

**»Mladi za napredek Maribora 2013«
30. srečanje**

To what extent does English used in video games-related blogs deviate from the conventions of Standard English?

Raziskovalno področje TUJI JEZIKI

Raziskovalna naloga

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Maribor, februar 2013

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Abstract

My research paper addresses the issue of the language pertaining to video games. In this research paper, I am going to try to establish to what extent the language used in video-games blogs differ from the conventions of Standard English. Video games are especially influential when it comes to children or adolescents. My research question is: »**To what extent does English used in video games-related blogs deviate from the conventions of Standard English?**«

For the purpose of this research paper, I have analysed web blogs of three most popular games – World of Warcraft, Call of Duty and Grand Theft Auto. I have analysed the lexis of these blogs in order to establish if there are any specific lexical items that are used in such blogs. I have paid particular attention to any newly coined expressions.

Further, I have extended the above analysis with the survey conducted among IB students at our school. The purpose of this survey was to establish to what extent the IB students at our school are acquainted with the specific lingo used in video games. The findings show that the students are well familiar with the language of video games.

I have arrived at the conclusion that the language in video games depends on the contents of the game. Some games use more appropriate and standard English than others.

The paper is written in English.

Povzetek

Ta raziskovalna naloga se ukvarja s problemom angleškega jezika v video igrar. V nalogi bom poskušal ugotoviti, do kakšne mere se jezik uporabljen v blogih, povezanih z video igrar razlikuje od dogovorov standardne angleščine. Video igre so posebej učinkovite pri otrocih in mladostnikih.

Analiziral sem spletne bloge treh najpopularnejših iger – World of Warcraft, Call of Duty in Grand Theft Auto. Analiziral sem besedišče teh blogov, da bi ugotovil, ali so uporabljeni kakšni določeni leksikalni elementi. Posebno pozornost sem posvetil novo nastalim besedam in frazam.

Svojo raziskavo sem razširil z anketo. Namen te ankete je bil ugotoviti do kolikšne mere so dijaki mednarodne mature na naši šoli seznanjeni z jezikom uporabljenim v video igrar. Rezultati kažejo, da se dijaki dokaj dobro spoznajo na ta jezik.

Prišel sem do zaključka, da se jezik v video igrar razlikuje glede na igro. Nekatere igre uporabljajo bolj pravilno in standardno angleščino kot ostale.

Naloga je napisana v angleščini.

Acknowledgements

I would like to thank my mentor for his professional help, guidance and patience. I would also like to thank students who completed my survey for helping me to finish this paper.

Zahvala

Želel bi se zahvaliti mentorju za njegovo strokovno pomoč, vodenje in potrpežljivost. Prav tako bi se želel zahvaliti vsem dijakom, ki so izpolnili mojo datoteko in mi s tem pomagali zaključiti to nalogo.

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I. Introduction

Video games are one of the most popular means of entertainment amongst teenagers and they are proven to influence one's behavior (Anderson, et al., 2010). People who play video games (also called Gamers) often identify themselves with the characters of video games and therefore try to behave like them. I will investigate if this also means that gamers use the language which is used in the games they play and to what extent this language deviates from the norms of Standard English.

Since technology has evolved so much, everyone can create their own web blog on the Internet. That is why there are more and more web pages about specific video games that are created by gamers themselves. These are places where gamers communicate and also use the language learned in video games.

The aim of my research paper is to find these blogs, analyze the language used and compare it with the conventions of Standard English. For the purpose of this research paper, I have defined Standard English as a set of rules as defined and explained in grammar books and dictionaries. For this research paper, Longman's Dictionary of Contemporary English¹ and Longman's Student Grammar of Spoken and Written English have been used². The purpose of the comparison with Standard English is to see how much language used in video games blogs deviates from Standard English and thus affects the language used by gamers.

My linguistic analysis consists of the analysis of the lexis, word formation and syntax.

Thereafter, I will carry out a survey among the International Baccalaureate students at our school, the purpose of which will be to establish the IB students' familiarity with the lingo used in the aforementioned blogs.

My research question is as follows: **“To what extent does English used in video games-related blogs and forums deviate from the conventions of Standard English?”**

¹ (Longman Group Ltd., 1995)

² (Pearson Education Ltd., 2002)

II. Theoretical information

There have been many psychological studies about the influence of video games language on teenagers' behavior^{3,4,5}.

But as my research paper pertains to the area of the English language, I am going to focus on how the language used in video games deviates from the conventions of Standard English.

My preliminary studies show that the most affected area of video games language is lexis. There are many new words that do not appear in English dictionaries and I will analyze these words in later chapters.

Very much influenced is also word formation – there are new words which are formed from existing words and a lot of abbreviations (for example: LOL – laughing out loud; OMG – oh my god). Word formation in English language represents five word-formational processes – compounding, derivation, conversion, blending and clipping⁶. I will analyze word formation in video games blogs.

I will also take a look at syntax. According to my preliminary studies, it is the least influenced area of the language of the video games. The clauses in the English language are divided into canonical and non-canonical clauses. I will follow sentences in video-games related blogs and establish whether they are following the rules of non-canonical and canonical clauses or not.

³ (Anderson, et al., 2010)

⁴ (Olson, 2010)

⁵ (Gilani, 2011)

⁶ (Pearson Education Ltd., 2002)

III. Analysis

a) Methodology

I am going to use 5 web blogs about each of the video games and copy the contents of their posts in the last year (for web pages where there are no new posts, I am going to use the contents of the last year when the page was active). The copied contents will be analyzed by Text Statistics Generator application. There I will analyze the words' frequency. I will create a word list for each of the games. This will show us the specific vocabulary used for each of the games

Blogs about three most popular video games will be the focus of the research paper, because a larger area of investigation would be too broad for this research paper. Therefore, I have chosen the game World of Warcraft, which is the most popular online video game⁷ and was also the inspiration for several board games. Another game (or series of games) I have chosen is Call of Duty, which is the most popular video game ever made for personal computers⁸. The third video game series I have chosen is Grand Theft Auto, because it is one of the most controversial titles due to the violence and aggressive language. I have chosen the most popular video games because there are many blogs and forums about those three games, which will provide me sufficient material for research.

The contents will not be divided by web pages, because it is nonsensical to divide it. At the beginning, I will list blogs used in the analysis and some facts about each analysis. Then I will list all the words that could have different meaning than described in a dictionary. I will also analyze the word formation process used in words that underwent word formation.

In the end, I will provide my observations on the syntax in these blogs and conclusions.

b) World of Warcraft

World of Warcraft is the most popular online game in the world. It was published by Blizzard Entertainment and is being played by around 10 million active gamers.

The analysis⁹ has shown that the average word length is 6 letters and that there are no complex words¹⁰. Many abbreviations and shorter words are used.

50660 words have been analyzed (5952 of them were unique – non-repeating). I have analyzed words which occur at least 20 times. The most common words are conjunctions, which I ignored. Below is the list of the words that are game-specific and one would not expect to encounter them in daily English.

⁷ (BBC News, 2012)

⁸ (Forbes, 2011)

⁹ *Web pages used in the analysis:*

- Seabrat's WoW Blog: <http://hi-voltage.blogspot.com/>
- The Azeroth Cookbook: <http://azerothcookbook.com/>
- Kinless Chronicles: <http://kinless.wordpress.com/>
- Blessing of Kings: <http://blessingofkings.blogspot.com/>
- Asleep at the WoW: <http://aatwow.fimlys.com/>

¹⁰ Complex word is a word that includes root and more affixes

The words that I analyzed are (their frequency is provided in brackets):

- WOW (158)

*Dictionary: An exclamation of surprise, wonder, pleasure*¹¹

In the meaning of World of Warcraft, this word is the abbreviation of the game's title, so we can see that gamers try to be as quick as possible in writing.

- RAID (140)

*Dictionary: A sudden assault or attack, as upon something to be seized or suppressed.*¹²

In the game, a raid is a larger group of gamers who are divided into smaller groups and competing.¹³

- GUILD (77)

*Dictionary: An organization of persons with related interests, goals, etc.*¹⁴

It is an in-game association of player characters (e.g. a group of players). This indicates that there is no particular deviation from its dictionary meaning.

- PANDARIA (70)

No dictionary definition

Pandaria is a legendary place in the game.¹⁵ Therefore, it is a fictitious place name and since it is the location where most of the game takes place, it is very often used by gamers. It is also a part of the name of the newest expansion of the game. Therefore it is used even more often.

- MISTS (64)

*Dictionary: A cloudlike aggregation of minute globules of water suspended in the atmosphere at or near the earth's surface, reducing visibility to a lesser degree than fog.*¹⁶

Mists of Pandaria is the name of the newest expansion of the game, which explains its high frequency. Otherwise, it represents clouds, so the meaning is close to the dictionary definition.

- QUEST (57)

*Dictionary: A search or pursuit made in order to find or obtain something.*¹⁷

In the game, quest is a task given to a player that yields a reward when completed. Therefore it is near the dictionary definition.

- BLIZZARD (54)

*Dictionary: A storm with dry, driving snow, strong winds, and intense cold.*¹⁸

Blizzard is the name of the company which is the producer of the game. That is why it is used so often. There is no connection to the dictionary definition of this word.

- ROHAN (48)

¹¹ (Dictionary.com, 2012)

¹² (Longman Group Ltd., 1995)

¹³ (WowWiki, 2011)

¹⁴ (Dictionary.com, 2012)

¹⁵ (WowWiki, 2011)

¹⁶ (Dictionary.com, 2012)

¹⁷ (Dictionary.com, 2012)

¹⁸ (Dictionary.com, 2012)

No dictionary definition

Rohan the Assassin is the name of the character in the game and therefore there is no dictionary definition. This word is probably commonly used because he is a quest giver.

- PVP (44)

No dictionary definition

PVP is an abbreviation for Player vs. Player, where two players compete against each other. It is one of the most popular types of competing in the game which is why it is commonly used.

- STATS (31)

Dictionary: Informal abbreviation for statistics.¹⁹

In the game, this word has the same meaning as the dictionary definition. This word is very common among gamers, because characters' statistics are a very important part of the game.

- FACTION (26)

Dictionary: A group or clique within a larger group²⁰

In the game, a faction is a group of allies, either racial or ideological. Therefore the deviation from the dictionary definition is minute.

- MMO (26)

No dictionary definition

MMO is an abbreviation of massively multiplayer online (game). It means a game where masses of people gather online and play together on one virtual world. World of Warcraft is one of these games and therefore this abbreviation is used commonly in World of Warcraft blogs.

- BLIZZCON (20)

No dictionary definition

BlizzCon is a blend from two words (Blizzard Convention) and represents a celebration of the games by Blizzard.

It has come to my attention that in this game some old-fashioned words are used that we can find in dictionaries but are not used in modern English any longer (e.g. guild, faction...) –this is because game is based in an antique environment and such words help to make the antique setting.

c) Call of Duty

Call of Duty is a shooter video game series franchise. There are 9 titles in the series with more coming. There are approximately 100 million copies of all Call of Duty games sold in the world, but currently there are 40 million active players across the world.

¹⁹ (Dictionary.com, 2012)

²⁰ (Dictionary.com, 2012)

49046 have been analyzed²¹ (5006 of them were unique – non-repeating). The average word length is 6 letters. I recognized even more abbreviations and newly formed words as in the case of World of Warcraft.

Only the words whose frequency was 20 occurrences and more underwent individual analysis.

The list of these words comprises:

- OPS (919)

No dictionary definition (Longman Group Ltd., 1995)

Ops is an abbreviation for “Operations” and is therefore commonly used in game-related blogs. It is also a part of the name of one of the games in the franchise.

- MULTIPLAYER (304)

No dictionary definition

Multiplayer (or abbreviation MP, which in dictionary represents Member of Parliament (Longman Group Ltd., 1995)) is a blend of words multi and player. It means the game which is played by more gamers and is very popular in Call of Duty blogs.

- ZOMBIE (225)

*Dictionary: The body of a dead person given the semblance of life but mute and will-less.*²²

Zombies represent living dead people. This therefore corresponds the dictionary definition.

- WARFARE (177)

*Dictionary: The process of military struggle between two nations or groups of nations; war.*²³

This word is used very commonly, because war is one of the main themes of the game. In the blogs it is used with the same meaning as the dictionary definition.

- TRAILER (131)

*Dictionary: An advertisement for a new film or television show, usually consisting of small scenes taken from it.*²⁴

Trailer is a commonly used word in the multimedia. It is a short film which summarizes the movie or a game and therefore the definition corresponds to the dictionary definition.

²¹ *Web pages used in the analysis:*

- Black Ops 2 Blog: <http://www.codblackopsblog.com/>
- Call of Duty Community: http://community.callofduty.com/community/call_of_duty/english/black_ops_2?view=blog
- The Call of Duty Wiki: http://callofduty.wikia.com/wiki/Blog:Recent_posts
- Call of Duty MW3: <http://my-call-of-duty-mw3.blogspot.com/>
- The Call of Duty Blog: <http://the-cod-blog.blogspot.com/>

²² (Dictionary.com, 2012)

²³ (Dictionary.com, 2012)

²⁴ (Longman Group Ltd., 1995)

- MW (121)
No dictionary definition
MW is an abbreviation of Modern Warfare, which is the title of one of the games of the franchise and is therefore commonly used.
- XP (112)
No dictionary definition
XP is an abbreviation of experience point which means the player's progression in the game. It is commonly used in many games.
- PERK (45)
*Dictionary: something that you get legally from your work in addition to your wages such as goods, meals, or a car.*²⁵
Perks are the special abilities in Call of Duty's multiplayer that give you an upper hand. Thus, the definition does not totally correspond to the dictionary definition.
- DLC (43)
No dictionary definition
DLC is an abbreviation for Downloadable content, which is a content that can be added to the game.
- HUD (29)
No dictionary definition
HUD is an abbreviation for Heads up display. It means the player's information shown on the screen.
- S&D (27)
No dictionary definition
S&D is an abbreviation for Search & Destroy. It is a game mode in the Call of Duty and is therefore used very often.
- FPS (27)
No dictionary definition
FPS could be an abbreviation for two things:
 - o Frames per second, which represent the fluidity of the video shown on the screen
 - o The first person shooter, which is a type of a video game (Call of Duty is of such a type). Therefore this is a more appropriate definition.
- DEATHMATCH (25)
*No dictionary definition*²⁶
Deathmatch is a newly coined word and also means a game mode in the Call of Duty. It is a blend of death and match.
- HACKED (22)
*Dictionary: cut, notched, sliced, chopped or severed heavily, by irregular blows*²⁷
In the world of video games, this expression means that something in the game is unofficially changed and therefore illegal.
- LAMIA (20)

²⁵ (Longman Group Ltd., 1995)

²⁶ (Longman Group Ltd., 1995)

²⁷ (Dictionary.com, 2012)

*Dictionary: A vampire; a female demon.*²⁸

In Call of Duty, Lamia is the last name of one of the main characters and is therefore commonly used. It has no dictionary entry.

The above investigation shows that there are even more abbreviations as in the previous case. It means that gamers who play this game have to type even faster, because this game is a war game and consists of fast reactions.

There are few common words which are also used in computer science language (such as multiplayer, DLC, hacked...).

d) Grand Theft Auto

Grand Theft Auto is a video game series created in the United Kingdom by David Jones and Mike Dailly. It is published by Rockstar Games. There are currently 6 games in the series with the seventh coming soon. There were more than 114 million units sold.

In all, 44920 words have been analyzed²⁹ (4825 unique words) and the average word length is the same as in other two games – 6 letters. Conjunctions are the most common words (as in the previous blogs) and I have done the same analysis as in the other two games. I have noted that there are also violent and sexual words included.

The list of individually analyzed words:

- GTA (606)
No dictionary definition
GTA is an abbreviation for the title - Grand Theft Auto and is therefore commonly used.
- XBOX (307)
No dictionary definition
Xbox is a Microsoft's gaming console with which one can play video games such as Grand Theft Auto, which accounts for its high frequency.
- PLAYSTATION (199)
No dictionary definition
PlayStation is a gaming console by Sony.
- CHEATS (20)
Dictionary: a fraud; swindle; deception.
In the gaming world, cheats mean tools to achieve something in easier, or by fraud. This is very common expression in all GTA games, because some gamers search for cheats, so as to complete the game easier and faster.

²⁸ (Dictionary.com, 2012)

²⁹ *Web pages used in the analysis:*

- Grand Theft Auto IV Blog: <http://www.g4tv.com/thefeed/blog/tag/1246/grand-theft-auto-iv/>
- GTA 5: <http://gta5.tumblr.com/>
- GTA Blog: <http://gtablog.net/>

- TECH (20)

*Dictionary: informal abbreviation for technology.*³⁰

Tech means technology and is common term in computers' world.

I have established that the deviation from Standard English in this case is the least. Violent and sexual words are used because the game is set in the criminal environment and such words are also used in game.

e) **Word formation**

The Word-formation processes in English are:

- *Derivation* is the most common word formation process³¹. It builds new words by adding morphemes to stems through prefixes (e.g. disrespects, unsteady, exclude, atheist, replay...) and suffixes (e.g. designer, sadness, treatment, believable, peaceful...).
- *Compounding* is the process of putting two or more words together to build a new one³² (e.g. bittersweet, songwriter...).
- *Blending* is a combination of two or more words to create a new one, usually by taking the beginning of the first word and the end of the other one (e.g. smog, fanzine, bromance, Spanglish...).
- *Abbreviations* are shortened words built from the initial letters in a phrase or name (e.g. NASA, DNA, USA...).

The analysis of the selected words from web blogs shows the following examples:

- *Derivation:*
 - o TRAIL-ER (suffix)
 - o X-BOX (prefix)
- *Compounding:*
 - o MULTI-PLAYER
 - o WAR-FARE
 - o DEATH-MATCH
 - o PLAY-STATION
- *Blending:*
 - o BLIZZ-CON
- *Abbreviations:*
 - o WOW
 - o PVP
 - o STATS
 - o MMO
 - o OPS

³⁰ (Longman Group Ltd., 1995)

³¹ (Wagner, 2010)

³² (Wagner, 2010)

- MW
- XP
- DLC
- HUD
- S&D
- FPS
- GTA
- TECH

As expected, there is the largest number of abbreviations, because gamers try to type as fast as possible and thus they create different abbreviations.

f) **Syntax**

The clauses in the English language are divided into canonical and non-canonical.

Canonical clauses are basic and elementary kinds of clause that follow the subject-verb-object rule; they are positive, declarative, non-coordinate and have no special stylistic rearrangements.

Non-canonical clauses are negative clauses, imperatives, exclamatives, passive clauses or those that are existential (e.g. There's a man outside).

My syntactic analysis has shown that there are mostly canonical clauses that follow the subject-verb-object rule (e.g. I was playing Portal 2; I was wishing those loveable robots; A product page on Amazon has revealed descriptions...).

Although, especially in the Call of Duty web blogs, I can find clauses that do not have verbs and are elliptical (e.g. Attachments now confirmed; Game finished; Mission complete). In World of Warcraft web blogs, I have found an example of a clause that does not have object (i.e. Well played, Marcus).

I can see that gamers use appropriate syntax as defined in the Standard English conventions.

g) **Results**

There are fewer analyzed words for Grand Theft Auto, because there are fewer blogs related to this game. This is due to the fact that this game's multiplayer is not as popular as one from Call of Duty or World of Warcraft. Online games have more web pages, because gamers communicate through them.

IV. Survey

a) Aim

The aim of the survey is to establish how well the IB students at our school are acquainted with video-games language and how many of the analyzed words they are familiar with.

b) Hypothesis

IB students do not play video games very often, because they use different ways of entertainment; therefore they are poorly acquainted with the language of video games. Male students know more gaming words than female students, because males are more familiar with games, since video games are more directed at the male population.

c) Method

I have created an online survey that was sent to IB students at our school. There are 60 IB diploma program students at our school and they are aged between 16 and 18. I have selected this population because they are of the appropriate age to know these games and because of a balanced gender division: there are half of male and half of female students. The survey was anonymous and the copy of the questionnaire is attached in Appendix 1. The first segment of the questions helped me with the statistics and with further questions I analyzed how much of the video games-related words do students know.

d) Population

45 IB students at our school completed the survey. There were 23 male students and 22 female students. Most of the students were aged 18 (42%) or 17 (49%), while 9% of the students were aged 16.

e) The Interpretation of the results

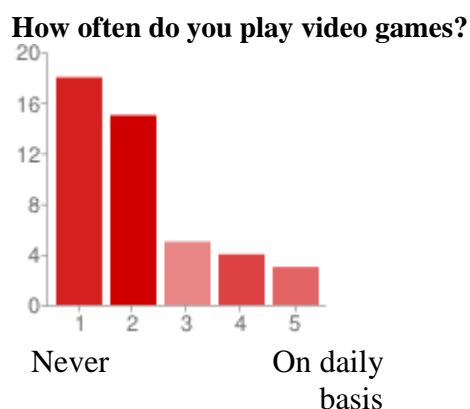


Figure 1

40% of the students never play video games, while 7% of students play video games on a daily basis. Results have also shown that only 36% of female students play video games while 83% of male students play video games. Thus, male students should be more acquainted with video games language.

How often do you play online video games?

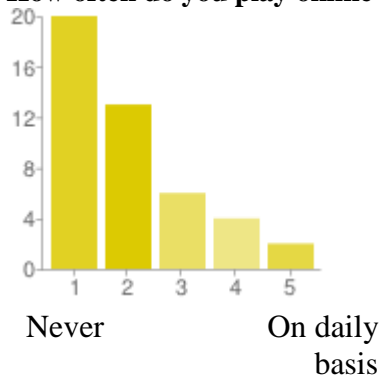


Figure 2

44% of the students never play online video games, while 2 students play online video games on a daily basis. 22% of the male students do not play online video games, while 68% of female students do not play online video games.

Do you know what do the following words mean/represent?

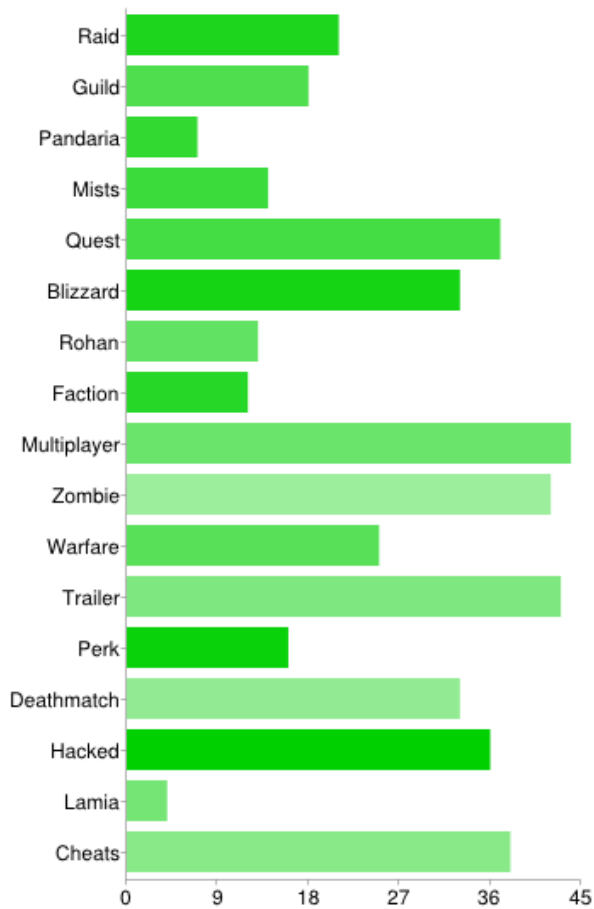


Figure 3

98% of the students know what multiplayer means and 96% of the students know what a trailer means. 93% of students know the word zombie.

The least known words were Pandaria (only 16% know what it meant) and Lamia (only 9% know the word). This is due to the fact that these words are game-specific names and therefore not used outside these video games.

Write down what do the following abbreviations mean

- 36% (16) of the students knew the right meaning of the word Stats (Statistics)
- 33% (15) of the students knew the right meaning of the word Tech (Technology)
- 31% (14) of the students knew the right meaning of the word XP (Experience Points)
- 29% (13) of the students knew the right meaning of the word GTA (Grand Theft Auto)
- 27% (12) of the students knew the right meaning of the word WoW (World of Warcraft)
- 24% (11) of the students knew the right meaning of the word MW (Modern Warfare)
- 24% (11) of the students knew the right meaning of the word PVP (Player vs. Player)
- 20% (9) of the students knew the right meaning of the word Ops (Operations)
- 16% (7) of the students knew the right meaning of the word FPS (First person shooter) – 9% (4) have written another definition (Frames per second)
- 13% (6) of the students knew the right meaning of the word HUD (Heads-up display)
- 13% (6) of the students knew the right meaning of the word BlizzCon (Blizzard Convention)
- 11% (5) of the students knew the right meaning of the word MMO (Massive multiplayer online)
- 11% (5) of the students knew the right meaning of the word DLC (Downloadable content)
- 11% (5) of the students knew the right meaning of the word S&D (Search & Destroy)

Other words students have suggested to add are:

- L2P (Learn to play)
- RPG (Role playing game)
- RTS (Real time strategy)
- Sim (Simulation)
- NPC (Non-player character) = character which is played by computer
- KO (knock-out)
- Clan = team of players who play together (like a club)
- Ping = a slang word for the network latency seen between a game player's computer and the game server
- Grinding = process of engaging in repetitive tasks during video games
- Griefer = player who deliberately irritates and harasses other players within the game
- Bot = Robot
- HP = health points (points that represent how much hurt you are in the game)
- Crack = modification of the game that removes developer's protection methods (illegally)
- Nerf = a change to a game that reduces the desirability or effectiveness of a particular game element

- Buff = oposite to nerf; a positive status effect that affects mainly player or enemy statistics.

f) Analysis of results

As expected, female students play video games more rarely than male students. Those who answered that they do not play video games at all knew just a few of the provided words (words such as zombies, multiplayer, trailer and quest) ; other words are specific slang gaming words. Students who answered that they play video games on a daily basis knew almost all of the provided words. The students themselves also provided a couple of other examples that they use when they communicate with other gamers. These words are not in my blogs analysis because they are not commonly used in these games. However, they have provided words that are used in other games. These words are mainly abbreviations, because they want to type quicker. The results are quite unexpected, because I expected that fewer IB students would be acquainted with the gaming language. I think that this is due to the fact that IB students at our school have a broad general knowledge and therefore they are familiar with these words.

The survey could be improved, because the population might have been dishonest when answering the selective questions Yes/No. Questions would be better if students had had to write or select definitions rather than just tick the words that they have been more supposed to know.

V. Conclusion

As can be seen from the analysis of the blogs, video games language uses many abbreviations, because gamers try to type as quickly as possible. I have found out that there are a couple of words that are specific to each of the video games and that there are more violent and sexually inappropriate words in some games, such as Grand Theft Auto.

The survey has shown that the selected population is well acquainted with the video games language. Mostly male students use gaming language, because more of them play video games. Students who play games often use abbreviations because they want to type quickly.

There are a lot of gamers that play different games and since each game has its own specific lexis, there are a lot of variations, such as the lexis of Grand Theft Auto, the lexis of Call of Duty (war-oriented language) and the lexis of World of Warcraft (old-fashioned language).

Thus I can say that video games language does deviate from the conventions of Standard English, but only to a specific extent, which varies with different games. Video games language deviates to the extent that people who are not acquainted with the game do not understand it.

Therefore, video games language can be compared to the jargon or even treated as one type of jargon. It has the same roots, but each area has specific lexis and differences, just like the language of different video games.

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APPENDIX 1

- Age
- Gender
- How often do you play video games?
- How often do you play online video games?
- Do you know what do the following words mean/represent? (multiple choice question)
 - o Raid
 - o Guild
 - o Pandaria
 - o Mists
 - o Quest
 - o Blizzard
 - o Rohan
 - o Faction
 - o Multiplayer
 - o Zombie
 - o Warfare
 - o Trailer
 - o Perk
 - o Deathmatch
 - o Hacked
 - o Lamia
 - o Cheats
- Write down what do the following abbreviations mean (leave it blank if you don't know)
 - o Ops
 - o MW
 - o WoW
 - o PVP
 - o Stats
 - o MMO
 - o XP
 - o BlizzCon
 - o DLC
 - o HUD
 - o S&D
 - o FPS
 - o GTA
 - o Tech
- Write down more video games related words or phrases that you know and that do not follow the rules of Standard English.