic compared to the previous ones – could be homonyms. A word like *Tank* is used to describe a class or a player who can take a lot of damage before they die; they absorb damage as a tank would. They have a lot of armor and vitality to sustain damage. In the material, the man tends to use the word as both a noun and a verb, to *tank* and a *tank* but also with the suffix of “-ing.” There is also a broadening of the words lexical meaning which is a semantic shift of the word. Example of speaker uses *tank* as a verb or noun:

If you could **tank** this fight in early Cataclysm you were considered to be one of the better **tanks** out there.

Very good item, uhm, highly recommended especially if you’re a **tank**.
The first sentence of the example above shows that *tank* is used both as a main verb but also a noun with the suffix “-s” to indicate plural form of *tank*. The second sentence is also using *tank* as a noun to show that a player can be a ‘tank’.

In the dictionary description of the word *tank* there is an example of homonymy. Looking at the definitions, “Large container to store various liquids” (dictionary), Artificial pond, lake” (dictionary) and “A military vehicle that is heavily armoured” (dictionary) there is a distinct unrelated meaning to the word *tank* in the game. Furthermore, the word *tank* in the game takes its contextual meaning from the “military vehicle…” (dictionary) description which makes the word a homonymy compared to the other definition. However, it is polysemous to the description “military vehicle.”

*Wipe* is another word that has contextual meaning in the transcription compared to the dictionary’s definition. In the material it is used as a verb to *wipe* or past time *wiped*, which is used to explain that a group failed to stay alive and that everyone in the group died. By examining the dictionary’s definition, “To rub lightly with a piece of cloth; to clean or dry surface” (dictionary) is distant from the meaning in the game. However, “To clean or dry surface” (dictionary) could be the act of the enemies who are cleaning the dirt, which in this case is the party/group that is playing. For example:

Now here we have a rare-spawn, ladies and gentlemen the Deathsworn Captain is actually up in this dungeon and as a result we pulled four elites, which is quite damaging and could possibly result in a *wipe*.

We *wiped* two or three times because it’s actually a pretty difficult pull to pull off.

As seen in the first sentence, *wipe* is used to illustrate that trying too hard at a boss and not being careful will possibly kill the whole group. The second sentence *wipe* is used in past tense which indicates that they have already died to hard enemies a couple of times before. *Wipe*, however, is an example of polysemy as the sense meaning in the game is similar to the dictionary definition.

Moreover, in CS:GO, the word *Bait* is used as a noun in the game as well as in real life. The word is used in the same way as the dictionary defines it but is used in the game as “a player who baits someone.” In context, a player becomes a bait who lures another player to show him/herself so that the other players can kill him/her. Even though the allurement is not
for fishing/hunting animals, it has been implanted into a game context where a player becomes the allurement, example:

Brock – Back off, they do not know I’m here. Yo, run into like Pit or something.
TmarTn2 – that’s what I’m doing.
Brock – See if they come.
TmarTn2 – It’s somebody by car.
Brock – Good **bait**, good **bait** Trev. Where is he?

In the example above Brock asks TmarTn2 to run to a specific area. The reason is that TmarTn2 will be able to **bait** and act as an allurement so that the other players in his team can kill the enemy. There is no big difference between the dictionary definition and the contextual meaning of the word **bait**, however, in the gaming-world it often used to allure other players into a trap.

The analysis of the contextual words illustrate how they are example of **polysemy**. The words used in the game has a meaning that is related to the dictionary meaning, but the contexts add more meaning so that there is some **semantic shift**. One exception is the word **tank** which could be argued to be an example of **homonymy**.

All these words can create an ambiguous meaning. Depending on the contexts where the words are used they can be more or less ambiguous. If the recipient has another field of reference the word will have to be defined as a “game-specific” reference. In the next section, **New Meaning**, referring to the words that have a meaning that is different from the lexical meaning in the dictionary, will be analysed.

5.2.3 New Meaning

All the words in **New Meaning** have a different meaning compared to the dictionary definition. As Tables 4 and 5 showed, there were four words in this category, three words from WoW and two words in CS:GO. The word **spawn** showed up in both tables, which in total becomes four words. The four words with a **New Meaning** are **long**, **A/B**, **spawn**, **vanilla** and will now be presented in more detail.

The two following words, **long** and **A/B** are locations in the game that have been shortened down to communicate a quick message to other players. First person shooter games (FPS) are fast-paced and need communication that explains everything in short and
sometimes a one-word message.

*Long* is used in the game as a noun, more specifically, is a location that has been used in other games. This location has become more famous throughout the years among gamers and has created a new meaning. Some examples:

TmarTn2 – Outside **long** I think?
Heatingamer008 – One **long**
Heatingamer008 – We need to hold and not push up that far on **long** because everyone else is trying to rotate, can’t do shit to help.
Brock – I shouldn’t have gone **long**.

The examples illustrate that the word *long* is used as a location and to deliver a quick message. “Go A Long” (CS:GO) is a term that has been implanted in other games such as Overwatch and Unreal Tournament. The dictionary’s definition states, “…considerable linear extent in space: A distance that is long,” and since the pathway is “long,” the location got its name after this. Furthermore, since the root of the word comes from the adjective ‘long’, the word is *polysemous* because it is still related to the original sense meaning. It can be argued that it is a logical conclusion to call it *long* because of the distance in length. It would, however, be *homonymous* if the word had no connection to its root at all. However, the word’s meaning is a staple in the game as a specific location and it might mean something different in the future if more people start using it outside the game.

The letter *A/B* is similar to *long*. *A/B* has developed into a new meaning in the game, whereas the dictionary states, “First letter in the alphabet, something that is shaped like an A,” thus, describes the letter “A.” In the game, however, *A/B* is a location that has been known to players as a bomb site. Instead of saying “I am going to A site and planting the bomb” or “I see enemies approaching the A site,” players tend to say *A*, which will indicate, depending on the situation, what they are going to do in that location.

In both games, *spawn* is used as a verb, either with suffix “-ing” – “these Spirits are just going to be spawning left…” (WoW) and - “So these Haunting Spirits spawn on anybody…” (WoW). This indicates that the players or enemies are appearing or going to come ‘back’ to life. According to the dictionary’s description, the adjective form of the word *spawn* originates from video games and computer games where characters or items are spawning. This means that a word that was originally made for a gaming-specific purpose has found its
way into the dictionary and has been recognized enough to get its place in the dictionary as a reference to gaming. The word is used in a **word formation** where the word has gone through a **conversion** meaning, changed from one-word class, noun, to another, adjective/verb. **Word formation** is used when creating new words but also new meaning of a word. **Spawn** is used as a **homonymy** in the game, meaning that it has no connection to its sense meaning of the dictionary. Furthermore, due to the wordform in the game (adjective and verb), there are indications no indications of where the word originates from. The lexical definition of the noun states, “the mass of eggs deposited by fishes, amphibians…” (dictionary). Compared to the WoW material, **spawn** is used in the CS:GO transcription to guide where the enemies are; “at our spawn…” (CS:GO). However, a “spawn point” has the same functions in both games where an enemy or an item can appear on a specific location. What is interesting with this word is the fact that it is used in different games, and this has an opportunity to get a broader usage in the English language. In the future, the word **spawn** could develop into another form of meaning if it is used throughout a more extensive range of games.

As for the word **vanilla**, it is used as a noun that refers to the old original game, the World of Warcraft that was released in 2004. When most gamers talk about something and call it **vanilla**, they mean that it is the original source of something that has not been modified. Some examples of the word used in the game sample:

In fact, one of my favourite parts in all dungeons in World of Warcraft since **vanilla** and that is the courtyard door opening in Shadowfang Keep.

Immersion is really, really cool and it’s something that I feel like the game has been missing almost since **vanilla**.

I mean Burning Crusade had some of it too but I think a lot of it was lost somewhere after **vanilla** was launched.

And I think that encapsulate **vanilla** so well. But of course, it’s **vanilla**, there are very little AoE abilities and unfortunately a lot of people just don’t tap target for whatever reason.
Throughout the examples above, the player compares the game that was released in 2019 with the game that was released in 2004. Instead of saying ‘the original game’ the narrator in the first material uses the word vanilla to show his audience which game he is referring to.

Looking at the dictionary definition it states that something is “Containing or flavoured with vanilla,” which would be the most normal or original taste of an ice-cream before modifying it with different tastes. It can be argued that the word comes from the dictionary definition if the original taste is vanilla. Furthermore, this would make the word vanilla a polysemy since it has related sense from its root. However, a semantic shift is clear since the word creates a new meaning in the game and extends its definition.

As well as the words in the contextual meaning, New Meaning can be ambiguous in another field of reference. Talking to a person about “Going A” can make the person confused if he/she does not play the game. Nevertheless, it is a word that is used with a New Meaning the meaning in the game is not equivalent to the definitions in the dictionary. New meaning words show how words, in both meaning and form, can evolve rapidly when they are used in quick, urgent communication. That is, mode and context of communication creates the need for new words, which affects the semantic meaning of words.

5.2.4 New Words

The new words in the list have been created or made up during the game’s progressions and are often connected to specific mechanics. As Tables 4 and 5 showed, there were four new words in the material, and these have been coined in different ways. Three of them are abbreviations, AoE, CT and Ads, where the first two, AoE and CT are initialisms.

The abbreviation AoE is used in the game to explain mechanics of spells and abilities. AoE stands for Area of Effect (Internetslang, n.d.), which means that some spells or skills can do damage over a large area instead of a single enemy. The quotes, “ability and it is an AoE stun…”, “…range because they cast it in an AoE” (WoW) in the WoW material, is a way for the speaker to describe a spell that has an ability that makes an AoE, and it in this sense is a noun.

CT is an acronym for counterterrorist, and it is used as a noun in the Counterstrike transcription. Counterterrorist, as previously stated in the background, is connected to game mechanics and is one of the opposing sides that a player can choose between when they are going to play the game.

Next, Ads is an abbreviation made through clipping/shortening of the word “additional.”
That is, *Ads* is used to describe enemies that are “additional” to a boss fight. Certain enemies in the game can summon *Ads* which increases the number of enemies. The quote, “…there are so many ads next to him and…” (WoW) states that the speaker is going to engage in a fight, but there are *Ads* close to the boss/enemy, which makes it harder to engage.

Moreover, *Debuff* is a new word formed by adding the prefix “De-.” The word *Debuff* is a noun that is not included in the dictionary. *Debuff* means that an enemy casts a spell that will decrease the players’ overall stat, make the characters’ movement speed slower, or have the character take periods of toxic/poison damage over time. The prefix “De-” is added to the word “Buff.” “Buff” is the word from which *debuff* is derived – and has been created as an antonym. Casting a “buff” increases the characters’ abilities in some way. The four new words have undergone new word formation, such as clipping or adding suffixes/prefixes, whereas *contextual words* and *new meaning* words are placed in a category of semantic shift since the words there extends their lexical meaning. All the words in *New Words* risk creating ambiguity since they are connected to a particular style of language, game-specific words. A person without gaming experience will probably feel confused by running into these new words, created for a game-specific mechanic. *The contextual* words can be interpreted by most people if they know that the word is referred to a game. However, *New words* and *New meaning* probably need more time and gaming experience to learn.

The next chapter discusses the result reported in this chapter, in terms of clearly addressing the research questions and reflecting on the findings in view of previous research.

### 6. Discussion and Conclusion

In this study, I have analysed the speech data produced by three gamers while they were playing the two online games, WoW and CS:GO. The analysis focused on game-specific content vocabulary items, in an attempt to understand them in relation to language change and variation in the context of online video gaming. In Sections 6.1.1 and 6.1.2, I will answer the research questions through discussing the results and relate them with the study background and previous research. Finally, Sections 6.2 and 6.3 will assess the study and make suggestions for future research.

#### 6.1 Discussion – Result in the Light of Research Questions

In the following research questions, I tried to unravel how language changes or evolve in the
context of online video game playing. I will discuss the result of the research questions below each question.

6.1.1 Addressing the first research question

The first research question was:

What are the game specific words in the two games, World of Warcraft (WoW) and Counter-Strike Global Offensive (CS:GO)?

The game-specific words were those in tables 2 and 3. Some of these words were:

- **Dungeon, Level, Pull/s/-ing, Cast/s/er, Mob/s, Tank/-ing, Spawn, Heal/th/-ing/er, Stun, Melee, Debuff, Shield, Spell, AoE, Warrior, Vanilla, Wipe, Ads, and Trash.** (World of Warcraft)
- **Long, A/B, AWP/FAMAS, Kill, Rank, Miss, Mid, Cat, CT, Site, Side, Push, Spawn, Bait, Pc Noob/Newb, Tunnel, Stun.** (Counterstrike Global Offensive)

The analysis showed that most of these words were *polysemous* in relation to the lexical meaning. To clarify, the words usually had contextual meanings in the game, involving both dictionary and game-specific meaning in the game context. The words that are used in field of reference of gaming are, *AoE, Ads, CT, Noob/Newb* and *debuff*. Four of the words, *AoE, Ads, CT* and *debuff* did not have a lexical meaning in the dictionary. Perhaps they will come to other field of references in the future but at this moment they are mostly used by players. The words *Noob* and *Spawn* were used in the material and they had found its way into the dictionary and got a lexical meaning connected to gaming.

Over time there might been a lot of words developed or created from the game universe. For example, *Multi-User Dungeon* or as it is referred today, *Multi-User Dimension* (MUDS) is a concept that Crystal (2004) wrote about. MUDS was used as a concept to describe pen and paper role-playing games in the 80s. However, it is now used to describe role-playing with mediated tools, like computers. Crystal (2004) writes about MUDS and its influences in the 1980s and how many game words may have already been made up during that time or earlier. Many words that are game-specific in relation to WoW are from the medieval ‘fantasy’ genre that has been around for a long time. CS:GO and its words, however, are connected to modern warfare which is clear looking at table 3. Nevertheless, gaming has become a great tool for most people to learn new vocabulary and increase their proficiency in language.
According to Sundqvist and Wikström (2015) vocabulary and language proficiency are likely to increase if pupils are playing games, but how and why is playing games developing language for pupils? In my study I brought up the concepts Homonymy and Polysemy, which can be important concepts for vocabulary learning. When pupils encounter a new word, they can ask other players about the meaning of the word. Furthermore, perhaps they know the lexical meaning of the word and then develop an understanding of how the word can be polysemous, how the word can be related to its root or how a word can have developed a new meaning depending on context and be homonymous. A factor to the rise of pupils’ writing and reading proficiencies could be the increased interactions with other players in the games, hence, the rise of mediated communication.

6.1.2. Addressing the second research question

The second research question states:

What are the types/categories of these game-specific words when their meanings are classified in view of real-life language represented in the dictionary? Is it possible to understand these meaning categories of the game-specific words in relation to the concepts of language changes and language variation?

The meanings were discussed in chapter 5 and these are Contextual meaning, New meanings and New words. Contextual meaning involved words that were polysemous in relation to the lexical meaning and words that involved a semantic shift, not by changing its meaning but extending it to another scope of reference. However, some words had homonymous sense relations. New Meaning words had extended their lexical meaning into the game to create new meanings or had a different meaning in comparison to the definition of the dictionary. Some of these words showed a semantic shift whereas one, spawn, showed conversion where it has changed its word form. The words in contextual meaning are all extending their meaning but still share the same root as the dictionary definition. However, the words in New Meaning extends their meaning by a larger margin to be placed in a category such as New Meaning.

Finally, New Words were shown to be connected to game mechanics and did not have a lexical meaning in the dictionary. The New Words can be connected to Word Formation since
all the words are new and were abbreviations, clipping, initials or made up with prefix and suffixes.

Most of the words identified in my study were still maintaining their dictionarial definitions. However, they, to more or less degrees, have gained new semantic properties found nowhere in the dictionary, by being frequently used in the game context. The words tend to be polysemous to their lexical meanings. The meanings of gaming specific words can also appear to be ambiguous to new players or people in another field of reference. So, language change and evolve in the context of gaming with words that have lexical meaning. There are tendencies in the game samples that the speakers use words with lexical meaning but creates a semantic shift to extend the meaning, whereas, the new words created in relations with word formation to create new words fitting for specific game mechanic or situation. Most words and their meaning do carry their dictionary meanings. However, possibly, the real life language of gamers can be influenced by their gaming language.

In fact, the result of the study indicates that game-language may have its influence on the English language, where some game-specific terms have been put into the dictionary with its own lexical meanings and categories. A factor for this observed changes could be intertwining of different multi-language servers of the games. That is both CS:GO and WoW operates with servers that are connected to other languages besides English. As stated in background (2.1.1 and 2.1.3) Spanish, French, German and Russian servers are options for the player to choose from. However, are words like noob, spawn, ads and debuff common in other languages? Does vocabulary like this adapt into other languages as well? Throne (2008) writes about transcultural communication and notes that online games provide an opportunity for new cultural and linguistic communication which might enhance language. However, by having a broad range of different servers with other first languages (L1), there are risks that the English language becomes static because of its lack of influences from other languages. Furthermore, if an English L1 or L2 user were to move to other servers they can provide culture references and vocabulary as well as if a Spanish player were to move to an English-speaking server. This could be important for language development and to enhance language.

6.2 Critical assessment to my study

Having completed the study, I now see a few aspects that could be discussed. First the study is a small qualitative analysis of two games and two different material-types. More time and data with the topic might have shown a more in-depth result and reasons to why players tend
to use the words chosen. The different speech-genres (one was a monologue and the other a dialogue) and different time duration may have affected the frequency words that are used.

Another aspect concerns the fact that the study is only examined with one dictionary. There would be more diverse meanings if there were more dictionaries involved when searching for lexical meaning. Cambridge, Oxford, the Encyclopaedia and/or slang-dictionary perhaps would have broadened the definitions.

Furthermore, during the study, only word-level semantic properties (semantic shift, word formation) was analysed while other aspects like syntax were not included.

6.3 Future Research

One way in which the study could be developed could be to explore the topic of how other languages may be influenced by game-specific terms from the English language and other L1s in correlation with game-language. Another way would be to research of how gaming language and the general English language would enhance our understating to why pupils’ get better language proficiency in school. Furthermore, today social media is a topic that is much talked about. How language is influenced by social media would be interesting future research.
Reference list


Appendix 1: Transcription of – World of warcraft

WoW:

Time: 0:00

Hey what’s up guys it’s Tip and welcome to Shadowfang Keep. Shadowfang keep is a level twenty-two to thirty dungeon, located in Silverpine forest on the continent of the Eastern Kingdom. Now because it’s located in Silverpine forest, the walk to Shadowfang Keep for Alliance players is going to be very… very long, which is why honestly a lot of Alliance players don’t actually do this dungeon, they just skip over it.

If you chose to level in Duskwood instead of the Wetlands you’re going to have to walk from Loch Modan *pause* all the way through the Arathi Highlands, all the way through the South-shore and then finally to Silverpine forest which is going to take you pretty darn long time. Which is why a lot of Alliance members actually skip this dungeon.

But if you’re Horde it’s pretty close by. You can just take the zeppelin from Orgrimmar which will take you to Undercity and then from Undercity, you can walk to Silverpine. And if you are Undead, well, it’s even closer for you.

There are six quests associated with Shadowfang Keep and I put them up on the screen right now. Because it’s located in a pretty much a Horde zone, you are gonna find that the majority of quests in SFK are actually Horde exclusive.

Now recommended classes for this dungeon, as always a warrior is recommended for tanking. And I don’t ever not recommend a mage, just polymorph and frost nova are so good, especially at lower level. Definitely bring a mage if you can and finally, believe it or not SFK is probably one of the few dungeons that a paladin-tank can actually be somewhat decent *pause* and that’s because of the quantity of Undead in the dungeon. Now I don’t recommend that you bring a paladin over a warrior-tank but if you do wanna tank as a paladin, this is probably one of the better opportunities to do so.

1.41 skip to 3.55 due to personal talk about the dungeon which I did not feel relevant to the transcription.

Time start on transcription: 3:55

A quick thing that you good observer might have noticed, I actually will switch between groups in this dungeon. The reason for that is about halfway through this first run, I accidently stopped recording, I pressed a hotkey and I just stopped recorded the run.

So, this first group is a lower-levelled group, an under-levelled group. Primarily around level twenty-one to twenty-two, that’s pretty much the average level. In fact I think I’m the highest level in the group, about level twenty-four. Whereas the later group is a pretty much over
levelled group. So you are gonna see difference between strategies and approaches as I switch through the groups in this dungeon. But for the first half of the dungeon we’re gonna stick pretty much primarily to this under-levelled group, so you can see what to expect *pause* em… when you coming in to this dungeon on the propriate level.

So, here we go with the first pull. We are pulling a black worg and a Shadowfang Whitescalp. Nothing noticeable on this trash they do have frost armour, the whitescalps, so you are gonna be slowed down just a little bit, your attacks as well as your movement speed. Again it’s not to much of a big deal. The first couple of mobs in this dungeon are very, very low-levelled.

And remember how we talked about level scaling in the Stockades? I think this dungeon is a even bigger violator of that fact. The mobs scales from like level eight-teen to I think twenty-six in this dungeon? So you have an eight level range of mobs you can kill, which is pretty darn wide.

5:10 skip to 5:33 because of immersive talk.

**Time start on transcription: 5:33**

Another mechanic to watch out for in this first pack of mobs *pause* the bleak worgs which are the dogs, casts a spell called unwavering will or I think wavering will. Essentially it slows down your casting speed and movement speed like twenty-five percent. So you definitely wanna be careful of that. It’s not a big deal but it lasts for sixty seconds and if you are a tank trying to pick up aggro *pause* it’s actually pretty significant.

So we are coming up to the first boss right now, who is Rethilgore. He just has one ability called soul-drain where he can immobilise you for ten seconds and drains thirty-five health per second from you while you are immobilised. But aside from that he is pretty easy.

Obviously the most difficult part about the boss, is the fact that there is so many ads next to him and they pretty much all pull when you pull him. So you are gonna have to be dealing with like, four or five different mobs as you are attacking Rethilgore. But aside from that it’s a pretty much straight forward tank and spank. I highly recommend if you do have a Hunter or Warlock in this group, try to have the void-walker or the pet off-tank at least one of the mobs, to give you guys a little more space, little bit more room to heal up your tank. Because if you don’t, tanking three or four mobs at a time, even at level twenty-one, twenty-two is gonna be really, really difficult.

You can see Rethilgore goes down, pretty much without a fuss, very easy boss and we’re gonna come down and open up the gate here for our friend Ashcrombe, who’s going to be open up the courtyard door for us.
Now this is one of my favourite parts in this entire dungeon. In fact, one of my favourite parts in all dungeons in World of Warcraft since vanilla and that is the courtyard door opening in Shadowfang Keep. So freaking intimidating and right away, we pull accidentally. The courtyard in Shadowfang Keep which is the area that was pre-viewed in the start of the dungeon is one of the most intimidating places in any zone in World of Warcraft. Because it is one of the few places where you see this many elite mobs scattered out in front of you *pause*. At the same time there’s so many paths in this courtyard that you can take, so many different directions where you can proceed in the dungeon, that it makes it seem like a zone in of itself, you don’t feel like you are in a dungeon anymore. I mean I can go up the staircase, I can go through the kitchen, I can go around… there are some cages back here, there looks like there is a little bit of a stable over there.

Now with that said, let’s talk about mechanics. These Shadowfang Moonwalkers over here they cast a shield that essentially makes them immune to magic. So when you see this green shield come up you’re probably gonna see your casters come up to the mob and start wacking him with their sticks because he’s immune to magic at that point, so it takes a little bit of a while to kill them when they do pop up that shield. And they do it pretty frequently and it lasts for pretty long time so just make sure you are aware of that.

The biggest problem with that mechanic is that a lot of casters aren’t typically aware of aggro ranges because they are so used to casting from far away. They run up to a mob and they will accidentally aggro something else because they are so close. Ahem, but melee typically shouldn’t worry about that to much, we’re used to it.

Now switched over to the other group real quick because I wanna show you guys a couple of things that happened on this next pull. I decided to pull the Shadow Charger and I completely forget that it also pulls the Fell Steeds that are in the stable as well. Now the Shadow Charger and the Fell Steeds do a lot of damage as you can see they are. As well as the stun ability and it is an AoE stun so I die pretty much right away. However, because my group is so over-levelled they survive and they clear out this group. But I’m talking like really over-levelled, I’m talking about average group-level twenty-eight, which is much higher anything else you’ll see in this dungeon. The final boss Rhugal is level twenty-six and the lowest level mobs in this dungeon are level eighteen. Now these horses do have a chance of drop a ten-slot bag which is pretty cool, so again, just keep that in mind.

Probably the most annoying part of this entire dungeon, in fact, one of the most annoying parts in all vanilla dungeons period is this Haunting Spirit. So these Haunting Spirits spawn
on anybody with this five minute debuff called Haunted I think? And they’re super annoying, they spawn like every thirty seconds or something like that, I don’t know the exact timeframe but if a couple of people on your group get the debuff which is pretty common in this dungeon, you are basically going to have situation like I do here where a Spirit is almost always on your healer. And this debuff comes from the Haunted Servitors which we are killing right now. As you can see I’ve got it on me as well as a couple of other people on the group so these Spirits are just going to be spawning left right in center which is super annoying.

So here we have Razorclaw the Butcher. Very simple tank and spank fight. There is nothing to important about him except his loot which is actually pretty good. He drops a knife or an axe or one-handed axe called Butcher’s Cleaver as you can see here. He also dropped it on the other run. I think it’s around a ten percent drop so we kind of gotta little bit lucky there. But basically it’s a 1.7 speed axe, one-handed and it’s level twenty.

So now we’re progressing from the kitchen into the dining hall of this dungeon. Again a really cool progression going from the butcher’s kitchen to the actual dining hall or the mass hall or whatever you wanna call it of this keep. More ambiance, more flavour I talk about this too much but I’m kind of a nerd when it comes to this stuff. Immersion is really really cool and it’s something that I feel like the game has been missing almost since vanilla. I mean Burning Crusade had some of it too but I think a lot of it was lost somewhere after vanilla was launched.

Alright Baron Silverlaine let’s talk about this guy real quick. He has an ability called The Wail of Shadow that he just casted on me right now. It’s a fifteen second debuff that reduces healing by seventy-five percent. So you have to be very very careful when you have that debuff because if you have it you’re basically not going to get healed. Now the Haunting Spirits are not a part of the boss mechanics. They’re spawning because of that curse that we got earlier on and it’s super annoying as you can see. These things just spawn every couple of seconds, I think like every ten seconds honestly and they are absolutely a pain in the B U T T to deal with. I just can’t get over how annoying they are, honestly. It’s pretty annoying but at the same time it gives Shadowfang Keep this unique identity.

Ok we are coming up on one of the most annoying trash packs in this entire dungeon. And that is the Wailing Guardsmen packs. These guys Silence you for about five seconds, I believe and there is the debuff right there. Obviously if they Silence you can’t heal so make sure if you are a healer, you are out of their AoE range because they cast it in an AoE. Now this
wasn’t a problem on this pull right now but you can see where it becomes problematic later on when you have like three or four guardsmen in a single pull.

Now we are coming up to Commander Springvale. He has a Hammer of Justice spell that actually stuns you for five seconds which is something to keep note of. And he also casts a heal on himself which is another thing. Now he is also to two Wailing Guardsmen, so again if you are a healer be very careful because you are gonna get Silenced. Our healer got Silenced here as well because he stayed in melee range. It’s not his fault, he probably didn’t know and aahh as a result I do go down. But now that he is further away, he is not going to be Silenced by that Guardsman and they’ll be able to survive the rest of this pull. Finally, I forgot a third ability, he does cast an immunity. So you just have to be careful, he casts a Bubble and that can be pretty annoying. This boss actually has a pretty interesting history. When he was remade in Cataclysm in the very beginning of Cataclysm, I’m talking about right when the game launched that first couple of weeks to a month, he was actually one of the hardest bosses of the entire game. If you could tank this fight in early Cataclysm you were considered to be one of the better tanks out there. Springvale does drop a pretty darn good shield called Commander’s Crest, it’s a lever twenty-three blue shield with strength and stamina on it as well as spirit I believe. Very good item, uhm, highly recommended especially if you’re a tank. He doesn’t drop it here unfortunately; he drops his other green which is an arched war axe.

Alright so here we are coming up to one of my favourite parts in Shadowfang Keep. It’s not the flashiest part of the dungeon, but when it comes to an immersion perspective and you know me and my immersion right? Ahem, it’s one of the best areas in this entire dungeon. We just entered this castle, this keep and we are going in to infiltrate it from the ground floor. What’s the first thing we come across? A closed gate. We can’t get in. So we gotta infiltrate from this side entrance and we gotta go in break this guy out of jail so he can open up the courtyard door for us. We gotta traverse the courtyard, this really intimidating courtyard here and we gotta run through the kitchen, the butcher’s kitchen. After the butcher’s kitchen we gotta run through the mass hall, climb a tower, fight the tower commander until finally we are on these beautiful, beautiful ramparts here. You can see some of Silverpine on your right hand side of these ramparts on the other hand you can see the courtyard and everything you’ve beaten coming up this way. You feel like you literally ascending the dungeon, like you are progressing, you are experiencing this micro-progression throughout this dungeon where you are literally climbing to the top, beating better bosses and getting better loot. It’s a really nice manifestation of the concept of the progression in general. The idea of starting from the
bottom and rising to the top, progressively, slowly, by defeating various argues tasks, it’s a very very cool concept and seeing it manifested in physical form in a dungeon on a micro-level is really really cool. And I think that encapsulates vanilla so well. This concept of progression, from starting at the bottom and slowly working your way towards the top, defeating task by task that are getting progressively harder, that’s what vanilla is all about and I think that’s what RPGs are all about and we just don’t see it anymore. I mean we just don’t see it anymore. You start up so powerful on the live game right now and I just… I don’t like it. It feels like you are going backwards instead of forwards. But I’ll talk about Legion and modern WoW in another video. I want to give you guys my thoughts on the live version of the game at some point so you can understand where I’m coming from but for now we will continue here. I don’t wanna talk about it too much in this video.

Now here we have a rare-spawn, ladies and gentlemen the Deathsworn Captain is actually up in this dungeon and as a result we pulled four elites, which is quite damaging and could possibly result in a wipe. If you are in on level twenty-one to twenty-two, twenty-three, you will wipe in this situation. Now the Deathsworn Captain does have three different abilities. The first one is Battle Stance which is irrelevant for the most part. The second one is Hamstrings so he can slow you down if you are trying to run away. And the third one is Cleave so just make sure that you are standing behind him if you are a melee DPS. And he does drop a decent amount of loot.

Skipped from 16.15 to 16.54 because of immersive talk

So we are coming up to these Shadowfang Ragetoohs, which actually enrages, it’s their only ability but it does make them do a lot more damage and you can see them physically grow as they are enraging so the more you see them grow the more you should think to yourself, “oh crap I’m getting into trouble” and you wanna kill them as soon as possible.

Skip from 17:10 to 18:18 because of music talk in the game

But here we’re coming to one of the most difficult pulls in this entire dungeon and one of the most annoying ads in this dungeon which are the Lupine Horrors. Now this is a chaotic pull obviously, you can’t really see what’s going on. And I think we get lucky in this case and we survive but in my previous group, the level twenty-one, twenty-two group, we obviously died, actually I think two or three times on this pull. We wiped two or three times because it’s actually a pretty difficult pull to pull off. Now why is that? Well the Lupine Horrors spawn additional mobs, ehm… called Lupine Illusions and I think each one of them spawns an additional two Lupine Delusion and they are also elite mobs. So essentially, when you are
pulling one, you are pulling three. Now, they have very little HP, so if you switch to them and kill them you can take them down pretty easily. But of course, it’s vanilla, there are very little AoE abilities and unfortunately a lot of people just don’t tap target for whatever reason. So, unless you tap target and take down the Lupine Delusion, you’re going to have a very difficult time on those pulls.

Now this room also debuse these Son of Arugal which is another type of mob that you can kill in this dungeon. He does have a curse ability, a five-minute curse that casts shadow damage on you every sixty seconds I believe. It’s not to significant but it’s definitely something to keep an eye out for just in case.

And in this room is Fenris the Devourer. Talk about his abilities real quick. He has a dot called Toxic Saliva, which just does some damage over time on a particular target at the same time it drains your mana, after a certain amount of time. So, if he casts this on a caster then it might be doing a little bit more damage to him than if he casted it on like a melee who doesn’t have mana. But aside from that, he is pretty much a tank and spank. Very easy to deal with. Ehm… and his loot is unfortunately not that good. But I like this. I like the idea of some bosses not having very good loot. Now I don’t like the idea of bosses having no loot, unfortunately like the Stockades. But the idea of bosses dropping greens and sometimes blues is really appealing to me. It just makes items so much more valuable and rare which is something that got taken away in Wrath of the Lich King.

This is where I think the Void Walkers used to spawn right? Am I right or am I wrong? I remember Void Walkers used to spawn up here. I could totally be wrong but I remember they did.

Now we are climbing up here to the next boss, who is Wolf Master Nandos, I believe you pronounces his name. A pretty easy boss but to keep in mind the second you pull wolves in this room, first of all, all four of them pull and when you do pull them he pulls immediately afterwards by default. So make sure that you know that before you pull any of the Worgs in this room. Ahem… you can pull the boss right away and obviously the most annoying Worg in this pull are the Lupine Horrors that can spawn Delusions here. We dealt with them but barely. I mean I almost died, ehm, I think the warlock almost died as well and we are an over-levelled group. You can see Nandos running right away towards us, ehm, he pulls right after that pull. He technically has three abilities but it’s pretty much the same ability every time. He can summon a Worg to attack you. Now, he can summon either a Bleak Worg, a Lupine Horror which’s super annoying or the third Worg, I forgot what it was called but the Bleak
Worg and the other one are pretty much insignificant, it’s the Lupine Horrors that are annoying to deal with. Make sure you stun them if you can, interrupt them however you can but if they spawn those Delusions, focus the Delusions guys, no need to wipe on a simple boss like this. Just focus the Delusions so you are not dealing with three elites instead of one. And now, the final room. After we traversed this giant keep, we’ve ascended the ramparts, we’ve climbed the towers, we infiltrated through the butcher’s kitchen, we are coming up to the last and final boss of this dungeon, Arugal himself. One of the coolest bosses considering his level. Remember for the most part guys this is going to be the second dungeon for majority of players, in fact if you are Alliance you probably won’t even do this dungeon. But it’s a very early dungeon and despite that it’s got some really cool mechanics. Now I’ve talked about the trash but I wanna talk about this final boss, who is very climactic and deserves the title “a final boss”. Cause he is a very, very strong and he is level twenty-six which is much higher than level eighteen mobs in the beginning of the dungeon and he does a lot of pretty cool stuff. So here we go, ready to pull Arugal and I’m gonna run up right now and do so.

So this boss has four abilities. That’s a lot for a beginning boss, even in today’s standards, having four abilities is a lot man *pause*, I mean Magmadar has like one right, basically the fear, we talked about that in another video. He’s got four abilities! At level twenty-six! And they’re all really, really strong. First and foremost, his Voidbolt does a crap ton of damage, it does like 300 damage per hit. I’ve got 1k HP, three of those things would kill me. It’s ridiculous. The second spell he has is Thundershock which stuns you for five seconds and does damage. Five second stuns! Are you freaking kidding me?! On top of a crazy Shadow bolt? Third spell; Shadow Port. The most annoying spell for melee players in this dungeon. And if you are melee you are pretty much gonna do nothing on this fight, just letting you know. Ahem… but basically he ports around from each side of the room and you have to run down the staircase and back up the other staircase in order to hit him. Really annoying. He does it really frequently and it makes things very difficult from the DPS side. So if you got a lot of range, are definitely good on this fight, just letting you know. Ahem… but basically he ports around from each side of the room and you have to run down the staircase and back up the other staircase in order to hit him. Really annoying. He does it really frequently and it makes things very difficult from the DPS side. So if you got a lot of range, are definitely good on this fight. And then his fourth and most annoying ability: Arugal’s Curse. He transforms one of you guys in the group into a Shadowfang Glutton, essentially mind-controlling you for ten seconds, takes you out of the fight, obviously you are Mced, but you also attack the other members of your team, which is also annoying. So picture this for a second. You have one range in this group, you brought a mage… the rest of you are rogues and warriors which is common in vanilla. Everybody rolls a rogue or a
warrior. Your only damage dealer that can actually deal damage on the bosses on both platforms, is cursed. On top of that, your healer is stunned from Thundershock and on top of that, you are taking 300 damage Shadow bolts to the face… and on top of that he is teleporting around like some kind of freaking Houdini. Crazy… at level twenty-six fellas… crazy dungeon, crazy boss. Excellent climatic experience wraps the entire dungeon up perfectly, one of the best dungeons in any game, period, is climaxed perfectly by Arugal. Whoever designed this boss, whoever designed this dungeon, absolute genius. Fantastic ads and fantastic dungeon. I love this place and I love the remake too!

End.
Appendix 2: Transcription of - Counterstrike Global Offensive

0:01 - TmarTn2 – Starting the game 0 and ten but it’s time to come back boys! I’m buying in and I’m buying in big!

0:12 - Brock – Just aaah.. yeah.. Crouch.. and you know how to aim. Just burst fire dude.

0:18 - TmarTn2 – I don’t really want this bomb but.. I’ll take it.

0:21 - Brock – The hardest thing to for me when I first started was just to slowing down and not holding down the, the trigger.

0:28 - TmarTn2 – Right.

0:32 - Brock – Holy shit!

0:53 - TmarTn2 – I mean Cat, what do you think? Should I push A or should I…?

0:57 - Brock – Oh wait… What should the guy with the bomb do? Where do you guys want him?

1:04 - Heatingamer008 – B’s clear!

1:05 - Brock – Okay, go to B!

1:10 - TmarTn2 – One and CT

1:11 - Heatingamer008 – One was watching CT < Simultaneously talking > Brock – CT, yeah one CT.

1:18 - Heatingamer008 – Alright, Tunnel’s clear!

1:23 - TmarTn2 – Going B.

1:27 - Brock – Alright, plant that bitch!

1:32 - TmarTn2 – My first plant ever! Let’s go!!

1:36 - Brock – Nice.

1:41 - TmarTn2 – Woooooo! Let’s go!!

1:42 - Brock – They are coming in, don’t hold.

1:45 - TmarTn2- Oh! He’s weak! Weak in doors, look for 79! It’s that what it’s called? Doors?

1:56 - Brock – Double doors.

1:56 - TmarTn2 – Right outside B?

1:57 - Brock – Double doors.

2:09 - TmarTn2 – He picked it up.

2:10 - Heatingamer008 – Haha! Okay…
2:12 - TmarTn2 – does he have time?
2:13 - Brock – If he has a kit… yeah!
2:18 - TmarTn2 – Am I gotta get a kill?
2:22 - Brock - Yepp!
2:23 - TmarTn2 – Did I get a kill for that?!
2:25 - Brock – Eeh… nope
2:25 - TmarTn2 – No I don’t. I only got one kill, *laughs*. I’ve got my first ever bomb plant though! How bout it?
2:32 - Brock – I’ve seen shit go off and then the bomb defuses.
2:35 - TmarTn2 – Really?
2:36 - Brock – Like, like the beep, the lights goes on.
2:43 - Brock – Alright.
2:43 - Brock – Really?
2:46 - TmarTn2 – Did I hurt you?
2:47 - Brock – Yeah!
2:48 - TmarTn2 – How much?
2:49 - Brock – Thirteen.
2:50 - TmarTn2 – Oh shit! I’m sorry!
2:52 - Brock – It’s alright!
2:54 - Brock – Wow…
3:00 - TmarTn2 – That’s probably my fault huh… *laughs*
3:02 - Brock – Eeehhmm.. I don’t know…
3:02 - TmarTn2 – I’m sorry buddy!
3:03 - Brock – No he owned me. I was not you.
3:08 - TmarTn2 – Aehhm.. I came around the corner with my pistol, I didn’t know. I get my mouse wheel messed up sometimes and I don’t
3:14 - Heatingamer008 – Think tunnels.
3:15 - Brock – You can change it.
3:17 - TmarTn2 – No it’s not, that’s not the problem. I’m just a PC noob and I forget how many scrolls it’s gonna take.
3:25 - Heatingamer008 – Tmartn, what rank are you?
3:29 - TmarTn2 – This is like my second game ever. *laughs* How mad is he?! We better turn up in this second half tough!
3:40 - Brock – Yeah.
3:45 - TmarTn2 – I don’t even know how to check my rank, that’s how low I am.
3:47 - Brock – You don’t have one.
3:49 - TmarTn2 – Really?
3:50 - Brock – You need ten wins before they rank you.
3:57 - TmarTn2 – I botta be an awful rank. Is it hard to go up after they rank you?
4:00 - Brock – Eeehmm, think at least three wins in a row probably.
4:09 - TmarTn2 – Let’s Go! Where not expecting me there baby where you?
4:12 - Brock – You, you saved me.
4:17 - Brock – Alright, do you have a stun?
4:20 - TmarTn2 – No.
4:21 - Brock – You gotta buy shit like that.
4:24 - TmarTn2 – I know.
4:29 - Brock – Because I have a plan but we need a stun.
4:34 - TmarTn2 – He’s lit! Were alive. Couple of headshots in there. Oh! Spawn! Our spawn! And where… What’s that room you were just called in? In called?
4:52 - Brock – I don’t know.
4:53 - TmarTn2 – Outside long I think?
4:56 - TmarTn2 – Eeeeyyy!! My homie! My homie! Let’s go! Two left.
5:04 - BloodCon Supernovav – You’re both retarded.
5:06 - TmarTn2 – Wooff! He just called us retarded!
5:09 - Brock – Who did?
5:10 - TmarTn2 – Did you hear that? Somebody said that we are both retarded. Alright we can come back! It is just ten to five. I believe in the squad.
5:21 - Brock – Why did he.. why did he eat my sniper shot like that?
5:24 - TmarTn2 – I don’t know, that was crazy.
5:32 - TmarTn2 – Let’s go pepel! *imitating a French accent*
5:35 - Brock - *laughs*
5:36 - TmarTn2 – let’s do this thing baby!
5:44 - S.K1ng – cat
5:46 - Heatingamer008 – 1 cat
5:47 - S.K1ng – Two cat!
5:48 - Heatingamer008 – Two cat!
5:49 - Heatingamer008 – One long.
6:04 - Heatingamer008 – one still long!
6:20 - TmarTn2 – Aaah!
6:20 - Brock – Nice try!
6:23 - TmarTn2 – I got one kill tough!!
6:25 - Brock – Your aim, your aim on the second guy was really good too.
6:27 - TmarTn2 – Was it?
6:28 - Brock – Yeah. Did you see how the blood was shooting out of him?
6:34 - TmarTn2 – I did see that. I was trying, trying to do it slower. That’s like, you are supposed to fire like once and then like let it resettle right? That’s how you are supposed to fire?
6:50 - TmarTn2 – it’s hard as a newb. It’s a hard life out here.

New Round
6:54 - TmarTn2 – you’re buying or nah?
6:55 - Brock – Ehhh, we should buy.
6:57 - TmarTn2 – Think so?
7:01 - Brock – Kay, no.
7:02 - TmarTn2 – Oups… I did. Now I feel stupid. It’s time for me to go big! We are going big son! I gotta get some kills this round.
7:13 - Brock – Oh boy…
7:18 - TmarTn2 – I got that FAMAS!
7:27 - TmarTn2 – Let’s goooo.
7:29 - Brock – Bomb long A.
7:30 - TmarTn2 – Another one to our left. Our left right behind the door. Brock he picked up bomb, somebody picked up bomb!
7:37 - Heatingamer008 – Why do you all push up that hard?
7:43 - Brock – Back off, they do not know I’m here. Yo, run into like Pit or something.
7:53 - TmarTn2 – that’s what I’m doing.
7:55 - Brock – See if they come.
7:56 - TmarTn2 – It’s somebody by car.
8:04 - Brock – Good bait, good bait Trev. Where is he?
8:09 - TmarTn2 – Wooohooohoo Let’s go!! Yes! Oooh let’s go, yes!
8:20 - Brock – Trev..
8:20 - TmarTn2 – Ya booi! Eeey! Got three of em!
8:23 - Heatingamer008 – We need to hold and not push up that far on long because everyone else is trying to rotate, can’t do shit to help.
8:29 - Brock – oh, it’s real weird it worked, so why are you talking?
8:33 - Heatingamer008 – Because last time they took site, they had all side and all of you on long so I didn’t take much to spray you guys down.
8:42 - TmarTn2 – But ya boi held it down, I bought that for us and I made use of it.
8:43 - Brock - *inaudible talking while other is speaking* we stay back from now on okay?
8:49 - Heatingamer008 – I don’t, it’s not the push I’m bugged about, there is no one on site to hold at all.
8:55 - Brock – Alright, well some… alright…
9:19 - TmarTn2 – Dude I… I’m really proud of myself for that last round. I’m playing against, what, what are we in Ak?
9:34 - Brock – What??!
9:58 - TmarTn2 – Shit… Well! There’s nothing I could do.
10:22 - TmarTn2 – Going B.
10:24 - Brock – With an AWP? You should go A.
10:26 - TmarTn2 – I’ve already committed.
10:27 - Brock – Alright, yeah, good. That’s smart, there is three of us over here.
10:37 - Brock – Nice!
10:37 - TmarTn2 – Oh! I got one and fuck there were two more… Damnit! Two A, or two B I’m sorry on Site! Planting on Site! I got one and then there were two more… damnit.
10:57 - TmarTn2 – Tmartin AWP worm God!
11:06 - TmarTn2 – You assh… yeah go ahead! I’m gonna buy another one. Cause I’m a boss.
11:13 - S.K1ng – No!
11:28 - TmarTn2 – The guy’s like: “Noooo! Three AWPs?!” *Laughing* He was so upset about that.
11:33 - Heatingamer008 – Two mid… one mid…
11:52 - Brock – Are you holding down A?
11:54 - TmarTn2 – Cat!
11:57 - Heatingamer008 – Nice.
12:09 - TmarTn2 – Mid.
12:19 - Heatingamer008 – Miss mid.
12:25 - Brock – Good job dude.
12:27 - TmarTn2 - Got two kills that round.
12:28 - Heatingamer008 – I’m glad that I’m alive.
12:29 - TmarTn2 – AWP Gods! We’re coming back son it’s ten to thirteen! Did you keep alive that round or did you die?
12:38 - Brock – I was alive.
12:52 - TmarTn2 – What’s the best spot to watch long A with an AWP? I don’t even know.
12:56 - Brock – Ah, back by those barrels.
12:59 - TmarTn2 – I feel like I don’t have any cover.
13:06 - Brock – I think they reversed it to A, I see one going long towards you orange.
13:09 - Heatingamer008 – Yeah there is nothing mid.
13:12 - Brock – He is in the spawn; he is in the spawn. He’s coming your way green.
13:43 - TmarTn2 – So do I. One for the team.
13:45 - Brock – Where are they?
13:47 - Heatingamer008 – They’re at outside A still.
13:53 - TmarTn2 – Long A! Shit Trevor! God damnit I got stuck on something! Fuck! I lost my AWP! Damnit! I had to look to talk with the T button, cause I’m a noob and I don’t know my keyboard layouts yet.
14:07 - Brock - *Laughs*
14:35 - TmarTn2 – You got a defuse kit?
14:36 - Brock – Yeah.
14:49 - TmarTn2 – Left right here. Damn!
14:55 - Brock – I shouldn’t have gone long.
14:55 -TmarTn2 – That’s alright dude. It’s all good! Shit, we need to step up! Ten to fourteen man, long road ahead of us still!
15:18 - Brock – Yeah we do.
15:25 - TmarTn2 – Oh my god! Ah that’s alright dude… we almost kind of, halfway made a comeback. Still lost ten to sixteen but it got better that second round. That first round was abysmal.
15:40 - Brock – Yeah.
15:43 - TmarTn2 – We did very, very poorly that first round. Wow… they had a guy that was thirty and thirteen! Holy shit!