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and its Translation into Ukrainian**

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КУРСОВА РОБОТА

З ПЕРЕКЛАДУ

ТЕРМІНОЛОГІЯ СУЧАСНИХ АНГЛІЙСЬКОМОВНИХ ОНЛАЙН-ІГОР ТА ЇЇ ПЕРЕКЛАД УКРАЇНСЬКОЮ МОВОЮ

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ЗАВДАННЯ на курсову роботу з перекладу з англійської мови для студентів IV курсу

студентка IV курсу ПАО3-19 групи, факультету германської філології і перекладу КНЛУ спеціальності 035 Філологія, спеціалізації 035.041 Германські мови та літератури (переклад включно), перша – англійська, освітньо-професійної програми Англійська мова і друга іноземна мова: усний і письмовий переклад
Тема роботи Термінологія сучасних англійськомовних онлайн-ігор та її переклад українською мовою
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Графік виконання курсової роботи з перекладу

№ п/п	Найменування частин та план курсової роботи	Терміни звіту про виконання	Відмітка про виконання
1.	Аналіз наукових першоджерел і написання теоретичної частини курсової роботи (розділ 1)	1–5 листопада 2022 р.	
2.	Аналіз дискурсу, який досліджується, на матеріалі фрагмента тексту; проведення перекладацького аналізу матеріалу дослідження і написання практичної частини курсової роботи (розділ 2)	7–11 лютого 2023 р.	
3.	Написання вступу і висновків дослідження, оформлення курсової роботи і подача завершеної курсової роботи науковому керівнику для попереднього перегляду	28–31 березня 2023 р.	
4.	Оцінювання курсових робіт науковими керівниками , підготовка студентами презентацій до захисту курсової роботи	25–30 квітня 2023 р.	
5.	Захист курсової роботи (за розкладом деканату)	2-13 травня 2023 р.	

Науковий керівник _____ (підпис)
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РЕЦЕНЗІЯ НА КУРСОВУ РОБОТУ З ПЕРЕКЛАДУ З АНГЛІЙСЬКОЇ МОВИ

студентка IV курсу групи ПА03-19 факультету германської філології і перекладу КНЛУ спеціальності 035 Філологія, спеціалізації 035.041 Германські мови та літератури (переклад включно), перша – англійська, освітньо-професійної програми Англійська мова і друга іноземна мова: усний і письмовий переклад

Толкачова Варвара Дмитрівна

(ПІБ студента)

за темою Термінологія сучасних англійськомовних онлайн-ігор та її переклад українською мовою

	Критерії	Оцінка в балах
1.	Наявність основних компонентів структури роботи — <i>загалом 5 балів</i> (усі компоненти присутні – 5 , один або декілька компонентів відсутні – 0)	
2.	Відповідність оформлення роботи, посилань і списку використаних джерел нормативним вимогам до курсової роботи — <i>загалом 10 балів</i> (повна відповідність – 10 , незначні помилки в оформленні – 8 , значні помилки в оформленні – 4 , оформлення переважно невірне – 0)	
3.	Відповідність побудови вступу нормативним вимогам — <i>загалом 10 балів</i> (повна відповідність – 10 , відповідність неповна – 8 , відповідність часткова – 4 , не відповідає вимогам – 0)	
4.	Відповідність огляду наукової літератури нормативним вимогам — <i>загалом 15 балів</i> (повна відповідність – 15 , відповідність неповна – 10 , відповідність часткова – 5 , не відповідає вимогам – 0)	
5.	Відповідність практичної частини дослідження нормативним вимогам — <i>загалом 20 балів</i> (повна відповідність – 20 , відповідність неповна – 15 , відповідність часткова – 10 , не відповідає вимогам – 0)	
6.	Відповідність висновків результатам теоретичної та практичної складових дослідження — <i>загалом 10 балів</i> (повна відповідність – 10 , відповідність неповна – 8 , відповідність часткова – 4 , не відповідає вимогам – 0)	

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Оцінка:

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«На доопрацювання»

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_____ (підпис керівника)

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INTRODUCTION

The term`s paper main idea. Until now, the translation of terminology is considered one of the most difficult problems in the field of linguistics and translation studies, since the terms are related to vocabulary, which develops at a fast pace, is in demand among specialists in various fields and requires special attention. There is a continuous process of penetration of gamer words from modern English-language online games, which people have begun to use in various areas of their lives. In this regard, such a gamer vocabulary is used not only by people, who play on the computer but also by those who have nothing to do with this field. A vocabulary of online games penetrates not only into professional communication but also into literary language and is fixed in it for many years. Thus, the problem of translation of terms related to modern English-language online games is very relevant in the 21st century.

The term`s paper focuses on the main classifications of terms, the theoretical background of translating terms, the different methods of their translation, and on specifics of media discourse text analysis and its stylistic peculiarities

Terminology is a branch of linguistics that deals with a set of terms of some field of science, technology, art or all terms of a given language. Terms appear everywhere, in each sphere of communication. To avoid misunderstanding, people should be aware of explanations and clarification of incomprehensible words. That`s why it is vital to examine and expand terminology.

The theoretical background of the problem. Being a subfield of Lexicology, Terminology is not a completely new field of study. No one knows when exactly terminology appeared, although interest in this branch of linguistics among scientists began to arise in the 19th century. However, it was recognized as a socially important branch of linguistics that had to be considered only in the 20th century.

The notion of terminology has been developed by such scholars as A. E. Schlomann, E. Wüster, F. D. Saussure, J. E. Holmstrom, J. C. Sager, etc.

We can make a conclusion, that terminology or terminological units are of undeniable importance to all people, especially those who delve into science,

technology or linguistics, and cannot be ignored or underestimated.

The topicality for the study is that terminology is one of the most important branches of linguistics since it helps to give correct explanations and meanings of new words, which are increasingly appearing now. It can be a widespread term known to most people or a highly specialized term that is used in one specific area and is incomprehensible to others. Terms help people of the same profession "speak the same language", understand each other, regardless of where they studied and what education they received. If there were no terms, then many could not agree and find a common language, would not understand each other, as they would call the same things differently, which would complicate the communication process.

Since there is a lack of a comprehensive scientific description of the translation aspects of the terminology of the online games industry, the urgent need to create modern lexicographic sources of Ukrainian gaming vocabulary is still present. Therefore, the problem of the translation of terminological units is relevant for modern linguists and scientists, since work on the study of terms continues to this day. In linguistics and translation study, there are various classifications of terms used in all spheres of our life. In my work, I have studied terminological units related to modern English-language online-games in media discourse.

The aim of the research is to provide the theoretical background of terms, their translation challenges and main classifications, and to analyze the translated sentences including terms related to modern English-language online games.

The objectives of the research:

- to study the notion of terminology and its main classifications,
- to study the theoretical background of gaming terms translation,
- to study the notion of discourse,
- to analyze a text of media discourse,
- to translate sentences containing online gaming terms from English into Ukrainian,
- to analyze lexical and grammatical transformations in the translation of gaming terms.

The investigation subject of the study is the structural and semantic features of English terminological units and their main classifications and ways of translation into Ukrainian.

The object of the study is terms of modern English-language online games and their translation into Ukrainian.

The data sources are forums, blogs, and urban and contemporary dictionaries.

The outline of the methods used in the research: the method of translation analysis in order to figure out the main translation transformations that are used in the process of translation of gaming terms; the method of quantitative analysis in order to determine the main options of translation of gaming terms; the method of continuous sampling to choose examples properly according to the topic of term paper; method of comparative analysis to find isomorphic and allomorphic features in the English and Ukrainian languages.

The theoretical value of the research is that its results and findings are a contribution to a linguistic discipline, i.e. Lexicology, as it provides information about the classification and description of a certain subfield of Lexicology, i.e. Terminology.

The practical value of the research is to expand the understanding of terminological units and the means of their translation, as well as the possibility of using research materials for further research.

A brief outline of the research paper structure. The term paper consists of an **Introduction** that explains the term paper's main idea; **Chapter 1** that contains theoretical material concerning the main classifications of terms and their translation challenges, specifics of media discourse text analysis and its stylistic peculiarities; **Chapter 2** where we translate our terms related to modern English-language online games in Ukrainian and analyze them. **Conclusions** that includes the summary of the main points of the term paper and thoughts, **Bibliography, Lists of Reference** and **Data Sources** show all the sources and literature used for the term paper; **Annex A** gives all the examples for our analysis; **Summary** where we can find the final conclusions and thoughts of the term paper.

CHAPTER 1

TERMINOLOGY AS A LINGUISTIC AND TRANSLATION CHALLENGE

1.1 Terminology as a branch of linguistics and its main classifications

Terminology, as an independent discipline we understand today, was recognized only in the first half of the 20th century and first took shape in the 1930s.

The most prominent figures, who had developed and studied terminology and terms, were E. Wüster, A. E. Scholmann, F. D. Saussure, J. E. Holmstrom, J. C. Sager, I. G. Verkhatskyi, M. P. Drahomanov, V. Y. Levitskyi, etc.

It should be mentioned that the father of terminology is considered to be Eugen Wüster, an Australian linguist, since his work was crucial and had a great impact on the development of modern terminology. In 1930, he made arguments for the systematization of working methods in terminology, established a number of principles of working with terms, creates the General Theory of Terminology, etc. [21].

Terminology (Latin *terminus* ‘word, expression’ and Greek *logia* ‘a study of’) is “a structured set of concepts and their designations (terms, graphic symbols, phraseological units, etc.) in a specific field” [30].

According to lots of linguists, terminology is considered a part of lexicology, the main objectives of which are the establishment of the contents of terms in specific areas, standardization and creation of terms for new subject fields. Although, some of them cannot see the differences between these two diverse branches of linguistics. However, lexicology studies words generally, while terminology studies special-language words or terms associated with particular areas of specialist knowledge. So, terminology is concerned with compiling collections of the vocabulary of special layers of languages [23].

The units of terminology are called ‘*terms*’. After researching and reading scientific works, I can make a conclusion that there exist a ton of definitions to clarify what a term means, for example, “a word or a collocation being the exact name of a special concept for any field of science, technology, production, social-political life,

culture, etc.” [21].

Theodore H. Savory considered terms as “symbols designed to transfer a certain amount of encoded information that is understood only by those who know the appropriate key or code” [21].

Analyzing the terms which form a terminological system, a lot of questions arose and some answers to them have not yet been found. One of the problems was polysemy i.e., the same concept can have more than one meaning, and these meanings were not completely synonymous.

Nowadays, it is recognized that terms have communicative value and expressive power of their own, as they are often imbued with the culture and ideology of the sender and can codify expressive means such as metaphors that influence the understanding of a specialized field.

The main features of terms are the following:

- independence of the context;
- exactness;
- unambiguity;
- definitiveness, i.e., each term is matched with a clear separate definition that focuses on the corresponding concept;
- systematic character;
- shortness;
- not characterized by synonymy, which prevents mutual understanding.
- being expressively neutral.

According to semantics, linguists divide terms into two groups: *general and special terms*. **General terms** are used in various fields of science and belong to the scientific style of speech. For example, *retention, evaluation, flame*. **Special terms** are assigned to specific scientific disciplines, sectors of production and technology. For example, in the gaming sector, *gank, nerf, noob, etc.*

According to structure, terms can be:

- simple terms i.e., without affixation: *phobia*;
- derived terms i.e., consist of root, prefixes or/and suffixes: *determiner*;

- compound terms i.e., consist of two notional words: *bacteriophobia*;
- complex terms i.e., consist of at least two notional words: *bush campers*.

After the 1990 period, the General Theory of terminology was placed in second place and new approaches appeared. Some of them were related to the General Theory of Terminology and adapted to changing methods and tools, while other approaches differed significantly from the GTT, which some scholars have come to call traditional terminology.

According to the Vienna school, such principles of traditional terminology exist [24]:

1. It starts from the concept and doesn't consider a language.
2. A concept is clear-cut and has a logical and ontological place in a structured concept system.
3. A concept is ideally defined in an intensional definition.
4. A concept is referred to by one term and one term only designates one concept.
5. The assignment concept/term is permanent.

Having examined a lot of research, I can provide generalized classifications of terminology according to different spheres of life and explain their importance. So, terminology can be divided into:

Medical terminology that deals with the use of medical terms, describing the human body and associated conditions, processes and components, etc. is used in international language and has great importance for communication with not only the medical community but with non-professionals [13,19].

Obviously, the medical language is primarily derived from Greek and Latin. To understand this type of terminology, breaking words down into their separate components i.e., prefixes, roots, and suffixes with the help of morphology is needed. Moreover, each part of the term structure has its own meaning. For example:

- the prefix indicates a location, direction, type, quality, or quantity: *-hyper*, *-poly*, *-micro*;
- the root gives a term its essential meaning: *therm*, *tension*, *cardio*;

- the suffix may indicate a specialty, test, procedure, function, disorder, or status: *-ia, -genic, -stomy*;
- a combining vowel may be placed in between word parts to facilitate the pronunciation: *neur-o-logy, cardi-o-logy, chol-e-sterase*.

Scientific terminology deals with the use of scientific terms. It is considered scientists' language that is used in various professional activities, although due to the popularization of science, non-professionals want to be aware of that.

Such type of terminology will be always in demand since while exploring or creating new material or immaterial things and concepts the need to name them will appear.

Similar to medical terminology, scientific ones are also formed by using different word parts, which are typical of Latin or Greek origin. This Greek influence on scientific terminology can be easily explained because a lot of the researchers and scientists were Latin and Greek [20].

Scientific terminology has different categories it deals with:

- Astronomy: *asteroid, blue moon, culmination*;
- Economics: *inflation, monetarism, commodity*;
- Linguistics: *assimilation, consonant, phonetics*;
- Materials science: *acid, anode, entropy*.

It should be mentioned that some scientific terms become everyday words, that are clearly understood by everybody: *environment, model, fact*. Also, in this type of terminology we can observe the problem known as polysemy i.e., a word may have different specialized meanings in different subjects: *culmination* in astronomy means 'to reach the highest point above an observer's horizon, used of stars and other celestial bodies', whereas in everyday life or literature it denotes 'to come to completion'.

Technical terminology that, obviously, handles words that are used in a specific subject area related to Science, Engineering and Medicine.

Technical words are ubiquitous and highly frequent in professional language and are vital for professional communication [27]. A great example that shows the significance of awareness in technical vocabulary can be the experiment between

native and non-native pilots made by Knoch. He listened to their speech and recorded it. The results showed that the understanding and use of technical terms were considered by the rating pilots to be extremely important in aviation communication since they facilitate it.

In addition, there are other reasons that technical vocabulary deserves special attention in language learning. People often experience great difficulty in grasping such vocabulary due to the specialized meanings of those polysemous technical words with a high-frequency use in non-technical senses [12]: *bug* is “a mistake in coding that prevents a program from working correctly” in technical sphere, while in everyday life it is any insect; *cookie* is “a piece of data that a webpage creates to be stored on an individual’s computer after they visit the website to track the user’s browsing patterns”, while in everyday life it means “a small, usually round and flat cake, the size of an individual portion, made from stiff, sweetened dough, and baked”.

Gaming terminology, managing words related to online games, is one of the most complex in terms of gaming vocabulary because every game is different and has its own rules and language. Gamers have formed their own social community and language similar to other social communities, creating a specific jargon.

As for the importance of this type of terminology, it’s safe to say that, firstly, it helps gamers to communicate with each other being an integral part of a special community.

Gaming language can be characterized by the high frequency in the usage of neologisms, acronyms and abbreviations. It is understandable since when you play online, you should transmit your message to a receiver as soon as possible.

Méndez González applied some traits of gaming language [22]:

- synonymy i.e., different terms refer to the same element of the video games;
- polysemy since many terms can have several different meanings;
- a high usage of abbreviations, acronyms and initials;
- borrowed words because many terms in the video game industry end up being adapted to the language;
- neologisms since a video game is set in a fictional world, where are a lot of new

terms may arise;

- famous names and nicknames: there are a lot of people involved in the video game industry—from developers to presidents and PRs—, as well as many characters in video games, many of them with a name and a nickname.

Examples of gaming vocabulary are the following: *gg no re* (Good Game, No Rematch) that's used somewhat ironically after one player has completely destroyed another; *camping* is when a player hangs around a location to wait for enemies to come to them.

So, medical terms, expressing the concept of the medical industry, consist of Latin and Greek borrowings like scientific ones. To understand their meaning without the help of vocabularies, a person should be aware of the meaning of their affixation. Technical and gaming terms can be characterized by high usage of neologisms, abbreviations, borrowings from Spanish, acronyms and many others. Word-formation of terms in all spheres is based on prefixation and suffixation.

In this chapter, we have defined terminological units, explain the difference between Lexicology and Terminology, and consider the main features of terms such as exactness, unambiguity, definitiveness, etc.

In addition, we observe the main principles of traditional terminology and describe its main classifications (medical, scientific, technical and gaming), the main problems, categories and so on.

In conclusion, terminology, as a branch of linguistics is characterized by great importance, having a communicative value in all spheres of our life. Terminology has been developing with particular intensity during the last decades. The so-called terminological explosion, which is observed in almost all languages, causes the introduction of a large number of new terminological units. It is still developing in diverse directions and applications, where one of the most significant is specialized translation.

1.2 Theoretical background of gaming terms translation

Gaming translation is a special type of translation that deserves great attention, especially in the 21st century. Its object is the transformation of oral speeches and written texts of the source language by means of the target language.

Providing an excellent and proper translation or interpretation, a translator or interpreter must be aware of some peculiarities and a number of features of gaming language. In addition, in-depth knowledge of this type of terminology, its morphological structure, grammar, semantic differences and word order in both languages, is a must to correctly understand and translate terms.

It is generally believed that game users have a better understanding of gaming slang than professional translators, with some even suggesting that fan translations are better than official ones. Some video games are created with the fans in mind, so translators must have a good understanding of the players' expectations in order to deliver the necessary experiences. This implies being familiar with the specific terminology required by each individual game since each game has its own slang, own terms related to skills, abilities, characters, enemies, weapons, vehicles, and many other elements that are specific.

According to translators, who have experienced with gaming translation, the next problems have appeared:

False friends: translators frequently fall into the trap of false friends, thinking that they do not need to be checked and analyzed. However, there are a lot of terms that come from video games that have different meanings than what you might expect in a common language.

Gender: grammatical gender is also a problem in the video game industry, where gender can be ambiguous and lead to confusion.

Overuse of the passive voice: it is one of the most prominent features of many specialized languages, and the video game industry is no exception due to the dominance of English in the scientific world.

English gaming terms can be rendered into Ukrainian using the following lexical

ways of translation:

1. Transcoding.

Transcoding is a translation method, in which the pronounced and/or a graphic form of the source language is completely or partially converted by means of the alphabet of the target language [24]. Transcoding is subdivided into two types:

Transliteration or literal translating, which is a transcoding of the original lexical unit using the alphabet of the target language. These are predominantly international by original morphemes, words, having in English and Ukrainian a literally identical or very similar presentation and identical lexical meaning: a *skin* ‘скін’, *to dispel* ‘діспелити’, a *skill* ‘скілл’, a *perk* ‘перк’, a *stamina* ‘стаміна’, etc.

Transcription that means transcoding the sound form of the original lexical unit: a *checkpoint* ‘чекпоінт’, a *teammate* ‘тіммейт’, a *noob* ‘нуб’, a *bug* ‘баг’, etc.

Mixed transcoding means a transcoding using the alphabet of the target language and the sound form of the original lexical unit: *on-line* ‘он-лайн’, a *hacker* ‘хакер’.

Practical transcoding where some morphemes are added to the target word according to structural peculiarities in the target language: *to buff* ‘баффіти’, *to rush* ‘рашити’, *one shot* ‘ваншотити’.

Zero transcoding i.e., direct inclusion of a foreign language fragment in Latin letters: *PK* ‘ПК’, *PvP* ‘ПвП’.

2. Calque or Loan translation

Loan translation is the translation of lexical units of the original by replacing their constituent parts with lexical counterparts in the target language. This method is often used for complex terms. There are two types of calques:

- **morphological calque** that is a translation of a complex word: *waterfall* ‘водоспад’
- **semantic calque** that is literal translation according to one of the dictionary meanings of the lexical unit: *control panel* ‘панель управління’; *hot keys* ‘гарячі клавіші’;

3. Equivalent translation

When a word or phrase means exactly the same thing in both languages, it is called an equivalence, and it's one of the first reasonable things professional translators look for. Equivalent translation means corresponding words or expressions in another language. For example: *a developer* 'розробник', *an achievement* 'досягнення', *an enemy* 'ворог'.

An equivalent translation is used when there is an equivalent in the translation language. Expertise in achieving equivalence in translation from Ukrainian into English requires translators' awareness of the differences between the two languages' systems. Understanding equivalences is also the translator's main tool for quickly selecting the necessary translation option in conditions where the time for translation is limited. This is especially relevant in the process of simultaneous and oral consecutive translations

4. Descriptive translation or Explication

Explication is a transformation in which a lexical unit of the original language is replaced by a word combination that gives an explanation or definition of this unit [30]. Such units usually are neologisms: *non-mouse game* 'гра, для використання якої не потрібна комп'ютерна мишка'; *a speedrun* 'швидке проходження гри з метою завершити в найкоротший термін'; *to nerf* 'знижувати характеристики чогось у грі, послаблювати персонажа з метою уникнення дисбалансу'. For example: *My grandmother is completely unkeyboardinated*. Моя бабуся зовсім не вміє користуватися клавіатурою.

Since the source language and the target one have differences on the syntactic, structural, and lexical levels, a translator should perform translations making some changes which are called "transformations". The so-called transformations can be divided into: lexical, grammatical, and lexico-grammatical.

Concretization can be defined as a replacement of a source language word with a common meaning by the target language word with a concrete and specific meaning [31]: *a cooldown* 'час перезарядки', *a party* 'загін, група'.

Modulation or Logical Development is a logical replacement of the dictionary equivalent by the contextual one, which is connected with the original item

[31]: *I.T. guy* ‘програміст’, *to cast* ‘накладати чари’.

Differentiation of meaning is a semantic replacement of a source language word with one meaning by the target language word with another, more suitable meaning. This type of transformations is caused by the fact that many English words with broad meanings do not have direct equivalents in Ukrainian. In such cases, dictionaries provide a range of meanings that only partially cover the meaning of the source language word and translators` task is to choose one of the options, which will be the most suitable for the context: *gameplay* ‘ігровий процес’, *farming* ‘збір дропу’.

As for the **grammatical transformations**, the following kinds exist:

Transposition i.e., the change in word orders on the phrase and sentence levels. The example of transposition on the phrase level: *headshot* ‘вистріл в голову’, *health points* ‘очки здоров’я’.

The example of transposition on the sentence level: *Healer, buff us and res our tanker, he has low HP. Хіл, в нашого танка мало очків здоров’я, закинь на нього ресалку та баффи нас.*

Grammatical replacement is known as substitution of the word. It can include:

- the change of the grammatical form of a word: *Make a rebuff, plz. Ребаффи пліз.*
- the change of the part of speech: *Toxic gamers should be banned. Токсиків в гри треба банити*

Addition is the introduction into the translation of lexical elements that are absent in the source text, in order to correctly convey the meaning of the sentence being translated: *Let`s do power levelling today. Давай сьогодні зробимо швидку прокачку твого скіна.*

Omission or elimination is an omission in the translated text of those lexical elements that are part of the implicit meaning of the text. An omission is used to avoid tautology or pleonasm: *Today, I have farmed lots of items and levelled up my skin. Я сьогодні в данжі нафармив собі шмот і качнув скіна.*

Finally, we have the following **lexico-grammatical transformations**:

Transformations of idioms in translation. The option of translation of

gaming idioms depends on the following factor: the presence of an equivalent in the target language. If an idiom has the direct equivalent, therefore it can be rendered by means of substitution with an analogue: *dog water* ‘невдаха, лузер’

Furthermore, it should be mentioned that gaming vocabulary contains a ton of neologisms, abbreviations and acronyms with which occur lots of difficulties while translating or interpreting since they need a certain creative approach and their meaning cannot be found in dictionaries.

Among the difficulties, when translating neologism terms, it is worth highlighting the contextuality of the terms and their types that can appear in the games:

Pop culture neologisms that derived from mass media content, describing cultural phenomena. The video game industry may generate such terms through forums and game chats. Examples of pop culture neologisms can be the terms: *heroinware* (combination of words ‘heroin’ and ‘software’) ‘гра, що викликає високий рівень звикання’; *guitarthritis* (a word combination of ‘guitar’ and ‘arthritis’) ‘судоми та болючі відчуття, що виникають в руках після занадто довгих сеансів гри в Guitar Hero’.

As you see, pop culture neologisms are mostly translated with the help of descriptive translation since it is complicated to find an equivalent in the Ukrainian language. Generally, it is better to avoid the use of calque as a method of translating in the case of neologisms, and the usage of descriptive translation is preferable because excessive clogging of the language with words of foreign origin makes it sound "plastic", artificial, unnatural.

New species neologisms are derived from video games since each game has its own fictional universe with fictional species and new worlds. Therefore, it is common to find words like *krogan* ‘крогоан’ in Mass Effect or *asura* ‘асура’ and *gaia* ‘гая’ from Rappelz. As these neologisms represent new species, they are usually translated via transliteration or transcription.

Weapon and skill-related neologisms, involving a significant amount of terms based on real-world equivalents, but mainly with new names and qualities. Here, such neologisms can be translated in different ways:

Omission and transliteration, where some target language morphemes are added: *immortal item* ‘імморталка’ or *passive skill* ‘пасивка’,

Transcription and omission: *Heart of Tarrasque* ‘тараска’, *Assault Cuirass* ‘кіраса’.

As for the abbreviations and acronyms, there are also some obstacles a translator can face. For example: *AFK* (Away From Keyboard) used to inform other team players that you’re taking a break from the keyboard and computer for a while can be translated, on the one hand, using zero transcoding ‘АФК’, or, on another hand, you can translate it via word-for-word translation ‘відійшов від клавіатури’ and then make a Ukrainian abbreviation equivalence ‘ВБК’. The problem is that *AFK* became an international abbreviation that all gamers know and understand, and since Ukrainian gaming terminology is not developing so fast, it would be better to choose the first option to avoid misunderstanding. The same thing we have with the acronyms: *NPC* (Non-Player Character) i.e., characters built into the game world that give tasks, pieces of advice or other information about the game ‘НПС’.

However, using word-for-word translation, there are some cases when the initial letters of a source language abbreviation coincide with the initial letters of a target language one: *GG* (Good Game) ‘ГГ (Гарної Гри)’.

Furthermore, a translator can face **shortenings** in the game that can be inverted into abbreviations. They are usually translated with the help of zero transcoding: *GZ* or *grats* (derived from the word ‘congratulations’) ‘ГЦ’ or ‘грац’.

In this chapter, we observed the main difficulties during the translation i.e., false friends, overuse of the passive voice, gender, newly created neologisms, abbreviations and so on. Also, theoretical background of gaming terms translation was considered. Therefore, they can be rendered by means of the following options:

- Transcoding
- Calque
- Equivalent translation
- Descriptive translation

In addition, we examine the diverse transformations that a translator makes to perform an appropriate translation such as transposition, grammatical replacement, concretization, omission, etc.

Gaming terminology is quite dynamic and requires constant research by specialists. Making a translation, it is also necessary to remember that in order to translate certain words and phrases, a specialist has to find unambiguous equivalents available in another language, variant contextual correspondences and adequate replacements.

1.3 Specifics of media discourse text analysis and its stylistic peculiarities

Nowadays, a lot of definitions explaining the notion of discourse exist. According to S.E. Maksimov, discourse is a complex communicative phenomenon which includes, besides the text itself, other factors of interaction, such as cognitive systems or participants, communicative goals, and shared knowledge [31].

Some difficulties in understanding the differences between text and discourse appear. Although, it is possible to differentiate them since discourse has to be studied as a process in which texts are set up with their typical characteristics, while the text can be studied in its completeness as reality. The text is a material existence. However, discourse is more complex.

A. Kibrik notes: “discourse is a broader concept than the text. Discourse contains both the process of language activity and the result of it, and the result is namely the text...” [15].

Having analyzed O.O. Selivanova`s scientific works, we can single out the following types of discourse: political, legal, scientific, pedagogical, advertising, religious, everyday, business, fictional, military, sports and mass media.

Mass media discourse is a discourse of the news items in the print press such as articles and essays in newspapers, magazines, and of the news items in the electronic media: television, radio, the Internet, etc.

Having two main functions, namely, persuasive or informative, the

communicative intention of mass media discourse is either to inform the addressee of a certain course of events or to persuade the addressee to change her or his opinion, views and behaviour in a certain way. It is achieved through emotional appeal. That is why the whole variety of tropes and figures of speech is used in these texts, which puts them closer to fiction.

In addition, the electronic texts of the Internet may be of an informative (news), persuasive (advertisements), fictional (entertainment programs, games, etc.) and colloquial (Internet chats, forums) nature.

In this part of our research, we will provide the stylistic and discourse analysis of the text which belongs to mass media discourse. It is an article of the game “Dota”:

Heroes Who Desperately Need a Nerf

Last week we discussed a couple of heroes who are struggling in the current meta. Today, we are going the opposite direction. There are always some slightly overtuned heroes in Dota and we will highlight the most egregious examples of the current patch.

Naga Siren

Naga’s rise to power was slow, but very steady. Little by little her playstyle was refined to a point, where she managed to become a meta character in a patch where Leshrac was one of the strongest and most popular picks. Now, with the Disco Pony gone, her reign feels even more oppressive.

There isn’t a particular trick or a significant change to how one would approach playing Naga. She is still a flash-farming, illusion based hero. The changes mostly came in terms of the hero’s itemization, but given how fast Naga can farm, Itemization is basically her whole game.

Gone are Diffusal Blade builds. Ever since they made the item mostly irrelevant on Illusion heroes, its days on Naga were numbered. It is simply not worth spending gold on, with Yasha, one of the best acceleration items in the game, rightfully taking the first slot space on Naga.

Later progression also skips Aghanim’s Scepter. That was the go to build for a while: with an upgraded, powerful Ensnare and stats from Aghanim’s, Naga could meaningfully contribute to the early game fights. She can contribute even better by

going *Orchid Malevolence* right after *Manta Style* though.

The way the hero is played right now is by initiating with the *Song of the Siren*, getting on top of supports and obliterating them in seconds with the help of *Ensnare+Orchid* combo.

There is nothing most supports can do about it: *Glimmer Cape* is fully countered by *Ensnare* and given the current speed and cast point of the ability disjointing it point-blank is impossible. *Force Staff* provides a momentary respite, but it is far from being enough: *Ensnare* lasts for a very long time and *Naga Will* catch up to you.

There is very little a support can do, essentially making it so every fight starts off as a 4v5 in favor of *Naga*. Between her own high stats and her high farming speed, there is a good chance the hero would fare well even in a fair fight. In a 4v5 taking on *Naga* after she gets her *Survivability* item, be it *Heart of Tarrasque* or *Eye of Skadi*, is a very tough proposition.

The hero needs to be bonked with a nerf hammer, though we are not sure about the direction of nerfs. Personally, we feel like her farming speed is a little bit too high and *Ensnare* is just a little bit too good against support heroes who can't afford early *Dispers*. Maybe a lower duration on *Ensnare* could solve the problem?

SLARK

Another sea-dweller who made it to the top of the *Dota* world. *Slark* appears in almost 20% of all high level games and wins 54% of them. This is not normal, though making *Slark* work is definitely a little bit less trivial than making *Naga* work.

Slark is not a flash-farming hero. He can farm ok with a maxed out *Dark Pact*, but one can't expect to see him six-slotted thirty five minutes into the game. What the hero does offer is a lot of disengage potential and a ridiculous amount of survivability, especially for a hero with <2 *Strength* growth per level.

The problem is, if you don't kill *Slark* outright and he gets to momentarily get out of your vision, you have to run. His team most likely teleported in already or in the process of doing so, while *Slark* himself is regaining most of his lost *HP* in a matter of seconds.

As such, it is a hero that requires good crowd control overlapping, while also

punishing any greed. If the hero isn't stunned for even a 0.2 second, he gets off Dark Pact and Shadow Dance and is ready to counter-initiate.

The worst begins when Slark gets to make his teammates similarly annoying and elusive. He doesn't necessarily have a teamfight presence per se. He is a single-target focus hero and it's not like Slark kills heroes too fast. He is not even a burst-type character like Ursa Ursa [51].

The extract under analysis headlined “Heroes Who Desperately Need a Nerf?” belongs to grey zone text – particularly it's an electronic news item. It first reflects the real world via facts and then changes it using certain linguistic features of fictional texts (stylistic devices, expressive means of the language). It is of mass media discourse.

The extract was taken from a blog about the game “DOTA” and written by KawaiiSocks. The communicative intention of it is to inform the addressee and persuade him or her to change his/her views and act in a certain way. This is achieved not only through logical argumentation but also through emotional appeal, using reference to real facts and by the use of precision lexicon (numerals, names), by the extensive use of tropes and figures of speech (stylistic devices and expressive means).

In the extract the following stylistic devices are used:

- Epithets: *the most egregious examples; one of the strongest and most popular picks; a significant change; with an upgraded, powerful Ensnare;*
- Personification: *her reign feels even more oppressive; the changes mostly came; progression also skips Aghanim's Scepter.*
- Metonymy: *there is nothing most supports can do about it.*

On the lexical level, the first characteristic feature of the analyzed text is wide use of proper names including:

- name of characters: *Naga Siren, Leshrac, Slark, Ursa*
- name of game items: *Orchid Malevolence, Manta Style, Glimmer Cape, Force Staff, etc.*
- name of skills: *Ensnare+Orchid combo, Dark Pact, Shadow Dance.*

The next feature of the analyzed text is the high usage of gaming terminology:

her playstyle; to become a meta character in a patch; a flash-farming, illusion based hero; how fast Naga can farm; one of the best acceleration items; getting on top of supports; cast point of the ability disjointing it point-blank is impossible; a momentary respite; high stats and her high farming speed; Survivability item; nerf; regaining most of his lost HP; crowd control overlapping; teammates; a single-target focus hero; a burst-type character.

In terms of the structure of gaming terms, as it is seen, there are:

- Compound proper terms with a solid or hyphenated spelling without any connective elements which are either compound nouns or adjectives: *a playstyle, a flash-farming, teammates, single-target, burst-type.*
- Free and stable word-groups: *a meta character, acceleration items, cast point, a momentary respite, high stats, high farming speed, survivability item, crowd control overlapping, a single-target focus hero; a burst-type character.*
- Simple terms without any affixation: *a farm, a patch, supports, a nerf.*
- Acronym: *HP.*

In this chapter, we defined that discourse is a complex communicative phenomenon while text is a communicative situation expressed by human language. According to scholars, there are some types of discourse: political, legal, scientific, pedagogical, advertising, business, fictional, sports, mass media, etc.

A discourse of mass media which aims at either to inform the addressee of a certain course of events or to persuade the addressee to change her or his opinion, views and behaviour in a certain way is called mass media discourse. The analyzed text is an example of a gaming blog which belongs to mass media electronic discourse and contains a lot of gaming terms, tropes and figures of speech.

CHAPTER 2

MEDIA DISCOURSE TERMINOLOGY: DISCOURSE FEATURES, TRANSLATION OPTIONS

2.1 Lexical transformations in the translation of media discourse terminology

In the previous chapters, it was investigated that there are the following lexical ways of translation in terms of gaming terms i.e., transcoding, loan, descriptive, and equivalent translation. Now, we will describe and analyze how these approaches are applied for rendering gaming terminology.

1. Transcoding, which includes zero, mixed and practical transcoding, transliteration and transcription:

(6) <<*Team Red won the game*>>. Blue 1: GGWP Reds! Red 2: *You too, better luck next time!* (UD1: URL) – <<Команда “Red” перемогла>>. Blue 1: ГГВП “Reds”! Red 2: Ви також, удачі в наступній грі! The abbreviation standing for ‘*Good Game Well Played*’ is translated with the help of zero transcoding, which in this sentence is suitable since it is well known in the world. However, for people, who are not aware of gaming slang, we can also render it via equivalent translation and make some omissions to avoid tautology ‘Гарно зіграли’.

(7) *Friend: Bro, I'm sick of all these people just repeating shit...Me: Its hard to move forward with all these NPCs.* (UD2: URL) – Друг: Бро, мені набридло, що всі ці люди просто повторюють цю маячню...Я: Важко рухатися вперед з усіма цими НПС. Here, the abbreviation stands for ‘*Non-Player Character*’ and we can translate it using either zero transcoding for experienced gamers or loan translation for unexperienced ones ‘неігровими персонажами’. In addition, we omitted there the letter ‘s’ in the abbreviation, which shows the plurality, because in the Ukrainian language the definite pronoun ‘цими’ performs the same function.

(11) *Les: Sam, you take out the sniper. Ali: Sam is AFK. I'll do it.* (CD1: URL) – Лес: Семе, на тобі снайпер. Алі: Сем АФК. Я зроблю це за нього. In this

example, where we have the popular abbreviation which denotes ‘*Away From Keyboard*’, the most suitable way of translation is zero transcoding.

(8) "*There's a guy camping outside the door with a Covenant Energy Sword. Be careful, lest he perpetrate the ownage against you.*" (UD3: URL) – «За дверима кемпінгує хлопець із Енергетичним Мечем Ковенанту. Будь обережний, щоб він не напав на тебе». Here, we transcribed our term and added Ukrainian morphemes. So, practical transcription is applied in this sentence. It also should be mentioned that since gerund is an allomorphic feature in terms of the Ukrainian language, it is commonly translated it making a grammatical replacement of parts of speech: Gerund into Noun.

The practical transcription is also used in the following example:

(19) *Sharon: You're good! You should join our GUILD. Steph: I'd love to! Give me a shout on Discord.* (CD2: URL) – Шерон: Ти молодець! Тобі слід приєднатися до нашої ГІЛЬДІЇ. Стеф: Я б із задоволенням! Дайте мені доступ на Discord.

(27) *imo, any game where looting is an important mechanic can get a lot of mileage out of crafting, being able to use the things you find and have a bit more control on what you want to make with them really adds to the game loop.* (CIGINAFM: URL) – На мою думку, будь-яка гра, де лутінг є важливою механікою, може отримати багато миль від крафтінга. Можливість використовувати речі, які ви знайдете, і мати трохи більше контролю над тим, що ви хочете зробити з ними, дійсно додає циклу гри. In this sentence, the first term we translated using only transcription, and in the term *crafting* only transliteration is used.

(1) *Ask most players to describe the game to a "noob" and they'll inevitably compare it to chess. Each race — the human Terran, the advanced alien Protoss and the insect-like Zerg — has its own separate units but, as a whole, is equally powerful.* (GFA1: SEFMIBIA: URL) – Попросіть більшість гравців описати гру «нубу», і кожен з них порівняє її з шахами. Кожна раса — люди-Террани, просунуті інопланетяни-Протоси та комахоподібні Зерги — має свої окремі підрозділи, але в цілому вони однаково сильні. The gaming term *noob* is rendered by means of transcription in this sentence. Although, we can translate it using an equivalent

translation ‘новачок’. Both methods are acceptable.

(36) *In the majority of games Aphotic Shield is maxed out first, as it combines both defensive and aggressive utility. Being a strong dispel, it helps a great deal against popular heroes like Mirana and is similarly effective against lesser disables.*

(ATMDFP: URL) – У більшості ігор, каст «Aphotic Shield» спочатку досягає максимуму, оскільки він поєднує в собі як оборонну, так і агресивну корисність. Будучи сильним діспелом, він дуже допомагає проти популярних героїв, таких як Мірана, і так само ефективний проти слабкіших дісейблів. Since the term *dispel* is a polysemantic word, it would be better to translate it with the help of transliteration because this method of translation is more often used in online-games.

(21) *In League of Legends there are over 150 champions. Most of them can deal an insane amount of damage (over 1000) in less than one second.*

(AHIV1: URL) – У грі «League of Legends» понад 150 чемпіонів. Більшість із них можуть завдати багато дамагу (понад 1000) менш ніж за одну секунду. Here, most Ukrainian players are aware of this term and usually it is translated using mixed transcoding, where we transliterated *damag* and omitted the letter ‘e’ since it is not pronounced according to the transcription.

2. Loan translation, that is word-for-word translation:

(16) *Another example is, and I'm a big FPS fan, is it really irks me that a headshot is an automatic kill, so if I was talking to the development team of an FPS I'd say 'Don't make characters die unless it's a vital area', and they would probably be interested and understand why I say that.*

(KHTTTT2: URL) – Інший приклад, я великий фанат шутерів від першої особи (ФПС), і мене справді дратує те, що хедшот є автоматичним вбивством, тож якби я спілкувався з командою розробників ФПС, я б сказав: «Не змушуйте персонажів вмирати, якщо це життєво важливо», і вони, мабуть, зацікавляться і зрозуміють, чому я це кажу. Since the gaming abbreviation *FPS* (First Person Shooter) has two meanings, it would be better to use a loan translation first, and then to change the word order according to the Ukrainian language. Also, since this term is repeated twice in the sentence, the second repeated abbreviation can be rendered with the help of zero transcoding. The

second term i.e., a *headshot* can be rendered by means of transcription ‘хедшот’ or equivalent translation ‘постріл у голову’.

3. Equivalent translation:

(24) *Raids in MMORPG (many multiplayer online role-playing games) may require multiple tanks (character who draws the damage and can take the damage to protect other characters), healers and dps (damage dealers) in order to complete the challenge.* (VGFOTW:R: URL) – Рейди в ММОППГ (багатьох багатокористувацьких онлайн-рольових ігор) можуть вимагати кількох танків (персонаж, який наносить урон та може брати його на себе, щоб захистити інших персонажів), хілерів і дпс (колерів урону), щоб виконати квест. Here, such terms as *damage* and *challenge* are translated with the help of equivalent translation. In general, it is better to use this method if we have a good and adequate equivalence because it makes our language richer and it sounds natural. However, in this sentence, there are gaming terms that can be translated only via practical transcoding since we don't have any equivalents for *tanks* ‘танки’, *healers* ‘хілери’.

(32) *The hero's Shard is definitely getting nerfed. The way it currently works just leaves very little room for counterplay. As long as the enemy has a good follow-up stun, every hero on the map is potentially threatened.* (DTOMR: URL) – Шард героя безперечно послабили. Те, як це зараз працює, просто залишає дуже мало місця для контргри. Поки ворог має хороше подальше оглушення, кожен герой на карті потенційно знаходиться під загрозою. The gaming term *to nerf* is rendered by means of an equivalent translation. Since it is an uncommon term even for active players, this way of translation is the most suitable.

(34) *Quick Cast in DOTA 2 is the act of activating a spell or an ability while pointing on a target ally, enemy, or area by just using the cursor. The skill you want to use will automatically be released to the direction where your cursor is pointing at.* (D2: WIQC: URL) – “Quick cast” в DOTA 2 — це акт активації заклинання або здібності під час вказівки на цільового союзника, ворога чи область за допомогою простого курсору. Навички, які ви бажаєте використати, будуть автоматично випущені в тому напрямку, куди вказує курсор. There the gaming

terms *spell* and *skill* can be translated via transliteration ‘спелл’, ‘скілл’ or equivalent translation. Furthermore, the grammatical category of the number was changed in the *skill* ‘навички’, so, the morphological replacement is also used here.

(22) *Similarly, in Overwatch, about 15 out of 21 heroes can literally oneshot enemies. Then there's Mercy, who can revive allies with her ultimate ability (it charges up by healing teammates).* (AHIV2: URL) – Подібним чином у грі «Overwatch» приблизно 15 із 21 героїв можуть буквально вбивати ворогів одним пострілом. Крім того, є Мерсі, яка може відроджувати союзників своїм найвищим скіллом (він заряджається, зцілюючи товаришів по команді). From the point of view of semantics, the words *oneshot* and *teammates* are rendered into Ukrainian by means of equivalent translation, but according to the structure, we use addition since in English our compound terms consist of one word, whereas in Ukrainian we don't have structural equivalent and therefore we have to use grammatical transformation i.e., addition, to render it properly.

4. Descriptive translation:

(2) *This balance means winning is more about strategy, ingenuity in the heat of battle and quick reaction times than logging in long hours leveling up your character.* (GFA2: CEFMIBIA: URL) – Цей баланс означає, що перемога- це більше про стратегію, винахідливість в запалі битви та швидкий час реакції, ніж про залогінення для довготривалої прокачки левела свого персонажу. Here, the term *level up* is translated with the help of descriptive translation because we don't have any equivalent and therefore, we should give some explanation.

(14) *The noob stood no chance against the terrifying onslaught of poison and slow debuffs, and was soon witnessed yelling "wee wee wee," all the way home.* (UD5: URL) – У нуба не було жодного шансу проти жахливого касту отрути та повільних дебафів, які послаблюють твої статки, і невдовзі його свинячі візги «ві-ві-ві» чули всі весь час, поки він намагався повернутися у місто. In this sentence, we have a great example of using descriptive translation. On the one hand, we can render it only with the help of transcription, but for people who are non-players it would be not understandable.

5. Concretization:

(28) *Players who are less skillful – новачки; players who are better – профі: Grinding allows players who are less skillful to catch up to and progress/compete with players who are better.* (T:URL) – Грайндінг дозволяє новачкам прогресувати та наздоганяти з профі. Here, we use concretization since it is an acceptable option in this sentence.

(17) *Duke – I'm farming so I could gain more coins. Simon – I know a great spot!* (LLS3: URL) – Дюк – я б'ю мобів, щоб отримати більше монет. Саймон – я знаю чудове місце для цього! In this example, the term *to farm*, which means a gaming tactic where a player makes repetitive actions to gain experience, points or money, is rendered using concretization.

6. Modulation or logical development:

(26) *Gah! I have to get a stupid glowing rock for only 1000 XP?!?! I hate fetch quests!* (UD7: URL) – Гах! Мені потрібно отримати дурний сяючий камінь лише за 1000 XP?!?! Я ненавиджу пошукові квести від НПС! The gaming term *fetch quests* is rendered by means of logical development because we make some logical replacement of the dictionary equivalent by the contextual one. The same we have in the following example:

(31) *Then there's Soraka, the only one dedicated healer in the game, capable of healing up to 300 health and can heal her entire team with the ultimate ability.* (AHIV3: URL) – Крім того, є Сорака, єдиний відданий хілер у грі, здатний зцілити до 300 одиниць здоров'я та може зцілити всю свою команду за допомогою найвищої здатності. In addition, the gaming term *team* can be translated not only by means of equivalent translation but also by using the well-known game slang term 'пати'.

7. Differentiation of meaning:

(9) - *ADDS incoming! -Ahhh! Who pulled them this time?!* (SN1: URL) – Ще одна пачка мобів загрилася!-Аааа! Хто їх потягнув цього разу?!

The abbreviation *ADDS* that is short for 'additional spawns or enemies' is translated with the help of lexical transformation i.e., differentiation of meaning because it is the

most suitable option for conveying the meaning of the source term.

(48) *Damn, killing that Farastu Gehreleth last session gave me 6000 XP! That puts me up to level seven.* (UD13: URL) – Блін, вбивство Фарасту Гехрелета минулої гри дало мені 6000 ОП! Це апне мене до сьомого рівня. Here we also use the differentiation of meaning when translating the word combination *last session* because the translation ‘минула гра’ sounds more properly in terms of gaming than ‘остання сесія’. Also, we can render the phrasal verb *to put up* with the help of gaming slang ‘апнути’.

These 22 analyzed gaming terms were rendered into the Ukrainian language by means of lexical transformations. The main types of transformations and the percentage of their use in the process of translation are shown in the diagram in Fig. 2.1.

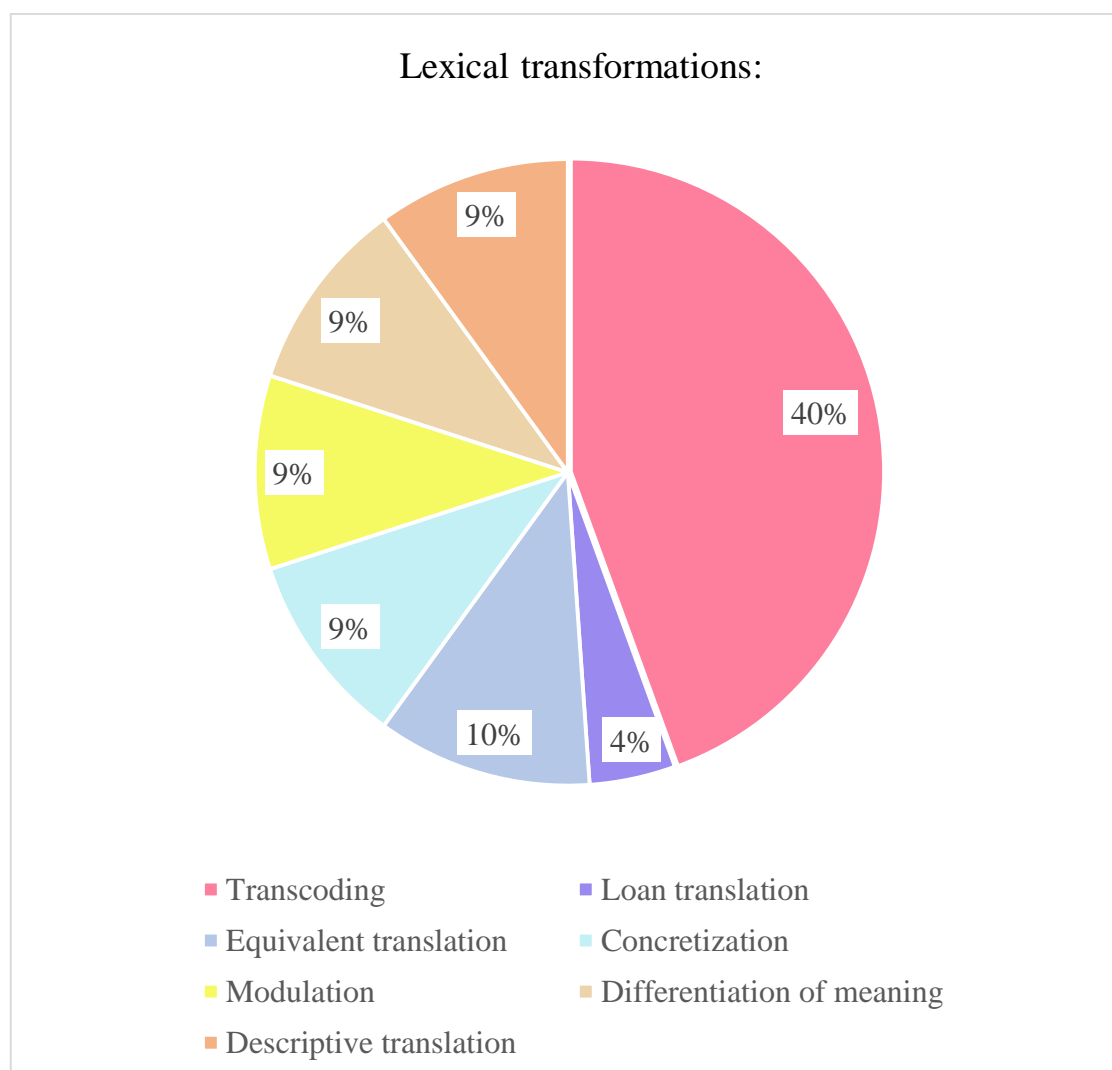


Fig. 2.1. Frequency of using lexical transformations in the process of gaming terms translation from English into Ukrainian.

From the diagram 2.1, we can state that in the process of translation, the following 7 types of lexical transformations were used: transcoding, equivalent translation, modulation, descriptive translation, loan translation concretization and differentiation of meaning. Around 40% of gaming terms were rendered into Ukrainian by means of transcoding that includes transliteration, transcribing, zero, practical and mixed transcoding. This method is used the most frequently in the gaming sphere because very often a gaming term may not have equivalents in the target language and a translator must transcode it. Then we have an equivalent translation that constitutes 10%. We can conclude that these 2 lexical transformations are the most suitable and productive for translation in terms of lexical transformations.

Modulation, descriptive translation, concretization and differentiation of meaning constitute only 9% and use rarely. However, the most unproductive way of translation is loan translation that constitutes only 4%.

2.2 Grammatical transformations in the translation of gaming terms

1. Grammatical replacement

(12) *Vince – I'll be there. I have a short spawn time. Wyatt – Okay, then we'll attack!* (LLS1: URL) – Вінс – Зараз прийду. Я швидко ресаюся. Ваєт – Добре, тоді ми атакуємо! In this sentence, the term *a short spawn time* is rendered by the means of grammatical replacement, where the parts of speech were changed, and omission since the source term consists of an adjective and two nouns and we replaced it with a verb and adverb, and then omitted the noun *time*.

(30) *You still have at least 4 out of 7 perks, that with some skill (or a bit more practice) can easily kill FPs (demo, sharp, zerk, support) and at least 3 for Scrales (sharp, zerk, support).* (SCD2: URL) – У тебе все ще є принаймні 4 із 7 бонусів, які за допомогою певних скіллів (або трохи практики) можуть легко вбити ФПС (демо, шарп, зерк, саппорт) і принаймні 3 для Скрейкса (шарп, зерк, саппорт). Here, the grammatical replacement is used because we changed the category of number

of our term *skill*: singular into plural.

(50) *We anticipated a rush this game, so we had defenses prepared ahead of time.* (SN3: URL) – Ми розраховували, що зарашимо цю гру, тому заздалегідь підготували захист. In this example, the term *rush* is translated with the help of grammatical replacement, where parts of speech are changed: noun into verb. Furthermore, we added Ukrainian grammatical suffixes and a prefix according to Ukrainian grammar and morphology.

In the following sentence, the grammatical replacement of parts of speech is also used:

(38) *Reese: Should I use my sniper rifle to take them out? Josh: No need. Use something with a greater AOE.* (CD4: URL) – Різ: Чи варто мені використовувати свою снайперську гвинтівку, щоб їх знищити? Джош: Не потрібно.

Використовуйте щось із більшим радіусом урону. Here, the noun *sniper* in the source text is changed into the adjective ‘снайперська’ in the target one.

2. Omission

(4) *As our topic says, you can enter dungeons, defeat all the enemies and enemy bosses there and conquer the dungeons.* (RUGAR: URL) – Як сказано в нашій темі, ви можете заходити в данж, перемагати там усіх ворогів і босів і завойовувати його. In this sentence, we omitted such words as *dungeons* and *enemy* since they were previously mentioned. So, the main reason for using this type of transformation here is to avoid tautology.

(10) *Ming: Have you gotten anything good from these loot boxes? Jonaton: Of course not these are fucking loot boxes you're talking about.* (UD4: URL) – Мін: Тобі щось випало корисне з цих лутбоксів? Джонатон: Звичайно ні, ці тупі лутбоксы, про які ти питаєш, до одного місця. The term consisting of two words *loot boxes* is translated via one word in the Ukrainian language. In terms of structure, we have also omission in this sentence.

3. Addition

(18) *There was a lot of trash-talking going on throughout the game.* (TBD: URL) – Протягом усієї гри було багато образливих та токсичних балачок. The gaming

term *trash-talking* is rendered in the Ukrainian language using addition. In the source text, we have only a hyphenated adjective, and while translating this term in Ukrainian we changed a part of speech and added some synonymous words because we don't have such an equivalent term consisting of one word. The same obstacle we faced in the following example:

(40) *Cooldowns in video games range from less than a second, to several hours or days. For example, World of Warcraft has a GCD (global cooldown) of one second for most character actions, and a 15 or 30-minute cooldown to return to the player's inn.* (CH: URL) – Час відновлення у відеоіграх коливається від секунди до кількох годин або днів. Наприклад, у грі «World of Warcraft» GCD (глобальний час відновлення) становить одну секунду для більшості дій персонажа та 15 або 30-хвилинний час відновлення для повернення в лоббі гравця. Here, we also use grammatical replacement in terms of the category of number.

(43) *He cheesed the fight by trapping his enemy in the environment and attacking without taking damage.* (D: URL) – Він виграв бій читерством не отримавши жодного урону, захопивши свого ворога навколо та здійснивши атаку. Since we don't have a Ukrainian equivalent for this term *to cheese*, we added some words to render the meaning correctly and to avoid a misunderstanding.

4. Transposition

(3) *We particularly like an early Vlad's aura, since not only does it give Tidehunter a lot of extra mana regeneration, it also sustains him in terms of HP: even after lifesteal nerfs, hitting a wave of creeps with Anchor Smash restores a respectable amount of health.* (WIT: URL) – Нам особливо подобається платний баф «Vlad`s aura», оскільки він не тільки дає герою Тайдхантеру_багато додаткової регенерації мани, але й підтримує його очки здоров'я: навіть після знижених характеристик на здоров'я, атака на повзучих мобів за допомогою скіла «Anchor Smash» відновлює достатню кількість здоров'я. A great example of transposition can be seen in this sentence, where we have the terms *mana regeneration* and *Health Points*. There we changed the word order according to the Ukrainian language. Moreover, we have another grammatical transformation here that is an addition or, in

terms of semantics – logical development ‘платний бафф’.

(5) *While each boss slain gives you a new spell and there's bucketfuls of loot to collect, it's a real grind to get anywhere on the massive skill tree.* (GRR: HMIS: URL) – У той час як кожен убитий босс дає вам новий спелл, і ви можете зібрати цілу купу дропу, потрапити у будь-яке місце на прокачаному древі скіллів – це справжній квест. Here, the following terms *boss slain*, *loot to collect* and *skill tree* are also rendered with the help of transposition. Generally, in this example we use transposition not only on the phrase level but on the sentence level too since ‘*it's a real grind*’ stands at the end of our complex sentence.

The next example is translated by means of using transposition on the phrase level:

(15) *Not only are the battles between you and the demon bosses, but you have to battle with other player teams, too, meaning you will enter the dungeons as teams.* (TND OG: URL) – Битви відбуваються не тільки між вами та боссами-демонами, але й з іншими командами гравців, тобто ви входите в данж як одна команда.

(20) *Jack: My spells aren't working! Janet: You've got a low MANA score. You need to get that really high before you reach this level, otherwise you stand no chance against the coven of witches.* (CD3: URL) – Джек: Мої чари не діють! Джанет: Мани в тебе мало. Перш ніж досягти цього рівня, тобі потрібні високі стати, інакше немає шансів протистояти шабашу відьом. In the source text, the term occupies the final position of the sentence while in the target text – the initial position. In addition, we have omission here since the English term consists of two words and the Ukrainian one is translated with the help of one word. The second phrase *before you reach this level* is also rendered by means of transposition because in the source language the phrase occupies the middle position of the sentence while in the target language – the initial one.

(23) *Does the enemy action counter progress at the end of the turn if the enemy is stunned from an effect other than having reduced its HP to 0 and flipping it to Stage 2?* (BGG: URL) – Чи прогресує лічильник дій ворога наприкінці ходу, якщо ворог закастомлений іншим ефектом, окрім того, що в нього немає здоров'я і він

злитий на 2-й рівень? In this sentence, the gaming cluster *the enemy action counter* is translated with the help of scheme of rendering 3 componential asyndetic substantival clusters created by I.V. Korunets. The method we use is called reverse order or ‘3-2-1’, where 3 is a head noun, 2 is a second adjunct noun and 1 is an initial adjunct noun. So, here transposition is a must.

(25) *Sweet, my near-dead-Machamp's/Fighter's Revenge/Cleave attack scored a critical hit on that Tyrannitar-with-poor-defense/weak Kobold!!!PWN!!!!11!* (UD6: URL) – Чудово, моя майже мертва атака Macchamp/Fighter's Revenge/Cleave завдала критичного удару тому Tyrannitar зі слабкою захиткою Коболд!!!Перемога!!!!11! Here, we also render our gaming term by means of transposition on the phrase level since the word *attack* in the source sentence occupies the final position, while in the target one it is placed in the middle of the whole phrase.

(33) *You play different hero every game, thats your biggest mistake. Limit your picks to 2 support picks and 2-3 core picks and play only 1 core role + support when you run out of tokens. And thats it. Also pick strong laners that dont need to rely on teammates. When you master heros you like playing and have good win rate with, then you focus on other details like laning, creep equilibrium, timings, farming patterns_etc.* (TORM: URL) – Кожну гру ти граєш за іншого героя, це твоя найбільша помилка. Обмеж свій вибір 2 виборами саппорта та 2-3 основними виборами та грай лише 1 основну роль + саппорт, коли у тебе закінчаться токени. І це все. Також вибирай сильні лінії, де не потрібно покладатися на товаришів по команді. Коли ти освоюєш героїв, якими тобі подобається грати, і з якими ти маєш хороший коефіцієнт перемоги, тоді ти зосереджуєся на інших деталях, таких як лінійка, рівновага повзучості, таймінг, схеми фармінгу тощо. The following 2 componential substantival clusters are rendered with the help of the following transposition scheme: head noun – adjunct noun. Moreover, we also have another grammatical transformation i.e., grammatical replacement of the category of number: plural into singular *picks* ‘вибір’, *timings* ‘таймінг’.

(35) *There is a great deal of flexibility when it comes to Dota 2 itemization. Being prepared and frequently checking enemy inventories is highly important. While*

defensive and survivability items are often not too exciting, they are still a necessity and the correct choice of such item can be the difference between life and death.

(SIGMS: URL) – Існує універсальний підхід, коли справа доходить до шмоту та дропу у грі «Dota 2». Дуже важливо бути підготовленим і часто перевіряти інвентар ворога. Хоча защитки та предмети живучості часто не надто захоплюючі, вони все одно є необхідністю, і правильний вибір такого предмета може стати різницею між життям і смертю. In this example, the gaming cluster *survivability items* is translated by means of transposition i.e., reverse order: head noun – adjunct noun. In terms of grammatical transformations, we also use addition in *itemization* ‘шмот та дроп’ and grammatical replacement of the parts of speech: adjective into noun – *defensive* ‘защитка’.

(41) *Death knights are so OP now after that last patch. It's totally unfair.* (SN2: URL) – Після останнього оновлення гри, Лицарів Смерті просто неможливо перемогти. Ніякої справедливості. The following part of the sentence *after that last patch* is rendered with the help of transposition on the sentence level. Furthermore, the word-combination *last patch* is translated via lexical transformation i.e., differentiation of meaning.

Having analyzed these 18 sentences, we can present the following statistics of the usage of grammatical transformations in Fig. 2.2.

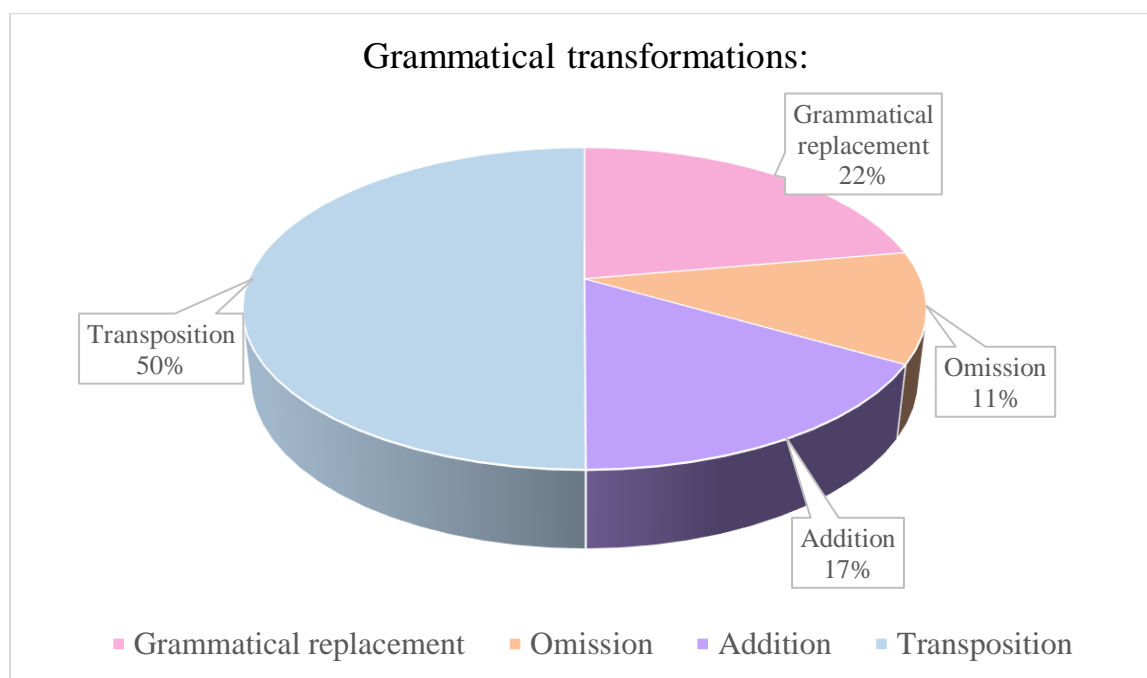


Fig. 2.2. Frequency of using grammatical transformations in the process of gaming terms translation from English into Ukrainian.

According to our diagram, these 18 sentences which contain gaming terms were rendered into Ukrainian using the following grammatical transformations: grammatical replacement, omission, addition and transposition. The most frequent way of translation is transposition (50%) and grammatical replacement (22%). Addition as a part of grammatical transformations demonstrated average frequency 17%, and the most rare way we used is omission constituting only 11%.

2.3 Lexical and grammatical transformations in the translation of gaming terms

Transformations of gaming idioms and collocations in translation.

According to many scholars, transformations of idioms in the process of translation include substitution with an analogue and calque translation. In case, when there is no analogue in the target language, a translator can use a loan translation.

(29) *A veteran player using a 9mm pistol on a large group of specimens isn't going to get the same amount of kills as a newbie who got his hands on an M32 grenade launcher.* (SCD1: URL) – Старий вовк, який використовує 9-міліметровий

пістолет у великій групі зразків, не отримає такої ж кількості вбивств, як новачок, який отримав у руки гранатомет M32. The collocation *a veteran player* having meaning any experienced player who is not a First-Year Player is being rendered by means of substitution with an analogue. However, it can be translated using calque translation since we have an equivalent i.e., ‘профі/ досвідчений гравець’.

(37) *Player ragequit's team just lost a pvp team battle so true to his name ragequit quit proclaiming "my teammates are always n00bs why cant they L2play all my teammates have newb builds."* (UD8: URL) – Команда гравця, який кинув гедзя і агресивно вийшов з гри, шойно програла битву PvP, так що його нік відповідає його діям. Він вийшов, кричачи: "мої тіммейти завжди якісь нуби, чому вони не можуть навчитися нормально грати, усі вони мають якісь нубські скіли та шмот". Here, an interesting non-hyphenated compound *ragequit* means to leave a competitive online game in a rage like an angry child usually complaining about your opponent's tactics or your teammates skills. Since our analogue ‘кинути гедзя’ conveys only a part of meaning of our term, a descriptive translation for the second part is used too.

(39) *This guy's profile says he's only level 4, but he's been getting more kills than all of us combined. I have a feeling we've got a smurf in the game.* (TFD: URL) – У профілі цього хлопця сказано, що в нього лише 4 рівень, але він вбиває більше, ніж усі ми разом узяті. В мене таке відчуття, що нас водять за нос. A term *smurf* having meaning a highly skilled player, who creates another account to play against noobs is also translated using a substitution with a Ukrainian analogue. In addition, we can choose another way of translation that is transcoding ‘смурф’ but for non-players and new players it will cause misunderstanding.

(42) *ME: Stop running in with in the building without droning. Teammate: *Runs in without droning* Me: Dude you throwing in ranked.* (UD9: URL) – Я: Припиніть вбігати в будівлю не по сигналу. Товариш по команді: *Вбігає не по сигналу*. Я: Чувак, в цій грі на рейтинг ти як ложка дьогтю в бочці меду. There, we have a collocation *to throw in ranked* that means a someone, who doesn't play a game properly purposely and spoils it. On the one hand, it can be translated via substitution with an analogue and, on the other hand, with the help of calque using lexical and grammatical

transformations ‘псувати гру на рейтинг’.

(44) A: *Hey, I just can't beat this boss, this one move just kills me every time.* B: *Oh yeah, I struggled with him too. But there's this cheese strategy using this set of armor and a combination of potions that makes you pretty much invincible so I managed to get past him.* (UD10: URL) – А: Гей, я просто не можу перемогти цього боса, цей його один мув просто вбиває мене кожного разу. Б: О так, я теж боровся з ним довго. Але є один читерський метод, яка з використанням цього набору броні та комбінації зілля, робить тебе майже непереможним, тому мені вдалося пройти це. Having meaning ‘*a usage of tactics that are considered cheap or unfair in order to win*’, our word-group can be rendered here only via calque translation since we don't have a Ukrainian analogue.

(45) *I wish Jork would stop friggen griefing my guild mates everytime we log in and play.* (UD11: URL) – Мені б хотілося, щоб Джорк перестав використовувати усякі дешеві махінації та читерські стратегії на мою гільдію кожного разу, коли ми логінемося та граємо. Here, the gaming slang collocation has the same meaning ‘*to use unfair methods while playing*’ and is translated via calque translation too.

(46) *I beat you three times in a row in Fortnite! You totally got pwned!* (TBB: URL) – Я переміг тебе тричі поспіль у Fortnite! Розбив тебе в пух і прах! The gaming phrase *got pwned* means you've been defeated by an opponent. In this sentence, we render it with the help of a substitution with an analogue. Generally, if we have a Ukrainian analogue, it would be better to choose this option because it is the most productive way of translation idioms and collocations.

(47) *Player1: Gl and have fun everyone! Player2: oooh u get rekt!! Player1: Oh, shut up!* (UD12: URL) – Гравець 1: Ні пуха ні пера і веселої всім гри! Гравець 2: Ооо, ти взагалі залишишся з носом!! Гравець 1: Ой, замовкни вже! Here, we have the abbreviation GL (Good Luck) that can be translated not only via equivalent or zero transcoding but also with the help of a famous Ukrainian idiom ‘ні пуху ні пера’. As for the second phrase, *get rekt* having meaning ‘*to lose*’ is rendered by means of substitution with an analogue.

(49) *"Christie Montiero wins". Guy: Dude, stop button mashing! Noob: Na man,*

pure skill. (UD14: URL) – «Крісті Монтейро перемагає». Хлопець: Чувак, припини натискати на всі кнопки підряд! Нуб: Чоловіче, ніякого читерства, просто талант не проп'єш. The gaming phrase *pure skill* can be translated here via Ukrainian idiom in order to give some emotional colouring. As for the second gaming term i.e., *button mashing* it is rendered with the help of descriptive translation because we don't have any equivalents in the Ukrainian language.

(13) *James – What the hell is that move?! You're dog water! Frank – Chill, dude.*
 (LLS2: URL) – Джеймс – Що це за нубський мув?! Ну ти лузер якийсь! Френк – Розслабся, чувак. A *dog water* is a term used to describe someone that's trash at the game. This term is well-known in English-speaking countries but in Ukraine we call those people like 'невдаха, лузер'. So, the substitution with an analogue is applied.

Having analyzed these 10 sentences, we can make conclusion that gaming idioms often have a direct equivalent and therefore we can render them by using a substitution with a Ukrainian analogue that constitutes here 60% and is considered to be the most productive and suitable option since it conveys meaning of the source word group properly. Calque occupies here 40% and is applied only if we don't have a good direct equivalent for source idiom.

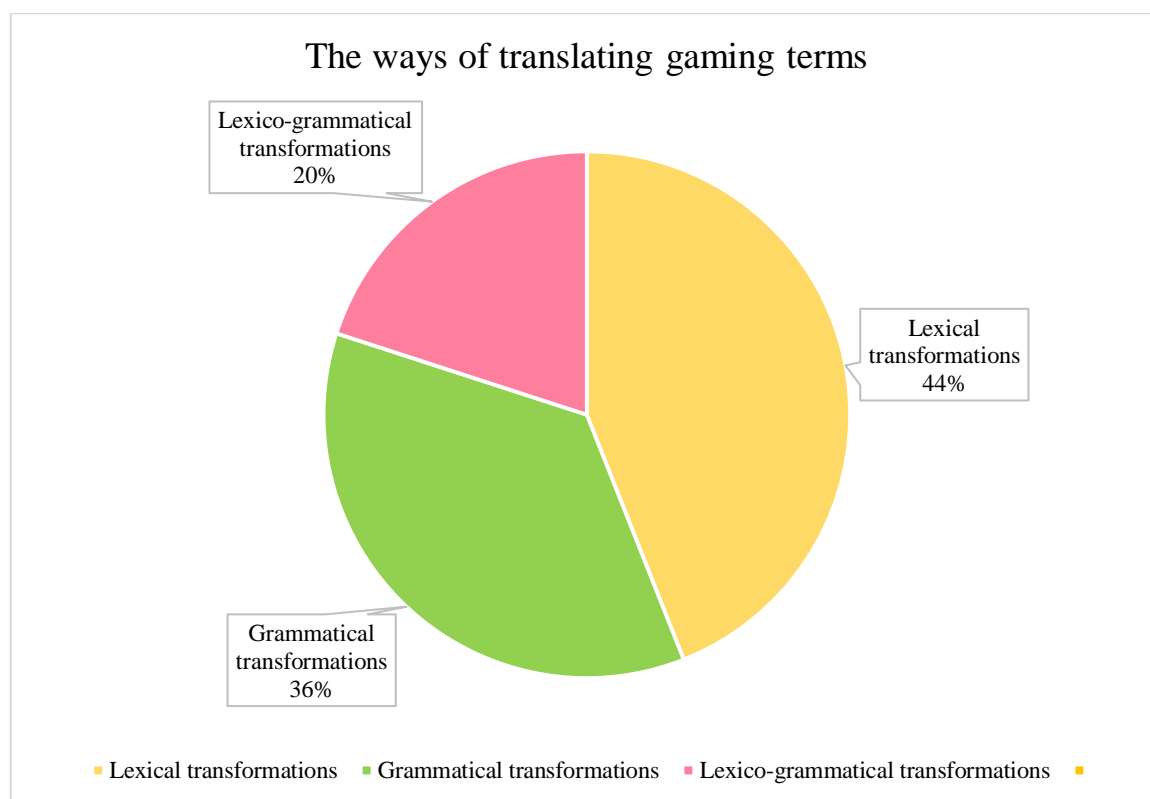


Fig. 2.3. Frequency of using different ways of transformations in the gaming sphere.

To sum up, we have analyzed 50 sentences with gaming terms which were translated from English into Ukrainian. According to our diagram where are shown the result, we can make a conclusion that the most frequent and productive way to render terms is to use lexical transformations (44%). Then, the average frequency has grammatical transformations which constitute 36%, and finally, the last position occupies lexico-grammatical transformations which are the less used in terms of gaming sphere and constitute only 20%.

CONCLUSIONS

In the process of our research, we have examined the notion of terminology and its main classifications, the theoretical background of gaming terms translation. Moreover, we have analyzed a text of media discourse and translated sentences containing online gaming terms from English into Ukrainian, pointing out lexical, grammatical and lexico-grammatical transformations.

According to the first chapter, we can conclude that terminology being a system of terms is a complex linguistic phenomenon studying special-language words associated with particular areas of specialist knowledge. Analyzing the terms which are considered units of terminology, we discovered one of the main problems i.e., polysemy and explored their main classifications which are semantical, where terms are divided into general and special, and structural, where they can be simple, derived, compound or complex. Having researched gaming terminology deeply, we found out the its main traits that are a high usage of abbreviations, acronyms, borrowings, and neologisms and examined a media discourse where they are most frequently meet.

Media discourse is a discourse of the news items in the print press such as articles and essays in newspapers, magazines, and of the news items in the electronic media: television, radio, the Internet, etc.

In the practical part of this term paper, we have analyzed 50 examples of gaming terms which are extracted from gaming forums, chats and blogs and ways of their translation. While making translations, it was revealed that three types of transformations were used: lexical transformations (transcoding, equivalent translation, descriptive translation, modulation, concretization and loan translation), grammatical transformations (grammatical replacement, addition, omission and transposition), lexico-grammatical transformations (transformations of idioms: calque translation and substitution with an analogue).

On the basis of the method of quantitative analysis which was applied for our research, it was revealed that 44 % of gaming terms were rendered with the help of lexical transformations, where the most productive and frequent method was

transcoding constituting 18% of analyzed all the terms. The less employed ways of translation are an equivalent translation that constitutes 8%, modulation, descriptive translation, concretization and differentiation of meaning which are around only 4%.

Then, the average frequency has grammatical transformations which constitute 36%, where the most frequent way of translation is transposition (18% of analyzed all the terms) and grammatical replacement (8%).

It should be mentioned that the less used transformations are lexico-grammatical 20%. According to our quantitative analysis, substitution with a Ukrainian analogue constitutes 12% of all used ways of translation, while calque occupies 8%.

In conclusion, gaming terminology is one of the important types of terminology since it is still developing and will be relevant all the time since gaming terms are increasingly appearing in all spheres of our lives and we as translators and interpreters should be aware of this slang to avoid misconceptions.

In-depth knowledge and awareness of the main features of the terminological systems of the source language and the target one are the main prerequisites for successful and adequate translation.

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ANNEX**Gaming terms and their rendering in the Ukrainian language**

№	Sentence	Translation	Ways of translation
1.	<i>Ask most players to describe the game to a “noob” and they’ll inevitably compare it to chess. Each race — the human <u>Terran</u>, the advanced alien <u>Protoss</u> and the insect-like <u>Zerg</u> — has its own separate units but, as a whole, is equally powerful. (GFA1: CEFMIBIA: URL)</i>	Попросить більшість гравців описати гру « <u>нубу</u> », і кожен з них порівняє її з шахами. Кожна раса — люди-Террани, просунуті інопланетяни-Протоси та комахоподібні Зерги — має свої окремі підрозділи, але в цілому вони однаково сильні (Переклад наш – В.Т.).	Equivalent or transcription
2.	<i>This balance means winning is more about strategy, ingenuity in the heat of battle and quick reaction times than logging in long hours <u>leveling up</u> your character. (GFA2: CEFMIBIA: URL)</i>	Цей баланс означає, що перемога- це більше про стратегію, винахідливість в запалі битви та швидкий час реакції, ніж про залогінення для <u>довготривалої прокачки левела</u> свого персонажу.	Descriptive translation
3.	<i>We particularly like an early Vlad’s aura, since not only does it give <u>Tidehunter</u> a lot of extra <u>mana regeneration</u>, it also sustains him in terms of <u>HP</u>: even after <u>lifesteal nerfs</u>, hitting a wave of <u>creeps</u> with <u>Anchor Smash</u> restores a respectable amount of health.</i>	Нам особливо подобається платний бафф «Vlad`s aura», оскільки він не тільки дає герою Тайдхантеру багато додаткової <u>регенерації мани</u> , але й підтримує його <u>очки здоров’я</u> : навіть після знижених характеристик на здоров’я, атака на повзучих	Transposition

	(WIT: URL)	мобів за допомогою скіла «Anchor Smash» відновлює достатню кількість здоров'я.	
4.	<i>As our topic says, you can enter <u>dungeons</u>, defeat all the enemies and enemy bosses there and conquer the dungeons.</i> (RUGAR: URL)	Як сказано в нашій темі, ви можете заходити в данж, перемагати там <u>усіх ворогів і босів</u> і <u>завойовувати його</u> .	Omission
5.	<i>While each <u>boss slain</u> gives you a new <u>spell</u> and there's bucketfuls of <u>loot to collect</u>, it's a real grind to get anywhere on the massive <u>skill tree</u>.</i> (GRR: HMIS: URL)	У той час як кожен <u>убитий босс</u> дає вам новий <u>спелл</u> , і ви можете <u>зібрати цілу купу дропу</u> , потрапити у будь-яке місце на прокачаному <u>древі скіллів</u> – це справжній квест.	Transposition
6.	<<Team Red won the game>> <i>Blue 1: <u>GGWP</u> Reds!</i> <i>Red 2: You too, better luck next time!</i> (UD1: URL)	<<Команда “Red” перемогла>>. Blue 1: <u>ГГВП</u> “Reds”! Red 2: Ви також, удачі в наступній грі!	Zero transcoding
7.	<i>Friend: Bro, I'm sick of all these people just repeating shit...</i> <i>Me: Its hard to move forward with all these <u>NPCs</u>.</i> (UD2: URL)	Друг: Бро, мені набридло, що всі ці люди просто повторюють цю маячню...Я: Важко рухатися вперед з усіма цими <u>НПС</u> .	Zero transcoding
8.	<i>"There's a guy <u>camping</u> outside the door with a Covenant Energy Sword. Be careful, lest he perpetrate the ownage against you."</i> (UD3:	«За дверима <u>кемпінгує</u> хлопець із Енергетичним Мечем Ковенанту. Будь обережний, щоб він не напав на тебе».	Practical transcription

	URL)		
9.	- <u>ADDS</u> incoming! -Ahhh! Who pulled them this time?! (SN1: URL)	-Ще одна <u>пачка мобів</u> загрилася! -Аааа! Хто їх потягнув цього разу?!	Differentiation of meaning
10.	Ming: Have you gotten anything good from these <u>loot boxes</u> ? Jonaton: Of course not these are fucking loot boxes you're talking about. (UD4: URL)	Мін: Тобі щось випало корисне з цих <u>лутбоксів</u> ? Джонатон: Звичайно ні, ці тупі лутбоксы, про які ти питаєш, до одного місця.	Omission
11.	Les: Sam, you take out the sniper. Ali: Sam is <u>AFK</u> . I'll do it. (CD1: URL)	Лес: Семе, на тобі снайпер. Алі: Сем <u>АФК</u> . Я зроблю це за нього.	Practical transcoding or loan translation
12.	Vince – I'll be there. I have a <u>short spawn time</u> . Wyatt – Okay, then we'll attack! (LLS1: URL)	Вінс – Зараз прийду. Я <u>швидко ресаюся</u> . Ваєт – Добре, тоді ми атакуємо!	Grammatical replacement
13.	James – What the hell is that move?! You're <u>dog water</u> ! Frank – Chill, dude. (LLS2: URL)	Джеймс – Що це за нубський мув?! Ну ти <u>лузер</u> якийсь! Френк – Розслабся, чувак.	Substitution with an analogue
14.	The noob stood no chance against the terrifying onslaught of poison and <u>slow debuffs</u> , and was soon witnessed yelling "wee wee wee," all the way home. (UD5: URL)	У нуба не було жодного шансу проти жажливого касту отрути та <u>повільних дебаффів, які послабшують твої стати</u> , і невдовзі його свинячі візги «ві-ві-ві» чули всі весь час, поки він намагався повернутися у	Descriptive translation

		місто.	
15.	<i>Not only are the battles between you and the <u>demon bosses</u>, but you have to battle with other <u>player teams</u>, too, meaning you will enter the dungeons as teams. (TNDOG: URL)</i>	Битви відбуваються не тільки між вами та <u>боссами-демонами</u> , але й з іншими <u>командами гравців</u> , тобто ви входите в данж як одна команда.	Transposition Addition
16.	<i>Another example is, and I'm a big <u>FPS</u> fan, is it really irks me that a <u>headshot</u> is an automatic kill, so if I was talking to the development team of an FPS I'd say 'Don't make characters die unless it's a vital area', and they would probably be interested and understand why I say that. (KHTTTT2: URL)</i>	Інший приклад, я великий фанат <u>шутерів від першої особи (ФПС)</u> , і мене справді дратує те, що <u>хедшот</u> є автоматичним вбивством, тож якби я спілкувався з командою розробників ФПС, я б сказав: «Не змушуйте персонажів вмирати, якщо це життєво важливо», і вони, мабуть, зацікавляться і зрозуміють, чому я це кажу.	Loan translation Zero transcoding
17.	<i>Duke – I'm <u>farming</u> so I could gain more coins. Simon – I know a great spot! (LLS3: URL)</i>	Дюк – я б'ю мобів, щоб отримати більше монет. Саймон – я знаю чудове місце для цього!	Concretization
18.	<i>There was a lot of <u>trash-talking</u> going on throughout the game. (TBD: URL)</i>	Протягом усієї гри було багато <u>образливих та токсичних балачок</u> .	Addition
19.	<i>Sharon: You're good! You should join our <u>GUILD</u>. Steph: I'd love to! Give me a</i>	Шерон: Ти молодець! Тобі слід приєднатися до нашої <u>ГІЛЬДІЇ</u> . Стеф: Я б із задоволенням!	Practical transcription

	<i>shout on Discord. (CD2: URL)</i>	Дайте мені доступ на Discord.	
20.	<i>Jack: My <u>spells</u> aren't working!</i> <i>Janet: You've got a low <u>MANA</u> score. You need to get that really high before you reach this level, otherwise you stand no chance against the coven of witches. (CD3: URL)</i>	Джек: Мої чари не діють! Джанет: Мало мани в тебе. Перш ніж досягти цього рівня, тобі потрібні високі стати, інакше немає шансів протистояти шабашу відьом.	Transposition Omission
21.	<i>In League of Legends there are over 150 champions. Most of them can deal an insane amount of <u>damage</u> (over 1000) in less than one second. (AHIV1: URL)</i>	У грі «League of Legends» понад 150 чемпіонів. Більшість із них можуть завдати багато <u>дамагу</u> (понад 1000) менш ніж за одну секунду.	Mixed transcoding
22.	<i>Similarly, in Overwatch, about 15 out of 21 heroes can literally <u>oneshot</u> enemies. Then there's Mercy, who can revive allies with her ultimate ability (it charges up by healing <u>teammates</u>). (AHIV2: URL)</i>	Подібним чином у грі «Overwatch» приблизно 15 із 21 героїв можуть буквально вбивати ворогів <u>одним пострілом</u> . Крім того, є Мерсі, яка може відроджувати союзників своїм найвищим скіллом (він заряджається, зцілюючи <u>товаришів по команді</u>).	Equivalent Addition
23.	<i>Does the <u>enemy</u> action <u>counter</u> progress at the end of the turn if the enemy is stunned from an effect other</i>	Чи прогресує <u>лічильник дій</u> <u>ворога</u> наприкінці ходу, якщо ворог закастомлений іншим ефектом, окрім того, що в	Transposition

	<i>than having reduced its HP to 0 and flipping it to Stage 2?</i> (BGG: URL)	нього немає здоров'я і він злитий на 2-й рівень?	
24.	<i>Raids in MMORPG (many multiplayer online role-playing games) may require multiple tanks_(character who draws the <u>damage</u> and can take the damage to protect other characters), healers and dps (damage dealers) in order to complete the <u>challenge</u>.</i> (VGFOTW:R: URL)	Рейди в ММОРПГ (багатьох багатокористувацьких онлайн-рольових ігор) можуть вимагати кількох танків (персонаж, який наносить <u>урон</u> та може брати його на себе, щоб захистити інших персонажів), хілерів і дпс (колерів урону), щоб виконати <u>квест</u> .	Equivalent translation
25.	<i>Sweet, my near-dead-Machamp's/Fighter's Revenge/Cleave attack scored a <u>critical hit</u> on that Tyrannitar-with-poor-defense/weak Kobold!!!PWN!!!!11!</i> (UD6: URL)	Чудово, моя майже мертва атака Macchamp/Fighter's Revenge/Cleave завдала критичного удару/кріту тому Турганитар зі слабкою захиткою Коболд!!!Перемога!!!!11!	Addition Omission
26.	<i>Gah! I have to get a stupid glowing rock for only 1000 XP?!?! I hate <u>fetch quests</u>!</i> (UD7: URL)	Гех! Мені потрібно отримати дурний сяючий камінь лише за 1000 ХР?!?! Я ненавиджу <u>пошукові квести від НПС!</u>	Modulation
27.	<i>imo, any game where <u>looting</u> is an important mechanic can get a lot of mileage out of <u>crafting</u>, being able to use the things you find and have a bit</i>	На мою думку, будь-яка гра, де <u>лутінг</u> є важливою механікою, може отримати багато миль від <u>крафтінга</u> . Можливість використовувати речі, які ви	Transliteration Transcription

	<i>more control on what you want to make with them really adds to the game loop.</i> (CIGINAFM: URL)	знайдете, і мати трохи більше контролю над тим, що ви хочете зробити з ними, дійсно додає циклу гри.	
28.	<i>Grinding allows <u>players who are less skillful</u> to catch up to and progress/compete with <u>players who are better</u>.</i> (T: URL)	Граїндинг дозволяє новачкам наздоганяти та прогресувати/конкурувати з профі.	Concretization
29.	<i>A <u>veteran player</u> using a 9mm pistol on a large group of specimens isn't going to get the same amount of kills as a newbie who got his hands on an M32 grenade launcher.</i> (SCD1: URL)	<u>Старий вовк</u> , який використовує 9-міліметровий пістолет у великій групі зразків, не отримає такої ж кількості вбивств, як новачок, який отримав у руки гранатомет M32.	Substitution with an analogue
30.	<i>You still have at least 4 out of 7 perks, that with some <u>skill</u> (or a bit more practice) can easily kill FPs (demo, sharp, zerk, support) and at least 3 for Scrales (sharp, zerk, support).</i> (SCD2: URL)	У тебе все ще є принаймні 4 із 7 бонусів, які за допомогою певних <u>скіллів</u> (або трохи практики) можуть легко вбити ФПс (демо, шарп, зерк, саппорт) і принаймні 3 для Скрейкса (шарп, зерк, саппорт).	Grammatical replacement
31.	<i>Then there's Soraka, the only one dedicated healer in the game, capable of <u>healing up to 300 health</u> and can heal her entire team with the ultimate ability.</i> (AHIV3: URL)	Крім того, є Сорака, єдиний відданий хілер у грі, здатний <u>зцілити до 300 одиниць здоров'я</u> та може зцілити всю свою команду за допомогою найвищої здатності.	Modulation
32.	<i>The hero's Shard is definitely</i>	Шард героя безперечно	Equivalent

	<p><i>getting <u>nerfed</u>. The way it currently works just leaves very little room for counterplay. As long as the enemy has a good follow-up stun, every hero on the map is potentially threatened.</i></p> <p>(DTOMR: URL)</p>	<p><u>послабили</u>. Те, як це зараз працює, просто залишає дуже мало місця для контргри. Поки ворог має хороше подальше оглушення, кожен герой на карті потенційно знаходиться під загрозою.</p>	translation
33.	<p><i>You play different hero every game, thats your biggest mistake. Limit your picks to 2 support picks and 2-3 core picks and play only 1 core role + support when you run out of tokens. And thats it. Also pick strong laners that dont need to rely on teammates. When you master heros you like playing and have good <u>win rate</u> with, then you focus on other details like laning, creep equilibrium, <u>timings</u>, <u>farming patterns</u> etc.</i></p> <p>(TORM: URL)</p>	<p>Кожну гру ти граєш за іншого героя, це твоя найбільша помилка. Обмеж свій вибір 2 виборами саппорта та 2-3 основними виборами та грай лише 1 основну роль + саппорт, коли у тебе закінчаться токени. І це все. Також вибирай сильні лінії, де не потрібно покладатися на товаришів по команді. Коли ти освоюєш героїв, якими тобі подобається грати, і з якими ти маєш хороший <u>коефіцієнт перемоги</u>, тоді ти зосереджуєшся на інших деталях, таких як лінійка, рівновага повзучості, <u>таймінг</u>, <u>схеми фармінгу</u> тощо.</p>	Transposition Grammatical replacement
34.	<p><i>Quick Cast in DOTA 2 is the act of activating a <u>spell</u> or an ability while pointing on a target ally, enemy, or area by</i></p>	<p>“Quick cast” в DOTA 2 — це акт активації <u>заклинання</u> або здібності під час вказівки на цільового союзника, ворога чи</p>	Equivalent translation

	<i>just using the cursor. The <u>skill</u> you want to use will automatically be released to the direction where your cursor is pointing at. (D2: WIQC: URL)</i>	область за допомогою простого курсору. <u>Навички</u> , які ви бажаєте використати, будуть автоматично випущені в тому напрямку, куди вказує курсор.	
35.	<i>There is a great deal of flexibility when it comes to Dota 2 <u>itemization</u>. Being prepared and frequently checking enemy inventories is highly important. While <u>defensive</u> and <u>survivability items</u> are often not too exciting, they are still a necessity and the correct choice of such item can be the difference between life and death. (CIGMS: URL)</i>	Існує універсальний підхід, коли справа доходить до <u>шмоту</u> та <u>дропу</u> у грі «Dota 2». Дуже важливо бути підготовленим і часто перевіряти інвентар ворога. Хоча <u>защитки</u> та <u>предмети живучості</u> часто не надто захоплюючі, вони все одно є необхідністю, і правильний вибір такого предмета може стати різницею між життям і смертю.	Transposition Grammatical replacement Addition
36.	<i>In the majority of games <u>Aphotic Shield</u> is maxed out first, as it combines both defensive and aggressive utility. Being a strong <u>dispel</u>, it helps a great deal against popular heroes like Mirana and is similarly effective against lesser disables. (ATMDFP: URL)</i>	У більшості ігор, каст «Aphotic Shield» спочатку досягає максимуму, оскільки він поєднує в собі як оборонну, так і агресивну корисність. Будучи сильним <u>діспелом</u> , він дуже допомагає проти популярних героїв, таких як Мірана, і так само ефективний проти слабкіших дісейблів.	Transliteration
37.	<i><u>Player ragequit's team</u> just</i>	<u>Команда гравця, який кинув</u>	Substitution with an

	<i>lost a pvp team battle so true to his name ragequit quit proclaiming "my teammates are always n00bs why cant they L2play all my teammates have newb builds." (UD8: URL)</i>	<u>гедзя і агресивно вийшов з гри</u> , щойно програла битву PvP, так що його нік відповідає його діям. Він вийшов, кричачи: "мої тіммейти завжди якісь нуби, чому вони не можуть навчитися нормально грати, усі вони мають якісь нубські скіли та шмот".	analogue Descriptive translation
38.	<i>Reese: Should I use my <u>sniper rifle</u> to take them out? Josh: No need. Use something with a greater AOE. (CD4: URL)</i>	Різ: Чи варто мені використовувати свою <u>снайперську гвинтівку</u> , щоб їх знищити? Джош: Не потрібно. Використовуйте щось із більшим радіусом урону.	Grammatical replacement
39.	<i>This guy's profile says he's only level 4, but he's been getting more kills than all of us combined. I have a feeling we've got a <u>smurf</u> in the game. (TFD: URL)</i>	У профілі цього хлопця сказано, що в нього лише 4 рівень, але він вбиває більше, ніж усі ми разом узяті. В мене таке відчуття, що нас <u>водять за нос</u> .	Substitution with an analogue
40.	<i><u>Cooldowns</u> in video games range from less than a second, to several hours or days. For example, World of Warcraft has a GCD (global cooldown) of one second for most character actions, and a 15 or 30-minute cooldown to return to the player's inn. (CH: URL)</i>	<u>Час відновлення</u> у відеоіграх коливається від секунди до кількох годин або днів. Наприклад, у грі «World of Warcraft» GCD (глобальний час відновлення) становить одну секунду для більшості дій персонажа та 15 або 30-хвилинний час відновлення для	Addition

		повернення в лоббі гравця.	
41.	<i>Death knights are so OP now after that last patch. It's totally unfair. (SN2: URL)</i>	Після останнього оновлення гри, Лицарів Смерті просто неможливо перемогти. Ніякої справедливості.	Transposition
42.	<i>ME: Stop running in with in the building without droning. Teammate: *Runs in without droning* Me: Dude you <u>throwing in ranked</u>. (UD9: URL)</i>	Я: Припиніть вбігати в будівлю не по сигналу. Товариш по команді: *Вбігає не по сигналу*. Я: Чувак, в цій грі на рейтинг ти як <u>ложка дьогтю в бочці меду</u> .	Substitution with an analogue
43.	<i>He <u>cheesed</u> the fight by trapping his enemy in the environment and attacking without taking damage. (D: URL)</i>	Він <u>виграв бій читерством</u> не отримавши жодного урону, захопивши свого ворога навколо та здійснивши атаку.	Addition
44.	<i>A: Hey, I just can't beat this boss, this one move just kills me every time. B: Oh yeah, I struggled with him too. But there's this <u>cheese strategy</u> using this set of armor and a combination of potions that makes you pretty much invincible so I managed to get past him. (UD10: URL)</i>	А: Гей, я просто не можу перемогти цього боса, цей його один мув просто вбиває мене кожного разу. Б: О так, я теж боровся з ним довго. Але є один <u>читерський метод</u> , яка з використанням цього набору броні та комбінації зілля, робить тебе майже непереможним, тому мені вдалося пройти це.	Calque translation
45.	<i>I wish Jork would stop <u>friggen</u> <u>griefing</u> my guild mates</i>	Мені б хотілося, щоб Джорк перестав використовувати	Calque translation

	<i>everytime we log in and play.</i> (UD11: URL)	усякі <u>дешеві махінації та читерські стратегії</u> на мою гільдію кожного разу, коли ми логінемося та граємо.	
46.	<i>I beat you three times in a row in Fortnite! You totally got <u>pwned!</u></i> (TBB: URL)	Я переміг тебе тричі поспіль у Fortnite! <u>Розбив</u> тебе <u>в пух і прах!</u>	Substitution with an analogue
47.	<i>Player1: <u>Gl</u> and have fun everyone!</i> <i>Player2: ooh u get <u>rekt!</u></i> <i>Player1: Oh, shut up!</i> (UD12: URL)	<u>Ні пуха ні пера</u> і веселої всім гри! Гравець 2: Ооо, ти взагалі <u>залишишся з носом!!</u> Гравець 1: Ой, замовкни вже!	Substitution with an analogue
48.	<i>Damn, killing that Farastu Gehreleth last session gave me 6000 XP! That puts me up to level seven.</i> (UD13: URL)	Блін, вбивство Фарасту Гехрелета <u>минулої гри</u> дало мені 6000 ОП! Це <u>апне</u> мене до сьомого рівня.	Differentiation of meaning
49.	<i>"Christie Montiero wins" guy: Dude, stop <u>button mashing!</u></i> <i>noob: Na man, pure skill.</i> (UD14: URL)	«Крісті Монтейро перемагає». Хлопець: Чувак, припини <u>натискати на всі кнопки підряд!</u> Нуб: Чоловіче, ніякого читерства, просто <u>талант не проп'єш.</u>	Substitution with an analogue
50.	<i>We anticipated a rush this game, so we had defenses prepared ahead of time.</i> (SN3: URL)	Ми розраховували, що <u>заразимо</u> цю гру, тому заздалегідь підготували захист.	Grammatical replacement

РЕЗЮМЕ

Курсову роботу присвячено дослідженню способів перекладу термінології медіа дискурсу сфери онлайн ігор. У ході роботи було висвітлено основні етапи наукової думки в галузі термінології та її класифікації, описано існуючі способи перекладу геймерської термінології на матеріалі блогів та форумів різних ігор та сучасних словників, проаналізовано зразок тексту медійного дискурсу і здійснено перекладацький аналіз фактичного матеріалу дослідження (50 одиниць геймерських термінів). Крім того, у роботі наведено приблизні відсоткові підрахунки можливих способів перекладу геймерських термінів.

Ключові слова: термінологія, терміни, медійний дискурс, переклад, перекладацький аналіз, геймерство.