UNIVERSITY OF SS. CYRIL AND METHODIUS IN TRNAVA

FACULTY OF ARTS

INTERNET VERNACULAR – A STUDY OF NEOLOGISMS IN ONLINE DISCOURSE OF CYBERCULTURES

Master Thesis

2025 **Bc. Jakub Riecky**

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Study programme: English Language and Culture in Specialized Communication

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Supervisor: doc. PaedDr. Juraj Miština, PhD.

Trnava 2025 **Bc. Jakub Riecky**

UNIVERZITA SV. CYRILA A METODA V TRNAVA

FILOZOFICKÁ FAKULTA

INTERNETOVÝ JAZYK – SKÚMANIE NEOLOGIZMOV V ONLINE DISKURZE KYBERKULTÚR

Diplomová práca

Študijný program: Anglický jazyk a kultúra v odbornej komunikácii

Študijný odbor: 11. Filológia

Školiace pracovisko: Katedra anglistiky a amerikanistiky

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Field of Study: 11. - Philology
Type of Thesis: Master's Thesis
Language of Thesis: English
Secondary language: Slovak

Title: Internet vernacular - a study of neologisms in online discourse of cybercultures

Annotation: This master's thesis deals with the dynamic landscape of internet vernacular, specifically focusing on neologisms within online discourse and cybercultures. The theoretical foundation explores the historical evolution of internet language, tracing the origins of neologisms and their integration into digital communication. Emphasis is placed on understanding the sociolinguistic aspects of neologism formation, including the role of online communities, platforms, and internet subcultures in shaping and propagating new linguistic expressions. Drawing on linguistic theories and concepts, the theoretical segment aims to establish a comprehensive framework for understanding the intricate relationship between neologisms and the evolving landscape of online communication. The experimental phase of this study involves meticulous analysis of contemporary neologisms in the online discourse of various cybercultures. Utilizing a mixed-methods approach, a substantial dataset comprising online conversations, forum discussions, and social media interactions will be examined. The research methodology includes identifying and categorizing newly coined words and phrases, investigating their usage patterns, and discerning the contextual factors influencing their emergence. The study aims to shed light on the role of neologisms in reflecting and shaping the identity of internet subcultures, offering valuable insights into the ever-evolving linguistic landscape of online communication within cybercultures.

Keywords: Internet vernacular, neologisms, cybercultures, sociolinguistics, linguistic evolution, online communication

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ZADANIE ZÁVEREČNEJ PRÁCE

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Jazyk záverečnej práce: anglický
Sekundárny jazyk: slovenský
Názov: Internetový jazyk - skúmanie neologizmov v online diskurze kyberkultúr
Anotácia: Táto diplomová práca sa zaoberá dynamickou krajinou internetovej ľudovej reči, konkrétne sa zameriava na neologizmy v rámci online diskurzu a kyberkultúr. Teoretický základ skúma historický vývoj internetového jazyka, sleduje pôvod neologizmov a ich integráciu do digitálnej komunikácie. Dôraz sa kladie na pochopenie sociolingvistických aspektov formovania neologizmu, vrátane úlohy online komunít, platforiem a internetových subkultúr pri formovaní a propagácii nových jazykových prejavov. Teoretická časť vychádzajúca z lingvistických teórií a konceptov má za cieľ vytvoriť komplexný rámec na pochopenie zložitého vzťahu medzi neologizmami a vyvíjajúcou sa krajinou online komunikácie. Experimentálna fáza tejto štúdie zahŕňa starostlivú analýzu súčasných neologizmov v online diskurze rôznych kyberkultúr. S využitím prístupu zmiešaných metód sa preskúma rozsiahly súbor údajov obsahujúci online konverzácie, diskusie na fórach a interakcie so sociálnymi médiami. Metodológia výskumu zahŕňa identifikáciu a kategorizáciu novovytvorených slov a fráz, skúmanie ich spôsobov používania a rozlišovanie kontextových faktorov ovplyvňujúcich ich vznik. Štúdia si kladie za cieľ objasniť úlohu neologizmov pri odrážaní a formovaní identity internetových subkultúr a ponúka cenné pohľady na neustále sa vyvíjajúce jazykové prostredie online komunikácie v rámci kyberkultúr.
Kľúčové slová: Internetový jazyk, neologizmy, kyberkultúry, sociolingvistika, jazykový vývoj, online komunikácia

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Čestné vyhlásenie

Čestne vyhlasujem, že som diplomovú prácu s názvom „Internet vernacular - a study of neologisms in online discourse of cybercultures“ vypracoval samostatne pod vedením doc. PaedDr. Juraja Mištinu, PhD. Všetku použitú literatúru uvádzam v zozname.

V Trnave, dňa

.....

Bc. Jakub Riecky

Poďakovanie

Chcel by som sa poďakovať vedúcemu záverečnej práce doc. PaedDr. Jurajovi Mištinovi, PhD za jeho pomoc pri spracovaní témy, trpezlivosť a ochotu pri zhromažďovaní materiálov a za cenné rady a podnety, ktoré mi poskytoval pri písaní tejto práce.

ABSTRAKT

RIECKY, Jakub: Internetový jazyk - skúmanie neologizmov v online diskurze kyberkultúr. [Diplomová práca] Univerzita sv. Cyrila a Metoda v Trnave. Filozofická fakulta: Katedra anglistiky a amerikanistiky. Školiteľ: doc. PaedDr. Juraj Miština, PhD. Stupeň odbornej kvalifikácie: Magister. Trnava: FF UCM, 2025. 89 s.

Cieľom diplomovej práce je definovať a charakterizovať Internetové neologizmy takým spôsobom ako sa vyskytujú na rôznych platformách. Predmetom tejto práce je opis povahy komunít, ktoré vytvárajú a používajú tieto výrazy, a taktiež opis nuáns ktoré sú spojené s ich tvorbou. Teoretická časť práce sa zameriava na neologizmy, kyberpriestor, kyberkultúru, netiketu, Internetový slang a Internetové neologizmy, ich využitie, miesta vzniku a tvorcov. Praktická časť skúma Internetové neologizmy ktoré sa vyskytujú na sociálnych sieťach, fórach a herných platformách a taktiež v Anglických a Slovenských korpusoch. Tento výskum poukazuje na viaceré nuansy Internetových neologizmov ako napríklad špecifiká ich využitia, slovotvorné procesy ktorými sa tieto výrazy často tvoria, ich slovné skupiny, a taktiež sa zameriava na ich prítomnosť a vlastnosti v rôznych korpusoch. Cieľom tejto práce je poukázať na rôzne subkomunity, ich vplyv na Internetový slang a na špecifiká Internetových neologizmov.

Kľúčové slová: Internetová komunikácia. Internetový dialekt. Kyberkultúry. Neologizmy. Sociolingvistika. Vývin jazyka.

ABSTRACT

RIECKY, Jakub: Internet vernacular - a study of neologisms in online discourse of cybercultures. [Master Thesis] University of SS. Cyril and Methodius in Trnava. Faculty of Arts: Department of British and American Studies. Supervisor: doc. PaedDr. Juraj Miština, PhD. Degree of Professional Qualification: Master. Trnava: FF UCM, 2025. 89 p.

The master thesis aims to define and characterise Internet neologisms as they appear on various platforms. The objective of the thesis is to depict the nature of the communities which create and use these types of expressions while detailing the nuances which surround their creation. The theoretical part of the thesis concentrates on neologisms, cyberspace, cyberculture, netiquette, Netspeak, and Internet neologisms, their uses, places of origin and creators. The empirical part analyses Internet neologisms which can be found on social media, forums, and gaming platforms, as well as English and native corpora. The research highlights various nuances of Internet neologisms, such as peculiarities of their use, word-formation methods which frequently are used to create these expressions, and their word classes, while additionally detailing their presence and characteristics in various corpora. The object of this work is to show various subcommunities, their influence on Netspeak, and the peculiarities of Internet neologisms.

Keywords: Cybercultures. Internet vernacular. Linguistic evolution. Neologisms. Online communication. Sociolinguistics.

TABLE OF CONTENTS

List of tables

List of figures

Introduction

The objective of this thesis is to define and characterise Internet neologisms which are used on various Internet-based platforms, such as social media, forums, gaming platforms, etc. Each year new expressions are created by Internet users to express new meanings, name new concepts or replace those which already exist, but are for one reason or another inferior. These expressions make their way into the general vocabulary of English-speaking users, who spread them even further to other foreign languages.

Two parts make up the whole of the thesis, the theoretical part and the empirical part, and the sum of these parts is divided into eight chapters, each of which is further divided into sub-chapters. The theoretical part is focused on neologisms, their definition and characteristics, while also focusing on cyberspace, cyberculture and their characteristics, netiquette, and the nature of the language which is used on the Internet by its users. The last chapter of the theoretical part deals with Internet neologisms and their purposes in communications, the way in which they are formed, and the users who create them.

The empirical part is divided into five chapters, with chapter number four serving as the beginning of this part, wherein the outline of the research, the hypotheses, research questions, and methodology are established. The fifth chapter marks the beginning of the research and it is focused on Internet neologisms found on various platforms, their frequency, as well as the frequency of word classes and word-formation methods they fall under. Furthermore, closer attention is paid to differences in the available expressions found among these platforms, while also focusing on particular sub-communities. The next two chapters deal with Internet neologisms which can be found in English and Slovak corpora, while also comparing the breadth of expressions available in these sources. In the last chapter, the results of the research are presented and the validity of the hypotheses is appraised.

I. THEORETICAL PART
1. NEOLOGISMS

The existence of humanity on this planet would not be possible or would be greatly hampered, without the possibility of communication. While communication through various means is undoubtedly possible, vast amounts of information, nuance and emotion could not be otherwise expressed effectively, were it not for spoken and written down forms of communication. Words, among other features of communication, help us distribute what we want to get across, or at least something that resembles our desired point or intent. Due to the constant evolution of the world and the constant need to express new ideas and concepts, new words have to be created to accommodate the communication needs of an ever-evolving society. Though possible, it would be highly impractical to communicate new ideas, while only using pre-existing words, without assigning new meanings to these units of communication. The words that we use on a day-to-day basis live a life of their own, constantly evolving to fit our communication needs. While new concepts spring into our lives, old concepts may fade into obscurity, living on only in obscure communities, with limited usage, or be entirely abandoned and forgotten. This is also reflected in the words which denote these concepts, which similarly fade out completely or into relative obscurity, used only by certain groups of people. While the journey of some words comes to an end, on the other side of the spectrum, a new journey of a new word is only on the cusp of starting. For one reason or another, new words, also known as neologisms, come into existence. However, these units are not fully fledged words yet, as their success and subsequent position in the lexis of one or multiple languages is not guaranteed. Numerous units will come into existence only for a short period and then peter out, thus never achieving their position in the word stock of a particular language. Neologisms display certain features, which make them unique, such as the circumstances under which each neologism is created, which ensures that no two neologisms are quite the same. To define a neologism simply as just a new word would not do it justice, thus, a proper definition has to be established.

1.1. Neologism definition

Over the course of history, various definitions for neologisms by different authors have been put forward. Linder and De Sterck have postulated the following definition: “Though there is no commonly agreed upon definition of what neologisms are, we propose to define

them as typically complex words or multi-word lexical items that make their first-known diachronic appearance in a language, corpus of texts or specialised discourse. Neologisms are terminological names for new knowledge items (concepts, ideas, terms) that can result from new scientific or academic research, contact between languages, and changing societal demands and realities"(Linder and De Sterck, 2016, p.42). Other definitions have been postulated by Anesa: "Intuitively, neologisms are defined as new words or expressions, which may be monolexical and polylexical units. They generally express the need to identify a new concept or idea and may be related to scientific and technological inventions or discoveries, or be a way of labelling specific social and cultural situations"(Anesa, 2019, p.38), along with Kerremans: "A neologism is defined here as a recently coined word which is new to the majority of the members of the speech community (Kerremans et al., 2012, p.60), as well as: "In the field of linguistics and lexicology, a neologism represents to a newly coined word or phrase that appears in a language"(Sadriddinovna, 2024, p.167). Throughout these definitions, an overarching set of features can be extracted. Among them is the fact that neologisms are new monolexical or polylexical units, which express new concepts from various sources of influence. While the validity of the majority of these features is grounded, an essential feature is missing. While it is true that neologisms are new words which express new meanings relating to new concepts, they are also well-established words which have gained a new meaning, a case in point being the word "*cloud*", which has gained the meaning of "*online data storage*". Conversely, a new expression which denotes a meaning already expressed by a different word can also be considered a neologism (e.g. *yeet* – to throw). Thus, with the addition of the aforementioned feature, the following definition can be synthesised: "A neologism is a newly coined monolexical or polylexical expression which corresponds to a new or an existing concept, or a pre-established expression which denotes a new concept, stemming from social, scientific, cultural, technological developments or processes in a given speech community or communities". Neologisms reflect the development of the world around us, however, neologisms undergo a process of development of their own.

1.2. The creation and development of neologisms

New neologisms come into existence on a daily basis, in order to express a meaning through a new unit, which does not exist in the language yet, or does not exist to such a

capacity, which would express the desired meaning. The existence of a new word for a concept is important for the existence of the concept itself, as Anesa posits: "...the creation of a new word is not merely a question of electing a label for a new concept, but labelling such a concept is the first step in the affirmation of the very existence of the concept itself" (Anesa, 2019, p.4). Besides the affirmation of a concept, a neologism can be created for other reasons, such as the societal need to create a more euphemistic unit which would name a concept previously expressed by a word which has gained some pejorative connotations. These new neologisms will eventually enter the language, replacing the old word. However, they will also acquire the same or similar connotations over time and, thus will be replaced by an even more suitable word, which expresses the same concept (e.g. "*Special*", which replaced the harsher term "*retarded*", however over time it gained a pejorative meaning). As a result, these words reflect the time in which they were created, as well as the societal standards and the overall development of society and its openness, or lack thereof, to some taboo or frowned-upon topics. While the creation of neologisms is mostly positive, due to the aforementioned reasons, it can be also problematic, mainly due to the difficulties that are connected with their translation. The recency of neologisms can make it hard to find a suitable equivalent in the target language. Furthermore, even an explanation may not be of any help, as it may not be suitable over time, since the neologism can develop even further and alter its meaning. The translator can alternatively borrow the source language neologism, without altering its form, or create an equivalent neologism in the target language.

The formation of a neologism is a process, which is undergone in several stages. Schmid (2008) divides this process into the following stages: the first stage is creation, during which a nonce-formation is first uttered, followed by the consolidation and lastly establishment. Additionally, Kerremans (2015) posits, that not all neologisms go through these phases to the same degree, as the meaning of some units is more transparent, allowing them to move forward, without contextual anchoring. At first, the neologism, or rather a nonce-formation, is first uttered or written down by a speaker of a particular language, although it need not necessarily be the speaker of a language in which the utterance will be anchored and used. This is done by an individual or individuals, who adhere to a particular social group, or simply by communicants in a private communication, be it between friends or family. From there the nonce-formation starts to gain popularity, due to the frequency with which the speakers use such a formation. The more such a formation is used, the more likely it is that a different speaker of the language will adopt it into their mental lexicon and spread it further.

At this point, the word is reliant on context and explanations. The word gains the acceptance of the particular speech community, which also increases its usage even further. In the last step, the word is sufficiently transparent and its contextual cues are no longer present, it is then integrated into the vocabulary of a given language. The word acquires the characteristics of other words within this system, for example, an entry in dictionaries, glossaries and corpora. According to Anesa (2019) the process does not have a clear beginning and end, sometimes even circularly repeating itself. Furthermore, only a restricted number of community members may be involved, prompting the neologism to develop over time. Even then, the final neologism is not guaranteed to remain a permanent fixture of the language's vocabulary, as some might reject its use, and it might not leave the confines of the particular community. As Čilić and Plauc (2021) mention, it is hard to determine the age at which a nonce-formation can be considered a neologism, while some scholars consider it to be a matter of recognition by the populace, others claim that a word should not be older than 25 years of age to be considered as such.

The need to express a particular meaning or a specific nuance gives rise to many new units in a particular language. Despite the plethora of lexical units which inhabit the mental lexicon of an individual, sometimes none of these units are capable of expressing what the communicator is trying to convey. This leads the communicator to invent or construct a new word. Such a word is known as a nonce-formation. They are characterised by their limited usage, often being used only in a particular moment and then disappearing, created without any intent for the word to be used in the future. Additionally, these words rely on the context of the discussion in which the word appears. Kerremans (2015) distinguishes nonce-formations from neologisms by: frequency, context-dependence and motivation. Neologisms are nonce-formations which have been used frequently enough to be used by a portion of the speech community, but not frequently enough to be considered a proper part of the lexicon. The process, during which neologisms are formed, can be a creative one. Most neologisms follow word-formation principles, even if their coiners do so unintentionally. This is mainly because following pre-established word-formation patterns provides more transparency and, to a certain degree, less reliance on context, thus enabling more consistent and faster communication. When discussing morphological processes which contribute to the creation of neologisms, Čilić and Plauc (2021) enumerate the following processes: Compounding, Reduplication, Affixation, Conversion, Abbreviations and Acronyms, Clipping and Blending. Sayadi (2011) also includes Generified Words, Direct

borrowings, Indirect borrowings and Semantic Drift. All of these methods, some to varying degrees, introduce new lexical units into the language. The final product, i.e. the neologism, is often attributed to a person, publication, period or event, and it is not exclusive to linguistics, being also found in other sciences, such as psychiatry, theology, etc. (Čilíc and Plauc, 2021). Overall, various processes contribute to the development of nonce-formations, which through constant use develop into neologisms.

Various types of neologisms can be distinguished, based on diverse criteria. A neologism can arise as a new coinage, but also by attributing a new meaning to a pre-established lexical item. Newmark (1988, p.150) proposed twelve types of neologisms:

A. Existing lexical items with new senses:

1. Words
2. Collocations.

B. New forms:

1. New coinages
2. Derived words
3. Abbreviations
4. Collocations
5. Eponyms
6. Phrasal words
7. Transferred words (new and old referents)
8. Acronyms (new and old referents)
9. Pseudo-neologisms
10. Internationalisms.

Similarly, Sadriddinovna (2024) classifies neologisms into:

- Neolexemes (new words, often as a result of blending or borrowing – *toaster, security*),
- Neophrases (newly constructed phrases – *coach potato, silly money*),
- Neosems (existing words with a new meaning – *mouse, fishing*).

As was discussed in section 1.1. neologisms are not only new words but also words which existed in the language before, which have gained a new meaning, this process is also known as a semantic change. This allows speakers to grasp the concept more quickly, especially if the new concept is logically linked to the original meaning of the word. According to de

Vaan et al. (2007), speakers can identify a neologism during its second occurrence, however, context also plays an important role in the memorisation of the neologism. The inclusion of a new meaning keeps the word new in the minds of the language community.

Neologisms are frequently included in dictionaries. Due to the vast amount of neologisms, it would be impossible for all of them to be included in dictionaries, therefore it is up to the lexicographers to decide which ones will be included. According to Kerremans (2015), for a neologism to be included in a dictionary it needs to be frequently used and make a lasting contribution to the vocabulary, as well as acquire an established foundation, in order to filter out the unwanted words. Once included in the dictionary, a neologism will be labelled as "*new*", "*new usage*" or "*recent*", to notify the user of its recent status. It is unclear which dictionary responds to neologisms faster, though it is possible to conclude which dictionary includes more neologisms. In a study carried out by Creese (2018), which compared the OED and Merriam-Webster, it was found that the OED was more open to neologisms, whereas Merriam-Webster was more cautious about the inclusion of neologisms. Furthermore, entries in the OED included more information (such as geographical details, date information and quotations) about the particular word, and the information was of higher quality. The frequency with which a word appears is a great indicator of its relevance, although it should not be the only one. Extralinguistic events may increase the popularity of a particular neologism and create a period of topicality, in which the word sees a rise in frequency, not only within one field of discourse but possibly even other spheres of socio-pragmatic discourse types (Kerremans, 2015). This might be prompted by extralinguistic causes which have a major impact on the language community, such as social crises such as wars, political happenings, or major health pandemics. The Second World War introduced words like *"radar*" (RAdio Detection And Ranging) or "*fragging*" (deliberate killing of a fighting unit, from the shortening of fragmentation grenade), while pandemics introduced words like "*HIV*" (Human Immunodeficiency Virus), "*AIDS*" (Acquired Immune Deficiency Syndrome), and in more recent memory neologisms relating to the COVID-19 outbreak, such as "*covideo party*" (online party via Zoom or Skype) or "*covexit*" (the strategy for exiting lockdown), and many other expressions (Lawson, 2020). While such formations help speakers cope with unprecedented events, the influx of neologisms and their high frequency over only a short period of time makes it difficult to effectively track and determine which neologisms will have a lasting effect, and are thus worthy of being included in a dictionary.

2. CYBERSPACE

Cyberspace offers new possibilities, which help expand the real world by providing services and functions which would not be possible in the real world or which would be highly inconvenient. Various authors provide their definitions of cyberspace. Bell (2001) describes cyberspace as a global network of computers, which enable communication between remote actors. Furthermore, Gómez-Diago (2012) defines cyberspace as a non-physical field of computer systems which is used and expanded by its users. Both authors describe cyberspace as a network of computers, although the possibilities of cyberspace expand far beyond just computers, and it can be said that any smart device, be it a gaming console, car, fridge, smartphone, smartwatch, television, alarm clock, virtual assistant device, etc. Therefore, it can be inferred that cyberspace is the network of global smart devices. This definition, however, does not cover the entirety of cyberspace, therefore other definitions have also been formulated. "Cyberspace is a domain that uses the electronic and electromagnetic spectrum to store, modify, and exchange data through network and system-related physical infrastructures" (Pawar et al., 2021, p.210). Thanks to the interconnected nature of cyberspace, data can be transferred, stored and retrieved much more efficiently than in analogue forms of storage and transfer. Additionally, as Bennis (2024) remarks, cyberspace is a borderless environment which can act as an extension of human memory, while also enabling the transfer and storing of cultures and identities. While human memory is immensely more capacious than the storage units of most modern devices, the act of sharing and recalling particular information is significantly easier, especially on a global scale, with the use of cyberspace. Cyberspace is often associated with the concept of virtual reality, which names the imaginary place where virtual objects exist (Pawar et al., 2021). Virtual reality is capable of enhancing the experience of using cyberspace by offering a more immersive way of interacting with digital worlds, which can be used for various activities such as social interaction, gaming, work and even shopping. While the full extent of cyberspace cannot be fully captured within a single definition, the following definition can be made: Cyberspace is a borderless space, created by globally connected smart devices operated by human actors to store, retrieve and share information, which can be further enhanced by the incorporation of various peripherals.

2.1. Cyberspace characteristics

The digital nature of cyberspace has enabled it to be incorporated into various aspects of our everyday lives through the use of digital technologies. The ubiquity of devices which can access the cyberspace network is at an unprecedented rate, with new devices requiring access to the network increasing, seemingly by the day, to the dismay of many users, who prefer the simple nature of analogue devices, or devices which need not be connected to the network at all times. This connection to the network is often carried out over the internet. Whether the internet is synonymous with cyberspace is often disputed. Some authors such as Pawar et al. claim that: "Cyberspace is an endless space known as the Internet (Pawar et al., 2021, p.210). While authors such as Bennis (2024) see cyberspace as something more than just the Internet, something that is hard to define and identify, as well as something that is even broader and virtual than the Internet. The term cyberspace was first used by Gibson in his novel Necromancer: "A consensual hallucination experienced daily by billions of legitimate operators, in every nation, by children being taught mathematical concepts... A graphic representation of data abstracted from the banks of every computer in the human system. Unthinkable complexity. Lines of light ranged in the nonspace of the mind, clusters and constellations of data" (Gibson, 1984, p.51). The term more closely resembles the interpretation as described by Bennis. While cyberspace and the Internet are not entirely interchangeable, the closest approximation of cyberspace, in a non-abstract way, is that of the Internet.

The digital nature of the internet allows it to incorporate various forms of media, which have over the past years shifted towards a digital format, e.g. television, music and film. While cyberspace is boundless, the internet has some boundaries, however, it has fewer boundaries than the real world, which enabled all of these forms of media to co-exist in one place. The Internet simultaneously offers other applications which enable: file sharing, electronic mail, telecommunication, and most importantly the World Wide Web. "The World Wide Web (or Web) is the most widely encountered manifestation of this network – the full collection of all the computers linked to the Internet which hold documents that are mutually accessible through the use of a standard protocol (the HyperText Transfer Protocol, or HTTP)" (Crystal, 2004, p.42). The web is a place where the limitless nature of cyberspace is best exemplified, as it enables users to access websites through which they may participate in various activities, ranging from communication, online shopping, playing games, viewing videos, advertising products, education, networking, while also giving a platform for people

to express their thoughts, beliefs, while also enabling the sharing of knowledge, art, ideas, cultures, identities, and narratives. This can be carried out through the use of specifically tailored websites, or through the use of social media platforms, such as Facebook, Instagram, Twitter (X), Reddit, Tik-Tok and many others. On the other hand, there are also consequences of the Internet which are less than desired, such as criminal activity, spamming, credit card scams, phishing and ATM fraud (Pawar et al., 2021). Whether the web introduced more positive or negative aspects is highly debatable, however, it cannot be denied that it altered the direction of the development of humanity. While the limitations of the current technology do not allow for the full potential of the internet to be realised and live up to the intended idea of cyberspace, with enough time and development of the technology, the only limitation will be that of the human mind.

Cyberspace provides opportunities, which would not be possible or highly unlikely to take place. Collaboration between people from different parts of the world is significantly easier through the use of the Internet. While collaboration in the "*real world*" or as Makhachashvili (2015) calls it "*the Outernet*", is heavily restricted by long distances and time shifts, the Internet can alleviate these issues, or in some cases outright eliminate them. While for the most part issues of time zone differences persist, one communicator can send a message via e-mail or a social media private message, and know that their message will be received and attended to in due time, much faster than through real-world forms of communication such as mail. This allows a communicator to send a message at any time of the day, enabling them to continue their daily activities, while additionally being less disruptive for other people than phone calls or face-to-face communication, due to the elimination of noise. Collaboration between individuals is not restricted to the business sphere, as any sphere of interest, however obscure is given the opportunity for collaboration. Individuals with common interests are able to work together to form a community for like-minded individuals, where they are able to discuss any topic of interest that falls within their particular sphere of interest. Cyberspace enables the gathering of people from all over the world, who share a particular interest, and who would otherwise not be able to discuss these topics, be it due to the lack of interest from people within their local area or, for one reason or another, even their own country at large. The gathering of individuals who share a particular interest gives rise to traditions, customs and inside jokes, which are unique to that group. While they are mostly restricted to the community, they may spread through the internet and assist in the formation of a cyberspace culture – or Cyberculture.

2.2. Cyberculture characteristics

The gathering of individuals from various corners of the world enables various cultures, traditions, beliefs and philosophies to interact with each other and create a new kind of culture, which is characterised by its medium, which is cyberspace. Cyberculture, sometimes referred to as cyber society or even virtual community (Popović and Hromadžić, 2008), is not only the coalescence of various real-world cultures, as it incorporates features, practices, values and attitudes which are unique to it and the individual communities which help shape its character. The users who influence cyberculture the most are the ones who interact with it the most. The main contributors are gamers, hackers, teenagers, online content creators, forum members, users of social media platforms and many others. All of these groups interact with cyberspace, whether it is for monetary gain, as a form of relaxation or as a source of entertainment. Cyberspace users are not only consumers of information, but they also actively participate in the creation, storage, and spreading of new information (Uzelac, 2008). Cyberculture is furthermore shaped by the technology which users use in order to interact with cyberspace, for example, smartphones shape the way in which some content creators format their output. Live content creators release two simultaneous broadcasts to accommodate viewers who watch their content with their smartphones rotated at a 90-degree angle. Furthermore, devices like smartphones and smartwatches influence the way in which people communicate. The omnipresence of smartphones in the lives of users means that they are available to answer any message, so long as they have access to the internet. While the presence of smartwatches enables users to get a notification without even having to take their phone out. This influenced the way in which communicators engage in online conversations. Opting for short bursts of information, which are sent back and forth between communicators, rather than long text messages, to which a communicator might respond every once in a while. This has also influenced the language of cybercommunication, giving rise to emojis, GIFs and reaction images, which can easily convey an emotion, while also taking less time to send than a well-thought-out written response, however, this topic will be addressed later on in more detail. All in all, cyberculture exhibits features which stem from the real world as well as ones which are unique to it. These can be influenced by internal and external factors, such as the interactions that take place between users, as well as the hardware which they use in order to access cyberspace.

The culture of the real world is strongly influenced by traditional forms of media, such as newspapers, television, books, radio and many others. These forms of media enable only a select few individuals to influence the state of culture and only rarely are "*regular*" people, those who are not actors, authors, artists, musicians, politicians, or simply put celebrities, given the opportunity to make their mark on the culture. However, the introduction of cyberspace majorly changed the direction in which the evolution of culture is headed. The primary effect it had was that everyday individuals could express themselves to a global audience and make their mark on the culture, whether it is for better or for worse. The prevalence with which the internet is embedded into the daily lives of millions of individuals means that the evolution of culture in cyberspace is often intertwined with the evolution of global culture in the real world. Numerous trends pertaining to cyberculture were able to find their way into the real world, whether it is the newest neologisms used among teenagers or a new trend which was started on a social media platform, forum or even an online game. It can be argued that cyberculture is not any different from the culture of the real world, due to the frequency of exchange of cultural habits between the real and the cyber world. According to Bennis (2024), cyberculture is not separate from the real world, but an extension of it. In our view of the matter, it is undeniable that the two are closely intertwined and that they significantly influence each other, however, due to the existence of certain features of cyberculture, which are impossible to replicate in the real world, it can be assessed that these concepts are separate from one another. Whatever the case, it is undeniable that cyberspace has enabled people to express themselves through a platform which enables the populace to be seen by the rest of the world, so long as they have access to the internet. As a result, Internet users are not only passive consumers of cyberculture, but also creators who contribute and shape it in different ways. As Cvjetičanin (2008) points out, the distinction between the two is becoming more fluid. It can be argued that as long as a user interacts with cyberspace in any way, be it content creation, contributing to online forums, or even sharing pictures to their profile on social media, they contribute to and shape cyberculture. While it is true that some users contribute more than others, and they actively try to influence the culture, their contributions are changing the online landscape.

Cyberculture has additionally the potential to enrich culture in other ways, such as introducing new celebrities, who started their career on the internet as content creators or members of particular discussion forums and were able to cross over to real-world fields and industries such as music, acting, professional sports, journalism or even politics. The factors

which contributed to these developments vary in many ways. For example, the accessibility, quality and relatively low price of software and professional equipment, such as microphones, cameras and a stable internet connection, which would be otherwise restricted to professionals, has enabled more users to create, store and share their creations. The internet itself is another contributing factor, firstly as a medium of education and secondly as a marketing device. Users can educate themselves on a particular topic of their interest and improve their skills, through online tutorials, without needing to seek professional help or tutoring. A major contributing factor in the rise of new online creators is whether they know how to successfully promote their content. Frequently, content creators will market their output through social media, relying on trends and creative marketing methods, without requiring the help of an advertisement agency. The downside of this is that creators who rely on frequently feel that they are spending more time on the marketing process than on their particular craft. Additionally, the reliance on trends might bring in a new audience, however, these fans might only enjoy the output, which is based on a particular trend, rather than the craft that the creator is trying to advertise. The ramifications of online creators are double-sided, on the one hand, more people can be creative and express themselves when in the past they would otherwise be unable to do so. On the other hand, the sheer number of new creators means that there is an influx of new faces. This makes it difficult to find artists who offer a truly unique experience, rather than content that is produced similarly by their contemporaries or even those who came before. Overall, only a small number of creators can successfully cross over into more traditional forms of media or influence, although even those that do not crossover can still be successful in their cyberspace sphere of influence. Conversely, some real-world celebrities have found their footing in an online environment in addition to their real-world jobs. The possibility of an additional source of income, a less restricted space to express themselves or different possibilities draws in well-established figures. Some may even livestream activities which they would otherwise do in their free time, such as play games, produce music or watch movies, to have closer contact with their fans. In this way, both real-world culture and cyberculture are able to exchange major contributors to the development and dissemination of cultural values and traditions. All in all whether, the exchange of influencers is positive or negative for both kinds of culture is highly subjective, nevertheless, cyberspace provides opportunities which would be otherwise partially unattainable in the circumstances of the real world.

As we mentioned before, cyberspace enables like-minded individuals to come together and form communities based on their shared interests. These communities can cover almost any topic of human interest, ranging from music, movies, games, animals, food, fashion, and craftsmanship, all the way to very specific topics such as discussions of the lives of particular internet personalities, discussions of insightful thoughts one might have in the shower, pictures of desired paths (convenient paths which people create by walking through a grassy field, instead of using the pavement), or pictures of bread stapled to trees and several other communities, in addition to a plethora of spin-off subgroups. The appeal of these communities, besides the topic at hand, is the sense of community which is exhibited by the particular community members. Due to the global nature of the Internet, people from any country can join and discuss the topic at hand. A particular community will usually have a pre-determined hierarchy, with the admin or owner of the website, moderators who ensure the fluidity of discussion (this is achieved by banning rogue members who intentionally derail the conversation by shifting the focus to an unrelated topic or by spamming, trolling, provoking or taunting the owner or moderators, or for providing false information), well-known members who have been part of the community for a longer period (usually more than a year, however this can vary between communities), established members (who are not new anymore, but not well-known either) and new members or newbies. Members might also obtain a nickname, which stems from their activity in the community, while some communities may have designations which show the status of particular members. Visitors to the site can be labelled as guests, outsiders and foreigners (Crystal, 2006). Some designations have been created for users of the internet at large. Makhachashvili (2015) posits that professional computer users are known as pros, cyberati or digirati, while non-professionals are randoms, who can be further subdivided into the shiftless, lusers, and posers, generally cyberspace users who lack knowledge or pretend that they are knowledgeable. These terms refer to cyberspace users in a wider scope, however, the term "*poser*" also appears in specific communities, referring to someone who is pretending to be knowledgeable or a well-established member. These kinds of contributors are usually met with hostility by other members for their lack of knowledge about the topic at hand, as well as being unfamiliar with particular terminology or group customs, often being reduced to just followers of a trend. This hostility exhibits one of the negative aspects of online communities and cyberculture at large. A large portion of members can feel a close attachment to their community and the prospect of a new, less knowledgeable member

possibly disrupting their pre-established group dynamics is scary to them. However, this kind of behaviour is not seen in all groups and not by all members of these groups.

2.3. Netiquette

In order to prevent cyberspace from becoming an unruly place, a set of rules have been devised. "Netiquette can be explained as informal rules accepted by Internet users and developed to regulate online behavior" (Oral, 2023, p.4). These unspoken rules or guidelines have developed over time from the rules established by early internet adopters and the rules of various communities, chat groups, and online games. While netiquette, just like real-world etiquette, is not enforced in any way, users who disregard these rules can be seen as rude, dismissive, arrogant or childish, and in some communities, they may get scolded or even permanently banned. Netiquette should be followed in all forms of online communications, especially in e-mails, forums, social media platforms and online games. All of these forms of communication have their nuances that users should keep in mind. We will pay attention to the netiquette, which should be followed in forums and message boards, however, some of these points can be applied on other platforms. Just like any conversation, one should introduce themselves and make their presence known by saying "*Hi*", "*Hello*", "*Hi all*", or other equivalents, possibly even a greeting which is used within the community. Some communities offer a function, wherein a bot will automatically greet other members whenever the user connects to the site. However, this is often frowned upon and considered bad netiquette, due to the fact that it takes away the effort one makes to greet the other members (Crystal, 2006). Once the user has greeted the other members, they can discuss any topic pertaining to the community. Certain rules should be kept in mind when doing so. Other users should be treated with respect, although this is frequently disregarded by some interlocutors who are rude to others, usually on purpose. This can take the form of flaming, spamming, the use of inappropriate language, and activities which range from childish (portraying the user as being inferior through a crudely drawn cartoon) to harassment (doxing, pizza bombing or even swatting). Another frequent activity which goes against netiquette is trolling. "It is an innocent-sounding question or statement, delivered deadpan, and usually short, though some trolls are verbose in their apparent cluelessness" (Crystal, 2006, p.56). This involves casting a "*bait*" in the form of a comment which is too outrageous to be ignored, usually one which annoys the users or which goes against the status quo. While

trolling is a harmless way to annoy or irritate other users, it can cause a shift in the conversation or even completely pause it. In the past trolling was mainly targeted at newcomers, however, nowadays a troll may target anyone and everyone, simply to get a rise out of someone. The perpetrator or the "*troll*" is either ignored or reprimanded by the moderator, and in some cases, they can be permanently banned. Moderators enforce netiquette, as well as other community-specific rules which can be found in the "*FAQ*" (Frequently Asked Questions) section of the website. Sometimes a website will even include an automatic filter function, which automatically censors or removes prohibited words or replaces them with a euphemistic equivalent, which has been previously selected by the moderator. The filter usually targets vulgarisms, slurs or otherwise offensive words, while also focusing on words which are considered taboo within the community. This function also enables the community to stay hidden from search engines, in order to make it more exclusive or to hide it from trolls.

Before interacting with other users, one should create a profile. Most social media platforms and forums require users to create a profile (although there are some websites which allow anonymous users to create posts or comment on the posts of other users, a user of this sort is usually referred to as "*anon*") in order to be identifiable by other users. It is common practice to use one's real name as the name of their profile on social media platforms, in order to connect with people from the real world, who are familiar with the user's name. This is not the case on forums and message boards. The netiquette of these platforms is such that users create and use a fake name, due to safety concerns. Both social media users and forum users sometimes create fake profiles (also known as "*burners*") in order to circumvent netiquette, as well as hide their identity, in order to post opinions which are controversial. However, as Oral (2023) points out, the identity of these users can be discovered through monitoring mechanisms when necessary. It is important to remember that, unlike in real-life communication, online interactions are permanent. Therefore, users should pay attention to what they write.

Netiquette and real-world etiquette differ in some respects, although what we say and how we say it is still important. Users should use expressions which express courtesy, for example, "*thank you*" and "*I apologise*" as they would in real life. Some people consider online communication to be cold, however, it should be kept in mind that the user on the other side is a real person and should be treated with respect and courtesy. Any grievances should be resolved via a private message. Due to the lack of facial expressions and

intonation, a piece of text might come off as rude, even when it is not the writer's intention. Emojis can somewhat remedy this issue, however, it is good netiquette to not use emojis in emails and other forms of official communication. Therefore, these kinds of communication, require special attention when being conducted. Some forums offer a less strict environment, where netiquette need not be strictly followed, allowing communicators to use vulgar expressions and express controversial opinions. However, less strict rules, or lack thereof, give rise to extremist tendencies and groups. Therefore, some rules have to be employed in order to prevent these groups from forming. Even forums with less strict rules require moderation to enforce basic netiquette. The restriction enforced by the netiquette as well as community rules have forced communicators to find creative ways in order to circumvent them, this in turn has given rise to a plethora of new expressions, while also shaping the language which is used on the Internet.

2.4. The language of cyberspace

While English is a dominant language in the real world, it is similarly dominant in cyberspace. Various factors contributed to the dominance of English in cyberspace. The development of the internet in an English-speaking country (i.e. the United States of America) and its initial users were English speakers, meant that English had a head start over some eastern and more remote languages. Another factor was the initial layout of the keyboard, which includes all the letters of the English alphabet, meaning English could be used without having to substitute or string together a combination of alphanumeric characters to express a letter or a word from a different script (e.g. Arabic, Cyrillic, Chinese, Japanese, etc.). The status of English as the lingua franca in the real world undoubtedly helped it establish the same status in cyberspace. Internet coverage has spread throughout the world and numerous languages are used for communication, however, English websites still dominate the cyber landscape. According to W3Techs (2024) over 49% of all websites contain content in the English language. However, the dominance of English might change in the future. As per the data published by the CIA (2021), most Internet users live in China, followed by India, the US, Brazil, and Indonesia. It is within the realm of possibility that in the future Internet users will use Mandarin Chinese, Hindi, Portuguese, or Bahasa Indonesia. However, it has to be noted that Internet users from these countries also use English to

communicate on the Internet, especially Indian netizens. For now English is the de facto language of the Internet, although its status in the future is uncertain.

Netspeak, Cyberlanguage, Internet language, Online language, or Computer-Mediated Communication is a variant of English used in cyberspace. “Computer Mediated Communication is made up of three basic components: the *Internet,* which provides technological support, *communication,* which is a human activity, and *discourse,* which is the manifestation of communication as a human activity” (Ohanyan, 2023, p.138). We find the term Computer Mediated Communication insufficient due to the fact that computers are not the only devices which can be used for online communication. Therefore we shall refer to CMC onward as Netspeak, although it has to be noted that most authors use the term Computer-Mediated Communication (or CMC). Moreover, the term is quite inconvenient due to its length. Considering the affinity of the Internet for abbreviations and shorter expressions in general and the fast pace of communication on the Internet, we consider the shorter-term Netspeak to be more fitting.

Netspeak, at first glance, seems to be closer to writing than speech, however, its status is not as clear-cut. Netspeak exhibits some features of writing, such as the physical absence of the interlocutor, gestures, body language and facial expressions, the relatively permanent nature of the output, the limited size of a message, as well as a lack of feedback between sending and receiving the intended output. On the other hand, these features can be circumvented to some degree. Video messaging enables interlocutors to see and hear each other, online messages can be deleted or edited after the fact (one has to keep in mind that messages can be archived via the screenshot feature present on many devices) and the fast pace of some forms of communication, such as instant messaging, requires immediate responses. In this sense, Netspeak exhibits features of spoken communication. Another feature which likens Netspeak to speech is the more casual nature of online discourse. While certain forms of communication require a more formal presentation, interactions on social media, forums and games use language, which is full of emojis, abbreviations, slang, lack of punctuation, typographical errors, or even complete nonsense. It can be ascertained that Netspeak exhibits both the features of writing as well as speech. Certain features are wholly unique to Netspeak. While writing includes references to other pieces of text, one can only see a part of the text which the author decided to include. In Netspeak an author can also include a part of a text or omit it altogether, however, they can include a hyperlink which enables readers to see the original text to its full extent. Hyperlinks are not limited to text

only, images, video and audio files, GIFs, PDF documents, websites and interactive objects can all be embedded. These embeddable objects can to a certain extent express nuances, compensating for the lack of gestures and prosody. Authors who deal with the topic of Netspeak never categorise it as purely a written or spoken form of communication. Herring (2007) describes Netspeak as a predominantly text-based form of communication. Similarly, according to Tagg and Seargeant (2014), Netspeak is a written form of communication, but not in its entirety. It can be inferred that the features which are offered by Netspeak make it more than just a piece of writing which has been written down using a keyboard (or the like) and displayed on a monitor, instead of using pen and paper. Extensive research on the topic has been carried out by Crystal. In his view, Netspeak is a new form of communication, which exhibits properties of both writing and speech but cannot be regarded as strictly a form of written or spoken communication, or a hybrid of the two (Crystal, 2006). A similar sentiment is expressed by Ohanyan (2023) who states that Netspeak is a new form of communication combining elements of spoken and written discourses while exhibiting characteristics which are unique to it. It would not be accurate to describe Netspeak as only a written form of communication, though it is closer to writing than speech. Furthermore, it would not be correct to describe it as a variant of writing which possesses features of spoken communication, due to its unique features, which cannot be found in the aforementioned types of communication. Therefore, we are more inclined to agree with the ideas expressed by Crystal and Ohanyan.

Discourse in cyberspace requires creativity and previous knowledge in order to successfully communicate the intended message. The lack of facial expressions, body language and prosodic features means that users have to think of creative ways how to communicate in a way that is intuitive and will not confuse the interlocutor. This can be achieved through the use of graphical features. Emojis are combinations of ASCII symbols or Unicode characters. Their purpose is to convey emotions and nuances of meaning, but they can also be used as punctuation, greetings, or to by-pass censorship by substituting words for symbols which have sexual or political connotations. “So, they are not completely substitutive of traditional written forms; rather, they reinforce, expand, and annotate the meaning of a written communication, usually by enhancing the friendliness of the tone, or else by adding humorous tinges to it” (Danesi, 2017, p.15). Though in many situations emojis are capable of conveying the intended message, they are not completely reliable, as they can be misinterpreted due to a lack of context. This can be seen in the following

sentence: "*Thank you for letting me know* 🙂". The smiley face emoji, though usually conveying positive connotations such as happiness, amusement, delight, etc., can also express frustration, exasperation or disappointment. Were an interlocutor to receive such a message without any previous context, they would not be able to discern the intended message of the sender. Other graphical features are used in an effort to make oneself clear. These include, but are not limited to, capital letters (to denote shouting, e.g.: *HELLO EVERYONE*), repetition of letters and punctuation marks, sometimes in combination with numerals (to add warmth and emphasis, e.g.: *hiiiiii !!1!!11!*), the use of spaces (for emphasis, e.g.: *I s t h a t c l e a r ?*), along with the mixture of all of these features (e.g.: *H E L L O !!11!!! 1 1! !*). Besides prosodic features and body language, characters can be added to words in cyberspace for aesthetic reasons. The choice of characters depends on what the interlocutor finds aesthetically pleasing, however, some frequently used characters include the asterisk (*), tilde (~), and underscore (_), their combinations, as well as the use of bold, italicised, underlined text. In practice, the following utterance can be written: "*I can't wait to see my ~*~friends~*~*". Individual graphemes or sequences of graphemes can be substituted by numerals or a combination of graphical symbols which in unison resemble a particular grapheme. The result of this are abbreviation such as "*b4*" (before), "*2day*" (today), etc., and leetspeak (*[\]€010(_+!5[V]* – neologism). The use of such creations may be for aesthetic reasons, but also (in the case of leetspeak) as a code, which shows association to certain online communities. In general, non-standard orthography is one of the most defining features of cyberlanguage. "It includes reduction which is categorised as: abbreviation, (*brb* for "be right back") acronym (*OMG* for "oh my God"), clipping (*add* for "advertisement"), vowel omission or substitution (*cmng* for "coming"), nonstandard spellings (*wanna* "want to"), and new word formation: blending *(netlingo* for "internet language"), backformation *(edit* from "editor"), and conversion (nouns used as verbs *texting* from text), compounding (netiquette for "net etiquette") on lexical level" (Naveed et al., 2014, p.9708). While prevalently used on the Internet, such constructions are being used more commonly in real life. Conversely, some do not use these constructions altogether, instead using formal language, as they would in traditional written communication. Age plays an important role, as Netspeak users, particularly teenagers, use neologisms which are unique to them. On the other hand, gender does not determine the usage of Netspeak. However, among those who use these constructions, women are more likely to use compounds, derivations and non-standard spelling (Naveed, 2014). All in all, Netspeak exhibits various features which distinguish it from real-world communication.

3. INTERNET NEOLOGISMS

The rise of the Internet enabled users to observe and actively participate in various activities, such as online communication. Just like any form of communication, the Internet gave rise to a plethora of new words, which are unique to it and which have been shaped by the circumstances of Internet users. These new expressions are called Internet neologisms. While at their core, Internet neologisms share traits with neologisms found in the real world, it would not be correct to say that they are just neologisms which are used in online communication. Zhang et al. (2013) describe Internet neologisms as popular informal words or symbols, used by Internet users, which are popular on the Internet and are closely related to it. Furthermore, as Pasechnaya and Shcherbina (2020) point out, Internet neologisms (or network neologisms as they refer to them) are expressions which are connected with the Internet, but also slang words used in communication between Internet users. While it is true that Internet neologisms refer to technology associated with the Internet (such as AI and VR) and communication situations, they also make references to the Internet and the culture associated with it (such as neologisms which are connected with social media platforms and are sometimes even unique to them), activities which can be carried out over the Internet (for example gaming and hacking), notions which are unique to online communities (such as memes and other inside jokes, although Internet neologisms can themselves become memes) and cyber ways of working and collaborating (for example expressions connected to video calls and remote work). The chaotic nature of the Internet is somewhat reflected in the neologism which it produces. Oftentimes, the meaning of an Internet neologism is fluid and hard to define as people might interpret certain expressions differently due to a lack of previous knowledge (the referent of which might be inaccessible, lost or unknown), the expression being used in a different context, in which the user might add their connotations, or the expression is nonsensical, only being used in a jocular sense.

The Internet enables the creation of expressions at an incredible rate. As Potgieter (2023) fittingly points out, the Internet is a petri dish which enables the creation and dissemination of neologisms. The rapid creation of new words on the Internet can have both negative and positive effects. On the one hand, it enriches the language with new words and meanings. Neologisms created on the Internet can be adopted into the mental lexicon of users and be used outside of the Internet sphere. On the other hand, the novelty of these expressions might be confusing to some and they might even disregard them altogether. On the extreme

side of things, neologisms might get created to discriminate, and to by-pass pre-established censorship measures. A somewhat neutral middle ground is achieved when a single expression is thought of twice by unrelated users independently of each other. In the past, this was the case with the word "*software*" which was thought of twice (Sandyha et al., 2022). While this might create confusion over the correct meaning of the word, ultimately it contributes to the enrichment of the vocabulary. The allure of Internet neologisms stems from their novelty and the interest in figuring out their meaning. This enables these expressions to be used more frequently. This is accelerated by some social media platforms, wherein the more users search for a particular keyword, the more the platform recommends and shows content containing these expressions, thus elevating their relevance and longevity. Their popularity in the international sphere enables them to be borrowed into different languages, in which they are used in their original form, i.e. they are not usually translated. These words might even become a part of online dictionaries, which focus on Internet neologisms. Due to the sheer number of new expressions, not every Internet neologism is given equal opportunity to be used or used frequently enough to become a permanent fixture of Netspeak. Many expressions are used for a limited time and then become obsolete. Although the fact that some words become obsolete or are not used as frequently as they once were, does not mean that they will not be used again. Some Internet neologisms were able to return, due to different circumstances, such as reappraisal and renewed interest in the denoted concept or object (such as a resurfacing of an old meme, e.g. *Rickrolling*), nostalgia or due to irony.

3.1. The purpose of Internet neologisms

New linguistic units are introduced every day for numerous reasons. The Internet provides a space for these neologisms to be disseminated on a worldwide scale, much faster than ever before, due to the direct contact of different linguistic communities, becoming widespread simultaneously in different languages. Neologisms on the Internet are created for various reasons, which can range from social, aesthetical, creative or utilitarian, although sometimes Internet neologisms arise due to the limitations of technology. A case in point of the last reason is the association of abbreviations with websites such as X (previously known as Twitter), as well as texting (while texting is not necessarily Internet-based, it can be argued that it serves a role similar to Internet-based texting and ultimately it can be seen as

an extension of this kind of communication, as it uses similar language and even similar limitations), although they are not limited to them. These platforms impose a character limit which forces users to think of new ways to express their intended message while using as few characters as possible. This has given rise to many creative neologisms. While some platforms no longer enforce a character limit (e.g. X/Twitter, the character limit is no longer an issue, as the character limit has been frequently extended throughout the years), abbreviated Internet neologisms are still being created as they allow users to save time, by not having to write an entire phrase or a sentence (e.g. replying to someone with "*idc*" instead of "*I don't care*").

Another feature associated with Internet neologisms is their secrecy. While abbreviations are frequently used due to their secrecy (especially for the uninitiated), this feature is not completely restricted to them. Any new, unfamiliar word can be used to mask a meaning, that the user, for one reason or another, does not want to reveal to unwanted onlookers. This is mainly the case for teenagers and users of discussion forums. The former might want to conceal some information from the prying eyes of parents, other relatives or friends. The reasons for the use of neologisms for secrecy can vary from embarrassment, incorporation of sensitive information, or even due to the angsty nature of teens. The latter might want to conceal information from new or uninitiated members of the forum. The use of a particular neologism might throw off members who are not up to date with the current happenings of the forum or the topic on which the forum is focused. Members of forums with a general focus (or even communities situated on social media platforms) and a close sense of community, might use Internet neologisms or nonce formations, which will be quickly understood by regular members, but unintelligible to new or "*invading*" members.

An Internet neologism can be created to fill gaps in the lexical system. This can involve creating a word for new concepts, phenomena, objects, or naming new Internet trends, references to popular culture and to describe the experiences of Internet users. The development of human societies along with the evolution of technology is also reflected in Internet neologisms, due to the intertwined nature of the Internet with technology and human societies. Examples of these kinds of Internet neologisms include: "*Clout-chasing*" (seeking attention and influence through over-the-top online behaviour) and "*Techsplaining*" (explaining technological concepts in a condescending way). While these expressions fill in the gaps and name new concepts they also reflect the reliance and impact of the Internet on modern societies. The rapid evolution of new Internet-related technologies has established a

need to name all of them. Even though these technologies are new, they are ever-present in the lives of people, so much so that many times they are not considered new anymore. In terms of popular culture, they reflect the state of the culture at the time of their creation. A lot of these expressions fall into obscurity once the focus shifts to something new, and the Internet neologism is no longer needed. Additionally, an Internet neologism might come into existence to convey a humorous connotation, either as a reference to or an extension of an Internet inside joke or a meme. For example, the word, which usually denotes the state of Ohio, acquired a jocular connotation due to an influx of memes in which the word Ohio is the explanation for crazy or weird circumstances (Person A: "Have you seen the video of a man jumping out of a moving car?", Person B: "Only in Ohio").

The Internet provides a space for people to be heard and to make a change in the world. Frequently, old and outdated words are replaced by newer expressions which have better connotations and do not carry a stigma associated with them. The Internet often provides a space for people to raise their concerns or grievances with particular expressions and in turn provide a new alternative which can substitute such an expression. The neologism is first used on the Internet, however, it is not necessarily connected to the Internet. The Internet acts as a conduit. The new expression is established online and is quickly passed into real-world parlance (e.g. the word "*Latinx*", which aims to replace the gendered terms Latino and Latina). Additionally, Internet neologisms can also cover taboo topics. On the other hand Internet neologisms might replace pre-established expressions in order to create a superior equivalent, better suited for online communication. As is the tendency, Internet neologisms have a simple structure, which makes them easily recognised by English-speaking Internet users (Dmytruk and Lysenko, 2021). As a result, communication might get sped up due to the use of a shorter, more creative and easy-to-swallow equivalent. Furthermore, the new equivalent can express emotional colour and nuances which would not be contained in the pre-established expression. Due to this, it might attract the attention of Internet users, who in turn will start using this expression, not only due to its superior communicational applicability but also to show that they are up-to-date with the newest trends and developments in the online space. Young people are especially fond of words which cannot be found in dictionaries (Pasechnaya and Shcherbina, 2020).

3.2. The formation of Internet neologisms

The emergence of Internet neologisms adheres to various word-formation methods of varying productivity. Crystal (2006) recognises the following word-formation methods: compounding, affixation, blending, innovation, coinage, word-class conversion, abbreviation, letter and number combinations. These processes are also mirrored by Chyrvonyi (2024), who also includes: semantic change, pun formation and metaphorical usage. The productivity differs between the particular methods, although, as per the research carried out by Nelkoska (2020), the most frequent word-formation process is blending, followed by semantic extension, acronymisation, compounding, borrowing, coinage and abbreviation. While the author does not provide an interpretation of the findings, we have postulated the following explanations for the three most frequently used methods. The prevalence of blends and expressions which have acquired a new meaning can be due to their relative familiarity. Internet users can ascertain the meaning of a blend by knowing the meaning of the words which make up the blend, although there are also exceptions to this. Pre-established words with a new meaning can be understood, especially if the new meaning is somehow connected to the old one, or the old word presents a more familiar expression, with which the users are familiar from other contexts, thus appearing less intimidating than a newly established coinage. Acronyms function as shortcuts which enable users to save time by not having to write out the entire phrase or even a sentence. Additionally, due to their ability to be read in a similar way as regular words, they appear more user-friendly than initialisms. Some of the aforementioned word-formation methods will be, to some extent, covered below.

Coinage fulfils the role of enriching the vocabulary by covering new concepts which appear on the Internet and which cannot be expressed by existing words. Consequently, these words become an inseparable part of the online vocabulary (Martseva et al., 2018). Newly coined words possess a great amount of creativity, while additionally being able to possess humorous qualities. This stems from the fact that online word coinage does not always rely on established patterns of coinage (Dmytruk and Lysenko, 2021). Examples of online word coinage include: "*rizz*" (a person's charisma or charm), "*bussin*" (something good, flavourful or impressive), and "*cheugy*" (something that is out-of-fashion, outdated, unpopular). Another means of creating Internet neologisms is semantic extension, during which a word acquires a new meaning or specific implications in the course of its usage. These words frequently originate in the real world, but acquire a new meaning which is influenced by the

Internet along with the technology and culture associated with it. Examples include: "*ratio*" (a situation in which a reply receives more likes than the original post), "*tea*" (gossip), and "*slide*" (to initiate a private conversation through direct messages on social media). Compounds are a very popular way of forming Internet neologisms, as they allow users to choose and match pre-existing words to express a new meaning, instead of having to come up with a new word. Any two or more words can be combined to form a compound. There is also a tendency to use words such as mouse, click, ware, web, net, hot and bug (Crystal, 2006). However, as the allure, novelty and marketability of the Internet, as well as computers in general, has decreased, so has the use of these expressions. While they are still commonly used today, they are not as prevalent as in the past. Compounds on the Internet, just like regular compounds, fall into three categories based on their structure: compounds formed without a space or a hyphen (e.g. "*fleshmeet*" – a meeting in the flesh, usually between online-only communicators), compounds formed with a hyphen (e.g. "*get-rich-click*" – people who want to get rich through online business) and compounds formed with a space (e.g. "*silent run*" – a mass transfer of funds out of a troubled bank through online means) (Liu and Liu, 2014). A tendency of Internet neologism compounds is to include negative words to form a semi-productive compound, wherein the negative word adds emotional connotations (Luu, 2015). Examples include: "*stress cooking*", "*angry cleaning*" and "*ugly crying*". Blending, wherein a segment of one word is connected to a segment of another, is in a similar way frequently used (or even the most frequent way of Internet neologism formation, as Nelkoska (2020) suggests). Both compounds and blends have an economic character, allowing users to condense a piece of information into a single expression. A number of these blends are created as nonce formations, in situations where the user cannot think of a proper equivalent or when they want to use a different word in order to highlight a point that they are trying to make. As Crystal (2011) points out, only a few of these creations will be permanent additions to the language. Blending is used to denote prominent or knowledgeable users of the Internet. This is done by combining words which denote the Internet, such as web, cyber or digital, and words such as specialist and literati, resulting in words such as "*cyberati*" or "*digirati*". Other examples of Internet neologism blends include: "*blaccent*" (black + accent – a manner of speech of African American urban inner city youth), "*finsta*" (fake + Instagram – a less curated, personal and genuine account on Instagram), "*slaycation*" (slay + vacation – a glamorous vacation). Various kinds of abbreviations, such as acronyms, initialisms and shortenings are an inseparable part of online communication. They allow users to save time and space, which

is especially important in online gaming. Teammates are able to relay important information, without having to pause their gameplay for a longer period of time. Furthermore, certain frequently used phrases are abbreviated, so that players do not have to write them out fully in every match (e.g. "*gg*" – good game, "*glhf*" – good luck have fun, "*gg ez*" – good game, easy). Abbreviated neologisms are not restricted to the flow of the game, but also include abbreviations of game mechanics. These can include mechanics which are common to a wider range of games ("*HP*" – health (or hit) points, "*DPS*" – damage per second, "*AoE*" – area of effect), as well as mechanics specific to a particular game ("*EQ*" – earthquake, "*DD*" – dragon dance, "*skarm*" – Skarmory). Outside of the realm of gaming, abbreviated Internet neologisms are frequently used for communication between users and in online images and videos, wherein the creator does not want to take up space with a long expression. The question of intelligibility of these neologisms emerges, due to their simple, yet at first sight unintuitive appearance. While it is true that not any word or phrase can be shortened to create an Internet neologism, the most frequently used ones are those which originate from units which are frequent enough that users are able to understand their meaning without needing an explanation, or they can be understood from the context of the communication. Examples include: "*oomf*" – one of my followers, "*AMA*" – ask me anything, "*opp*" (opponent or opposition). Prefixation and suffixation (i.e. affixation) is also a very productive word-formation process. Affixation on the Internet is not as restrictive as in the real world, as a result, different kinds of words are affixed, for example, foreign words found in fixed phrases (e.g. "*antialiased*"), foreign roots which are altered ("*obeserexic*"), additionally, foreign affixes not usually employed in Standard English (e.g. "*-oid*") are used with a pejorative connotation (e.g. "*marketingoid*") (Rumšienė, 2006). Prefixes which denote the Internet itself (e.g. "*e-*", "*cyber-*", "*net-*") are frequently employed (e.g. "*egirl*" – an aesthetic popular among girls who spend a considerable time on the Internet, characterised by wearing little hearts under the eyes, a blushed nose and winged eyeliner; "*esport*" – computer gaming at a competitive level, cyberstalking – harassing or monitoring someone via the Internet). The last word-formation process used for the creation of Internet neologisms we will mention is word-class conversion. Conversion is favoured on the Internet due to the fact that users can reuse the same stem to express different parts of speech. Additionally, users need not come up with an appropriate equivalent, wherein the form of the root would change. A pattern which is frequently found on the Internet is the conversion of nouns into verbs (e.g. "*to meme*" – to create or spread memes, "*to clapback*" – to respond quickly and/or wittily in an

online argument, "*to vaguepost*" – to post on social media without a clear context, confusing most readers).

3.3. The creators of Internet neologisms

The Internet provides a universal space for users to participate in discourse on any topic in which they are interested, this in turn allows all users to create a neologism which can be applied on a wider scale, or only in a specific community. While it is true that the creation of neologisms is not restricted, and any Internet user can come up with a new expression, certain groups of users are more likely to create them. Those being: teenagers, gamers and members of specific online communities and their various combinations. Additionally, it should be mentioned that not every "new expression" which is featured on the Internet is truly an Internet neologism. This is especially the case of words originating in African-American communities, also known as African-American Vernacular English (*AAVE*). On the other hand, it is difficult to distinguish these expressions apart, especially for users who do not come into contact with these communities. Additionally, they are prominently featured on the Internet among "true" Internet neologisms. Therefore, to a certain degree, the confusion is warranted, though users should conduct research on their own, regarding expressions with which they are unfamiliar, rather than assessing every new expression as an Internet neologism.

Teenagers and adolescents are perhaps the most influential group who form Internet neologisms. Included among this group are later members of Generation Y (also known as *Millennials*), all of Generation Z (also known as *Zoomers*) and some early members of Generation Alpha. Zoomers are at the forefront of Internet neologism formation. It is hard to define the exact age range of this generation, however, it is generally agreed that the range starts in the late 1990s (mainly between 1997 and 2000) and ends in the early 2010s (mainly between 2010 and 2012). Zoomers are well acquainted with the Internet, due to its widespread availability during their formative years. This enabled Zoomers to be a part of the Internet culture during the prevalence of millennial online influence. Since then, Zoomers have taken the mantle of forming the Internet culture, and in turn the forming of Internet neologisms. The omnipresence of technology in their lives has enabled them to be well versed in the operating of devices and the possibilities of the Internet, which subsequently helps them shape the Internet neologism which they use. Not only do Zoomers possess the ability to create Internet neologisms, but they can also seamlessly integrate these

expressions into their vocabulary. "...members of Gen Z possess a greater aptitude for linguistic adaptability and display heightened sensitivity toward the evolving lexicon of contemporary language" (Vacalares et al., 2023, p.406). The main incentive for the creation of Internet neologisms by Zoomers is the filling of lexical gaps, the practicality of shorter expressions, and to show that they are in the know and to express their identity. Furthermore, Gen Z neologisms pose a challenge for older generations, which gives their communication a sense of privacy, which is why these expressions are also used outside of the Internet setting. As Wadeea (2024), as well as Vacalares et al. (2023), point out the main word-formation process of Zoomer Internet neologisms is semantic extension, i.e. taking established words and giving them new meanings to fit new contexts, without changing their form. Examples of Generation Z Internet neologisms include: "*ick*" (a feeling of repulsion towards someone one was previously attracted to), "*Karen*" (a pejorative term for angry and entitled white women), "*NPC*" (a person who cannot think for themselves, derived from, derived from the gaming expression, which stands for non-Player Character)

Gaming provides a rich source of Internet neologisms, due to the fact that some games enable players to play against other real-life players, instead of opponents controlled by artificial intelligence. As we have mentioned before, online games are usually fast-paced and thus require users to spend as little time as possible communicating valuable information or strategies with their teammates, or else they are at risk of being attacked by the enemies, while also taking into consideration any possible time lag caused by the Internet connection, and thus various abbreviations are used to save time. "When acronymised or abbreviated versions of words and phrases already carry the same meaning to most players, spelling words correctly or using full-length phrases are no longer necessary and can be viewed as redundant" (Susanti, 2022, p. 112). Besides neologisms used for conveying information between the players, words found in the particular game, for example, the names of fictional characters, items and attacks may themselves become Internet neologisms, although their usage is mostly restricted to the players of the game. These neologisms may even extend to the console which the player (or gamer) uses and the various unique expressions connected with the console itself. As new consoles are introduced to replace their predecessors, they introduce even more new expressions, while also carrying over some expressions established in the previous generation of consoles. Internet neologisms created by gamers employ various word-formation methods, which mirror those methods used on the Internet as a whole. The most prominent word-formation methods among gamers are abbreviation and

acronymisation (Matiini, 2024). Due to their economic nature and intelligibility between gamers, abbreviations and acronyms are frequently used while not playing (i.e. between game rounds, when players are waiting for the game to start), as well as outside of in-game spheres, for example in gaming forums or platforms specifically focused on gamers. Another process which gamers employ is semantic change, wherein gamers or game developers give pre-existing words new meanings which relate to game locations, abilities, mechanics or the game itself. This can apply to even the simplest units, such as letters, which denote particular locations on the in-game map (while these are often accompanied by other words which provide more information, typing just "*a*" or "*b*" is sufficient information for other teammates to understand what the player means, especially in the heat of the game). Other word-formation methods used by gamers as noted by Shcherbina et al. (2022) include word reduction (e.g. "*char*" as in "character"), blending (e.g. "*chatlag*" as in "chat" and "jetlag"), and word composition (e.g. "*case-modding*" as in "case" and "modification"). As gaming is becoming more popular, many gaming-related neologisms have entered the wider vocabulary, and are being used by non-gamers and casual gamers.

The formation of different communities enabled many expressions to come into existence. Some of these reasons include those which were already mentioned in this thesis, such as secrecy, community affiliation, and the by-passing of censorship measures instated by the various platforms in which these subcommunities form. These include, but are not limited to social media websites, forums, and various programmes dedicated to communication. Since the topic of discussions on these platforms can revolve around any particular interest or real-world events, there are numerous expressions which can come about from the conversations between users. Furthermore, many of these expressions are borne out of the creativity of the users who seek to express a particular meaning. By cleverly manipulating existing words, or by creating new ones, they can express the meaning to a userbase who is very likely to understand the intended message due to their association with the community and previous knowledge of the topic at hand. As Zhu and Jurgens (2021) posit, users are divided into different topic-based groups which develop and use niche community-specific words. However, specific expressions are not restricted only to particular subcommunities, but also the platforms at large. This can include expressions which pertain to a particular website, such as expressions associated with various social media platforms, as Chyrvonyi (2024) mentions, words like "*Instagirl*", "*cleanstagrammer*" and "*shelfie*" are associated with Instagram, while words like "*BookTuber*" and

"*vaguebooking*" are associated with YouTube and Facebook respectively. As many of these platforms allow the sharing of images, some even actively encouraging it, the posting and sharing of image-based memes gives rise to numerous Internet neologisms, which for various reasons (be it their humorous nature or relatability) get integrated into the wider vocabulary of the Internet. It can be argued that the image itself can be considered an Internet neologism, not just the text found in it. This is due to the fact that these images are often used to substitute a proper reply, often expressing shock, amusement or disappointment. On the other hand, their propensity for alteration means and their eventual decline in popularity means that one particular image cannot be used consistently and frequently enough to be considered a proper Internet neologism. While the image itself cannot be considered an Internet neologism, the practice of sending images as a partial means of communication can be considered a novel means of communicating. Just as memes are fleeting, so are Internet neologisms, as some of them disappear completely, while some reappear at regular intervals. This can be seen of Twitter (X), as Würschinger (2021) mentions that the word "*poppygate*" usually reappears around Remembrance Day every November. Lastly, as was mentioned before, members of communities create numerous neologisms through various creative means. As Chyrvonyi (2024) posits, the word-formation methods which can commonly be found on these platforms, such as blending, affixation, compounding and abbreviation, are playful and efficient. It can be argued that their creative nature makes these neologisms memorable and thus easier to recall, which assists in their ability to stay around for longer or even become a permanent part of the vocabulary.

II. EMPIRICAL PART
4. RESEARCH OF INTERNET NEOLOGISMS IN ONLINE SPACES

The Internet has allowed various kinds of new expressions to be created and used by its users regardless of their background. As it was previously noted, there are numerous Internet-based platforms which create and use expressions which are specific for them, while also using expressions broadly implemented on the Internet. Many of these platforms serve as an archive of communications between users, and in turn archives of the expressions which were, at the time of their publishing, new or not fully integrated into the vocabulary of the average Internet user. Thus, these platforms provide an incredible source of material for the research of Internet neologisms and their qualities in context, while also enabling other possible aspects of their usage to be researched. These platforms include, but are not limited to, various social media websites, forums and Internet-based corpora. While online games do not offer such an archival opportunity as these platforms, the numerous community-based websites and programmes in which online (or even offline) gamers aggregate offer similar, if not the same, archiving possibilities as the aforementioned platforms. Consequently, these platforms will be the main focus of the empirical part of this thesis.

4.1. Objectives and aim

The wide reach of the Internet allows for the research of numerous online and offline topics. As the Internet is becoming an omnipresent part of everyday life, many facets of life are being carried out over the Internet, partly due to the speed and simplicity which it offers. One of these facets is long-distance communication. As a result, the features which distinguish these forms of communication have enabled the formation of a variant of the English language which is particular to the Internet. The empirical part of this thesis focuses on the language of the Internet, more specifically on English Internet neologisms, as they are used on the Internet by a wide range of individuals of varying social, cultural and national backgrounds.

The main aim of this thesis is to provide an understanding of Internet neologisms as they are used in different communication contexts of various Internet-based platforms, highlighting the nuances, frequency, as well as factors which have contributed to the creation

of these neologisms, and the influence, which Internet neologisms have on cyberculture, while additionally emphasizing the impact of English Internet neologisms outside of the English language. In addition, the following secondary objectives have been postulated:

Objective 1: To analyse the Internet neologisms of different platforms and describe their shared nuances, as well as those in which they differ.

Objective 2: To analyse the frequency of Internet neologisms on different platforms.

Objective 3: To assess the variety of Internet neologisms as they appear in various corpora

Objective 4: To ascertain whether English Internet neologisms prevail over native Internet neologisms in native corpora.

4.2. Hypotheses, Research Questions and Methodology

Multiple hypotheses were postulated, in order to aid in the research of the established objectives. The following hypotheses were established:

Hypothesis 1a (H1a): Online forum members employ neologisms at a significantly higher frequency than users of social media platforms (e.g. Instagram, Twitter, Facebook, YouTube).

Hypothesis 1b (H1b): Online forum members employ neologisms at a significantly higher frequency than gamers on dedicated gaming forums or platforms.

Hypothesis 2 (H2): Corpora which use the Internet as a source feature a wider variety of Internet neologisms than general corpora, reflecting the delayed response to new expressions by the latter.

Hypothesis 3 (H3): English-origin Internet neologisms appear more frequently in Slovak corpora than native Slovak neologisms, reflecting the influence of global cyberculture on local linguistic practices

Furthermore, each hypothesis was subsequently expanded by supporting research questions, which sought to further clarify the intent of the research carried out in this thesis.

Research questions supporting H1: What linguistic trends can be identified in neologism usage across forums, social media platforms, and gaming communities?

Are certain types of neologisms (e.g., abbreviations, portmanteaux) more prevalent in forums compared to other platforms?

Are there differences in neologism usage among subgroups within these platforms (e.g., subreddits, gaming genres)?

Research questions supporting H2: Which general corpus (e.g. WebCorp Live, UPSKILLS (2023), UkWac Complete, SKELL) offers the highest variety of Internet neologisms?

Does the inclusion of Internet neologisms in online dictionaries correspond to their inclusion in corpora?

How many instances of homonymous equivalents of Internet neologisms can be found in the analysed corpora?

Research questions supporting H3: What proportion of neologisms in Slovak corpora are of English origin compared to native Slovak origin?

Are there specific domains (e.g., technology, gaming, lifestyle) where English neologisms dominate in Slovak corpora?

The overall methodology of the research is a combination of quantitative and qualitative data analysis. Various other methods were used across the empirical part of the thesis, in order to acquire the necessary data to confirm or deny the established hypotheses. The method of sample selection was used to collect samples of Internet neologisms on Internet-based platforms, such as social media, forums, and online video games. Excerption of Internet neologisms was used to collect data for their subsequent analysis. The method of validation was employed in order to determine whether the excerpted expressions were neologisms, this was achieved by consulting various online resources, such as dictionaries, corpora and websites which track the frequency with which expressions are being searched for by search engines (*Google Trends*). An inclusion threshold was established to prevent the inclusion of

nonce-formations. The evaluation method was used to analyse the collected data, to obtain concrete numerical data which could be displayed in graphs, charts and tables. Literature review, which was used for the establishment of the theoretical part of the thesis, was the basis for the qualitative analysis of the collected samples. Furthermore, morphological analysis was used to define the part-of-speech of the expressions, as well as the word-formation methods which were used to create them. Corpora analysis was used to establish the frequency of certain expressions, as well as to ascertain whether certain online corpora feature newly established expressions, for archival and contextual usage of the particular expression or phrase. Observation of selected Internet neologisms was used to study the nuances of expressions as they appear in the given communication context.

The research subjects of this thesis were primarily gamers and members of various online communities, as their participation in these subgroups leaves out any ambiguity in their status as members of said subgroups. For this reason, teens were not included as primary research subjects, as there is no reliable way to prove or disprove whether online users are of a certain age, even though many websites offer the inclusion of the age of the user (which is also mirrored by some games), the given age may not reflect the real age of the user. Subsequently, teenagers will not be the primary research subjects of this thesis, although as the Internet neologisms created by teens are used by gamers and online community members, these expressions will be nonetheless included in the empirical part of the thesis. The research set is comprised of public posts and comments found on forums (*Reddit, 4chan, Rate Your Music, Something Awful*), social media platforms (*Instagram, Twitter (X), Facebook, YouTube*), gaming platforms (*Discord, Twitch, Steam, Pokémon Showdown*), as well as English online corpora (*WebCorp Live, UPSKILLS (2023), UkWac Complete, SKELL*) and Slovak corpora (*Slovak national corpus, Aranea*).

5. RESEARCH OF INTERNET NEOLOGISMS USED ON DIFFERENT PLATFORMS

The beginning of research carried out for this section started with the selection of platforms which would be studied. As was mentioned before, the platforms chosen for the research were the ones which provided an archive of communications carried out by their members (however some platforms, i.e. some gaming platforms instead offer a real-time chat feature, wherein communicators engage in rapid interactions regarding the current topic or the gameplay which is being streamed). Furthermore, the choice of the particular websites or programmes was determined by various factors such as their popularity and the everyday user traffic, relative accessibility, their perceived importance and influence on the culture of the Internet as well as popular culture, and their quantity of available posts and comments. While other platforms were also considered as a part of the research, ultimately they were not included due to various reasons, e.g. the website being taken down. The social media platforms which were chosen include *Facebook*, *X* (formerly known as *Twitter*), *Instagram* and *YouTube*. Their inclusion stems from their wide user base and general popularity, as they are used by Internet users who might not otherwise frequent more obscure communities. Social media platforms, such as *TikTok* were considered but due to the uncertain nature of its availability at the time of research being carried out, this platform was not included. Regarding forums, the websites *4chan, Something Awful*, *Rate Your Music* (*RYM*) and *Reddit* were chosen since these websites aggregate the highest number of users among other forums, which is because they are not restricted to purely one subject matter, as communication on any subject matter is for the most part unrestricted. In this respect, these websites serve as the go-to forums for many Internet users who are interested in discussions of a wide range of topics which would be otherwise overlooked, ignored or potentially restricted on other websites. The gaming-related platforms *Steam, Twitch*, *Pokémon Showdown* and *Discord* were chosen over particular games due to the fact that these platforms provide conversations which are not restricted to the particular time of data collection, providing a wider scope of expressions used over a certain period of time. While some of these platforms, i.e. *Discord* and *Twitch* are not restricted to only gaming, they are nonetheless very popular among gamers, and their communications and interactions present a large section of the user base. Similarly, the conversations which are held on *Steam* and *Pokémon Showdown* are not

restricted to gaming only, although the majority of the conversations pertain to the games themselves. Additionally, other platforms sometimes also feature a dedicated section for gaming discussions, however, these sections were avoided in favour of platforms which focus on particular games, rather than gaming in general.

As part of the research posts and comments found on these platforms were collected through screenshotting. All in all, 100 screenshots were taken per website, totalling 1200 screenshots in the entire research. Subsequently, words which were suspected to be Internet neologisms were checked for their inclusion in online dictionaries in order to determine whether the extracted word was indeed a neologism or a pre-established word. Five online dictionaries were chosen: *Oxford Advanced Learner's Dictionary*, *Cambridge Dictionary*, *Merriam-Webster*, *Collins Online Dictionary* and *Dictionary.com*. In order to be regarded as a neologism, an expression had to be found in no more than 4 out of the 5 dictionaries. The expressions which fit the criteria were subsequently gathered in a Microsoft Excell spreadsheet, wherein they would be assigned a number, as well as a number of the screenshot, their inclusion in the dictionaries, or lack thereof, would be noted, as well as their word class and word-formation method. The number of Internet neologisms per screenshot varied, however across the 1200 screenshots over 1600 expressions were gathered. Some of these expressions appeared more frequently than others, all in all, 566 individual expressions were identified across all of these platforms. An inclusion threshold was established, wherein the expression had to be used at least 5 times to be labelled as an Internet neologism. This was implemented in order to filter out any possible nonce formations or expressions which are not as common, or are specific to a particular community and have not subsequently spread to the wider Internet. Due to the scope of the research, it is possible that certain expressions could have been included were the scope of the research larger. Overall, the total number of expressions which can be regarded as Internet neologisms reached 66. Due to the less restrictive nature of some of the researched platforms, some expressions which can be considered offensive or hurtful were included, therefore we would like to state that these expressions in no way reflect our values or worldview, and they are included to accurately and honestly showcase the expressions used on the Internet. The results of the research will be presented in subsections which focus on the particular platforms.

5.1. Internet Neologisms of Social Media

As was mentioned before, Internet neologisms were extracted from screenshots of posts and comments found on social media platforms. The number of extracted words varied across the platforms. Overall, 127 expressions have been extracted per 100 posts on *Instagram*, 120 expressions per 100 posts from *Twitter*, 125 expressions per 100 posts from *Facebook*, and 128 expressions per 100 posts from *YouTube*, totalling 500 expressions per 400 posts, representing 157 individual expressions found on social media platforms. Figure 1 serves as an example of a post found on social media.

Figure 1: An example of Internet neologisms found on Twitter (X)

The most frequently used expressions on social media platforms include: *u* - you (83 instances), *fr* – for real (26 instances), *ur* - your (20 instances), *af* – as f*ck (15 instances) and *ngl* – not gonna lie, *n* - and, *poser, stand* (12 instances). The common feature found among these expressions is their brevity, as the majority of them are abbreviations and initialisms. The prevalence of shorter expressions stems from the desire to communicate as much information in as few keystrokes as possible. Additionally, except for the expression "*stand*" the highlighted expressions are not restricted to any particular subcommunity or website. This should not come as a surprise as, for the most part, social media is not restricted to a finite number of topics, therefore community-specific expressions are not as common. The exception to this is the aforementioned expression "*stand*", which is restricted to a particular community and discussions therein, as the expression is connected to the manga and anime called JoJo's Bizarre Adventure.

5.1.1. Twitter (X)

New expressions which are used on *Twitter (X)* are not associated with any particular sub-community, rather *Twitter* users employ expressions which can be found on the wider Internet. This might be because conversations found on this website focus more on the current happenings and popular culture, rather than focusing on the activity and development

of certain communities. The most frequent expressions on *Twitter (X)* include: *u* (17 instances), *ngl* and *af* (7 instances), *fw* – f*ck with and *chill* (6 instances), *ts* - this and *ur* (5 instances), and *rn* – right now, *fr, tf* – the f*ck, *crash out* (4 instances). The prevalence of initialisms among the most frequently used expressions is linked to the need to express as much information while using as few keystrokes as possible. This might be a holdover from the past, wherein Tweets were limited to only a few characters. Another feature of these expressions is their use of swear words (or offensive words in general), which are included in an initialism, thus circumventing censorship or reduced visibility. Besides these frequent expressions, other words bypass censorship by various means of alteration, for example, *fking* or *fckn, ash* – as hell, *asf* – as f*ck, *stfu* – shut the f*ck up, *fym* – f*ck you mean, *huzz* – h*es. Overall, 48 individual new expressions have been used per 100 posts on *Twitter (X)*. Among these expressions, 23 words are eligible as Internet neologisms, when taking into consideration the expressions found on other platforms. All of these Internet neologisms can be found in *Table 1* in *Appendix A.*

In terms of word class division, the most frequently recurring word classes on *Twitter (X)* are interjections (20% of all expressions), pronouns (18.3% of all expressions) and adjectives (13.3% of all expressions). The full scope of word classes can be found in *Chart 1* in *Appendix A* The prevalence of interjections stems from their use as signs of acknowledgement and relatability, rather than an actual, meaningful comment or reply. Because many of these expressions are either abbreviations or initialisms or they are short in general, they are easily slotted into communication, as their production takes no more than two or three keystrokes. Similarly, they can be used without majorly impacting the intended message. Pronouns are frequently found on *Twitter (X)* due to the need to use them in conversation, and since they are an inevitable part of communication, users shorten them in order to save keystrokes and due to the fact that even in their reduced forms their meaning is still ascertainable. While there is no deeper connection between the use of adjectives and *Twitter (X)*, they are nevertheless frequently used as modifiers of nouns and pronouns. One particularly interesting case is the use of the word *mid*. Which, although being a clipping of the word middle, describes something as being of poor quality, disappointing or unremarkable. Word-formation methods which are found on *Twitter (X)* include 7 different categories, the most frequent of which include initialisms (37.5% of all expressions), abbreviations (35.83% of all expressions) and semantic extensions (13.3% of all expressions). The full distribution of word-formation methods can be found in *Chart 2* in

Appendix A. As was previously mentioned, abbreviations and initialisms are frequently used due to their ease of use, the bypassing of censorship, and the economy afforded to frequently used expressions and phrases. Semantic extension manifests itself on *Twitter (X)* in words such as *twin, vibe, real*, *crash out* or *chill*. While none of these expressions are emblematic of the platform itself, they are nonetheless commonly used in tweets.

5.1.2. Instagram

Instagram users employ a wide variety of expressions, ranging from simple abbreviations to expressions that reference current memes and trends. Overall, 68 individual expressions have been extracted from 100 Instagram post captions and comments. Among the most popular new expressions are *u* (19 instances), *real* and *ur* (6 instances), *fr* (5 instances), *cooked*, *pfp* – profile picture, *n* (4 instances). While the majority of these frequently used expressions are used in a wider scope and do not typically convey any particular connotation, certain expressions such as "*cooked*" or less frequently used expressions such as *zaddy*, *goated*, *pookie*, *skibidi*, *twin*, *honse*, *car*, *coomer*, *type beat*, *scrumpt*, often reference memes and Internet culture or have generally jocular connotations. This can be attributed to the fact that Instagram is used mainly for sharing images and videos, therefore a high amount of these posts contain references to memes and current developments of Internet culture, thus fostering a userbase which interacts with these posts and refers to them in subsequent post captions and comments. Similarly, as on other platforms, numerous expressions are used in order to circumvent censorship measures employed by *Instagram*, examples of such expressions include: *nut*, *asf*, *pp* – p*nis, *frank*, *fkn*, *regarded*, *SA* – Sexual Assault, *unalive*, *fw*, *fk* – f*ck, *f* – f*ck. These words often have sexual connotations, or they express offensive or taboo topics. The presence of such expressions might stem from the fact that Instagram frequently features images and videos which present explicit content, therefore to a certain degree normalising said content and the expressions associated with it. Out of the 68 recorded expressions found on *Instagram*, 22 are eligible for being regarded as Internet neologisms. These can be found in *Table 1* in *Appendix A*.

Expressions used by *Instagram* users fall into 10 categories in terms of word classes, with the most frequently employed ones being: nouns (27.56% of all expressions), interjections (17.32% of all expressions) and pronouns (14.96% of all expressions). The full

scope of word classes can be found in *Chart 3* in *Appendix A* The prevalence of nouns and pronouns can be attributed to the fact that users frequently comment on individuals, objects and situations which are portrayed in images and videos posted on the platform. Additionally, users can also refer to other users, or the original poster and their account (for example commenting on their profile picture or the account itself). All instances of pronouns found on *Instagram* are represented by the leetspeak abbreviation "*u*". Interjections are used in a similar way as on *Twitter (X)*, behaving as markers of acknowledgement and relatability (e.g. *real, fr, ong* – on God, *ikr* – I know right), however, they can also express sincerity (e.g. *ngl*) or playful humour (e.g. *ahh* instead of ass – *Facebook ahh meme*). The proportion of word-formation methods used on *Instagram* is significantly higher than on *Twitter (X)*, although some of the categories include only 1 or 2 examples of expressions formed by said method. Nevertheless, the total number of word-formation methods is 13, with the most frequently used methods being: abbreviation (36.22% of all expressions), initialisation (24.4% of all expressions), and semantic extension (12.6% of all expressions). The full distribution of word-formation methods can be found in *Chart 4* in *Appendix A*. Examples of abbreviations include expressions which are generally common and thus their abbreviation saves time, such as *u, n, r* - are, *y* - why, *ur, js* - just, *ppl* - people. Similarly, initialisms such as *rn, lmk* – let me know, *ikr, ofc* – of f*cking course, *tbr* – to be real, *ngl, atp* – at this point, help users save time by shortening frequently used phrases. Semantic extension can be observed in words such as *cooked, nut, frank, twin* and *bet*. Oftentimes these expressions are used to disguise words which would be otherwise censored or are considered taboo, e.g. *nut* and *frank*. Furthermore, they can convey a tone which is friendlier, funny or less serious than their original counterparts, as is the case with expressions such as *cooked, twin* and *bet*.

5.1.3. Facebook

Despite *Facebook's* popularity, the number of individual new expressions is the lowest among all of the social media platforms researched in this thesis. Out of the 125 examples of new expressions, only 36 individual expressions can be extracted. The low number of individual expressions could possibly be related to the waning popularity of *Facebook* among young people, thus the users need not use the newest expressions as frequently as they would on other platforms. Instead, users prioritise convenience, which is

reflected in the staggering popularity of the Internet neologism "*u*" which represents one-third of the new expressions found on *Facebook*. While some expressions are also frequently used, none come close to the omnipresence of "*u*". Nevertheless, some other frequently used expressions include *fr* (11 instances), *ur* (9 instances), *r* (6 instances), *af* (5 instances) and *tf*, *n*, *gta* – Grand Theft Auto (4 instances). All of these expressions are used for the sake of convenience as their short form enables users to save time while writing, with the lone exception being the expression "*gta*" which is used to liken extravagant real-world activities and situations to those which are found in the popular gaming series. Besides the popular expression, certain scarce expressions (in certain cases, they are possibly nonce formations) also help shape the form of the *Facebook* vocabulary. This includes *goated*, *Karen* and *yapatron*, which describe the users or people depicted in images and videos posted on the website. Furthermore, as is the case with other platforms, numerous expressions are used to avoid the danger of getting one's account restricted or deleted for using offensive or taboo expressions, e.g. *ffs* – for f*ck's sake, *foh* – f*ck outta here, *mf* – mother*cker, *fck*, *htf* – how the f*ck, *unalive* (or *unalived*). All in all, half of the 36 individual expressions gathered on *Facebook* can be considered as Internet neologisms, which is the fewest among all of the researched social media platforms. All of them can be found in *Table 1* in *Appendix A*

The importance of convenience for *Facebook* users is further apparent when examining the word-formation methods used to form these expressions, as the prevailing majority of them are formed either by abbreviation (59.2% of all expressions) or initialisation (30.4% of all expressions). The full distribution of word-formation methods can be found in *Chart 6* in *Appendix A.* Besides the previously mentioned expressions, examples of abbreviations and initialisms include *gd* - good, *fkn*, *b* – be, *dnt* – don't, *js*, and *ngl*, *smh* – shaking my head, *ikr*, *asf*, *stfu*, *pos* – piece of sh*t, and *ffs* respectively. In terms of word classes, the most frequently used ones include pronouns (33.6% of all expressions), interjections (26.4% of all expressions) and adverbs (8% of all expressions). The full scope of word classes can be found in *Chart 5* in *Appendix A.* Similarly to Instagram, all instances of pronouns found on *Facebook* are represented by "*u*". Besides three expressions, all interjections are formed through abbreviation or initialisation. The exceptions include *frrr* – for real and *frfr* – for real for real, which originate from the initialism *fr*, however they are instead reduplicated to give the expression a heightened sense of relatability and sincerity. The last exception is "*Wat the sigma*", which is a substitution of the interjection "*What the f*ck*", originating from a meme which started gaining prominence in the first half of the year

2024 (Google Trends, 2025). Besides variations of the word "*f*ck*", such as *asf* (or *af*), and *fck*, adverbs found on *Facebook* also include *def* – definitely and *js*.

5.1.4. YouTube

YouTube allows various communities to form and discuss topics relating to particular interests or even the person creating the videos themselves. Videos connected with specific topics use differing expressions (although a considerate crossover is also apparent) relating to that topic. Videos which revolve around music include expressions relating to music (e.g. *dt* – dog tired, *slap*, *IA* – Infant Annihilator), music scenes (*poser*, *gatekeeper*), but also expressions relating to other YouTube users (e.g. *pfp*, *op* – original poster), Cyberculture (e.g. *real, based*), politics (e.g. *sjw* – social justice warrior), and expressions used on the wider Internet (e.g. *tbf* – to be fair, *mb* – my bad). Another video genre which was examined was an exposé, which included expressions connected with Cyberculture (e.g. *ragebait*), the video creator (e.g. *gfm* – Gamer from Mars), the platform itself (e.g. *yt* - YouTube) and general Internet expressions (e.g. *foh*, *bc* - because). Videos focused on comedy featured expressions connected with Cyberculture (e.g. *rizzler*), YouTube users (e.g. *pfp*), as well as general Internet expressions (e.g. *u*, *af*). New expressions found in documentary-style videos most often reflect the topic at hand, which in our research included topics ranging from internet culture (e.g. *lolcow*, *wojak*), popular culture (e.g. *mcu* – Marvel Cinematic Universe), gaming (e.g. *gamergate*, *dlc* – downloadable content) and general Internet expressions (e.g. *tbf*, *gaf* – give a f*ck). Similarly, expressions found in the comments of review videos relate to the topic, which is being discussed, this can include expressions related to the franchise (e.g. *stand*, *mc* – main character), Cyberculture (e.g. *slaying*) and general Internet expressions (e.g. *ofc*, *bc*). The last video genre examined in this research was paranormal investigation, which included expressions relating to Cyberculture (e.g. *real*, *this*), *YouTube* users (e.g. *npc* – non-player character), the platform itself (e.g. *yt*) and general Internet expressions (e.g. *af*, *u*). All in all, the most frequently used expressions include *stand* and *poser* (12 instances), *goon* (8 instances), *gfm* and *fr* (6 instances), *u* and *bc* (5 instances) and *pfp* (4 instances). The total number of individual expressions reached 61, while the number of expressions which could be considered Internet neologisms reached 23. These Internet neologisms can be found in *Table 1* in *Appendix A*.

The most frequently found word classes on *YouTube* include nouns (51.56% of all expressions), interjections (16.41% of all expressions), and verbs (10.16% of all expressions). The full scope of word classes can be found in *Chart 7* in *Appendix A.* Unsurprisingly, the majority of nouns found on *YouTube* related to the topic of the video or concepts connected with the topic (e.g. *gamergate*, *lolcow*, *stand*, etc.), although nouns can also refer to other users found in the comment section of videos and their interactions (e.g. *npc*, *poser*, *op*, etc.). Similarly to the aforementioned websites, interjections are also frequently used on *YouTube* (e.g. *ngl*, *ikr*, *tbf*, *stg* – swear to God, etc.). Similarly to nouns, verbs are either used in reference to the topic of the video (*slap*, *slay*) or in relation to discussions in the comment section (*cap*, *goon*, *r*). *YouTube* offers an abundant variety of word-formation methods, with 10 different methods used to create expressions found in the comment section of videos. The most frequent methods include initialisation (37.5% of all expressions), semantic extension (27.34% of all expressions), and abbreviation (14.06% of all expressions). The full distribution of word-formation methods can be found in *Chart 8* in *Appendix A.* Examples of initialisms include for example *pfp*, *sjw*, *op*, *mc*, and *mb*, semantic extension can be seen in expressions such as *real*, *mood*, *based* and *goon*. Abbreviated expressions on *YouTube* include *rly* - really, *u*, *bc*, *n*, *w* – win and *r*.

5.2. Internet Neologisms of Internet Forums

Numerous forums can be found on the Internet, which provide a space for discussions of any possible topic. However, in the current day and age, a lot of these forums are rather obscure and used by the most dedicated fans of the discussed topic. In our research of this topic, we chose the following forums as subjects of research: 4chan, Reddit, Rate Your Music and Something Awful, as these are the most popular forums and therefore garner the highest number of users. The posts found on forums (known as threads) and their replies were the sources from which new expressions were extracted. Overall, 478 expressions were extracted from 400 screenshots. The ratio of expressions is as follows: 130 expressions per 100 posts from 4chan, 109 expressions per 100 posts from Reddit, 127 expressions per 100 posts from Rate Your Music, and 112 expressions per 100 posts from Something Awful.

Figure 2 serves as an example of threads and comments found on forums.

Figure 2: An example of Internet neologisms found on 4chan

Over the 400 screenshotted threads and comments, 196 individual expressions were identified. Among them, the following expressions were the most frequently appearing ones: *op* (98 instances), *RYM* – Rate Your Music (45 instances), *u* (13 instances), *based* (11 instances), and */s* - sarcasm (10 instances). The function of the three most frequent expressions is referential, as they refer to other users (*op* and *u*) or to the platform itself (*RYM*). The term "*based*" refers to the contents of the thread or comment, describing it as something with which the user agrees, in spite of the fact that such a statement goes against the status quo, as it is seen as the user being authentic to themself. To accommodate for the lack of prosodic features, various tone indicators have been devised, however, the only one which was found during the research of this thesis is */s*, which is used to indicate sarcasm.

5.2.1. 4chan

4chan is one of the most famous imageboards on the Internet in the present day. The website is divided into numerous boards which are focused on various wider topics. The following boards were selected for the research of this thesis: */b/* (Random), */mu/* (Music), */fit/* (Fitness), */an/* (Animals and Nature). While these boards differ in their topics and the expressions used within them, certain common groups of expressions can be found within all of the aforementioned boards. Included here are expressions which are commonly associated with forums (e.g. *bump*, *jannie*, *op*, *picrel*, *frogposter*, *kino*, *desu*, *kek*, *kwab*, etc.), cyberculture expressions (e.g. *based*, *ylyl* – you laugh you lose, *rage bait*, *coombait*, *skill issue*, etc.), derogatory expressions (e.g. *bugman*, *Pajeet*, *sheboon*, *muttland*, *botschizo*, *catf*g*, etc.), and general Internet expressions (e.g. *mf*, *u*, *ur*, *tf*, *stg*, etc.). Certain categories can be found only among three or two of the boards, for example references to different boards (e.g. */v/* - video games, */b/*, */x/* - Paranormal, */biz/* - Business & Finance, */mu/*, */fit/*) found on */b/*, */mu/*, and */fit/*, expression for outward appearance (e.g. *looksmatched*,

femmasc, *ketolard*, *femboy*, *broccoli boy*, etc.) found on */b/*, */mu/* and */fit/*, expressions designated for other users (e.g. *bot*, *cholesterolbro*, *lionsister*) found on */fit/* and */an/*, and expressions associated with politics (e.g. *republik*nt*, *rightoid*, *sjw*) found on */b/* and */mu/*. Due to the existence of certain boards which focus on specific topics, some categories are for the most part restricted to the designated board, for example, expressions related to music (e.g. *sovl*, *metalf*g*) found on */mu/*, expressions associated with fitness (e.g. *bulking*, *gymmaxxing*, *natty*, *dyel* – do you even lift) found on */fit/*, and expressions associated with animals (e.g. *invert*, *beetleposter*, *carnivorf*g*) found on */an/*. Overall, the total number of individual expressions reached 83, which is the highest among all of the other forums. Due to the high number of individual expressions, the most frequently used expressions were not as abundant as the most frequent expressions of the aforementioned websites. Nevertheless, the most frequent expressions include *based* (10 instances), *op* (7 instances), *frogposter* (6 instances), and *u* (5 instances). It should however be noted that the expression "*frogposter*" is only found in one comment, wherein the expression is repeated multiple times, therefore its prevalence and subsequent inclusion as an Internet neologism should be approached with discretion. The number of expressions used on 4chan which can be considered Internet neologisms is 9. These can be found in *Table 2* in *Appendix B.*

Different kinds of word classes are found on 4chan, however, the most frequently used ones are nouns (58.46% of all expressions), adjectives (12.3% of all expressions), and interjections (11.54% of all expressions). The full scope of word classes can be found in *Chart 9* in *Appendix B.* Nouns usually refer to other users, the original poster, and discussed individuals or groups of individuals. Frequently nouns are constructed using compounding (e.g. *muttland*, *frogposter*, *oldhead*, etc.) and blending (e.g. *femboy*, *botschizo*, *picrel*, etc.) which is also reflected in the high frequency of these word-formation methods – 13.85% of all expressions and 13.07% of all expressions respectively. Examples of adjectives include *looksmatched*, *yt* - white, *based*, *femmasc* and *natty*, while interjections include *ftfy* – fixed this for you, *ylyl*, *fr*, *mf*, *sike*, *kek*, *stg*, *kwab* – kek what a b*tch, etc. Besides the previously mentioned word-formation methods the most frequently used methods are both semantic extension and initialisation (each 16.15% of all expressions). Examples of semantic extension include *bump*, *based*, *bot*, *goon*, etc., while initialisation can be seen in examples such as *wwyd* – what would you do, *sjw*, *op*, *itt* – in this thread, *tf*, *dyel*, etc. The full distribution of word-formation methods can be found in *Chart 10* in *Appendix B.*

5.2.2. Reddit

Reddit is an ever-expanding forum which provides a space for almost any community to create their own space (also known as a subreddit) wherein they can discuss the topic. As a result, numerous subreddits have come into existence in order to discuss topics ranging from everyday life to obscure interests. Ten subreddits were chosen in order to capture the wide range of communities found on Reddit, those being *r/TodayILearned*, *r/MildlyInfuriating*, *r/AmIOverreacting*, *r/NoStupidQuestions*, *r/WhatIsThisThing*, *r/MildlyInteresting*, *r/What*, *r/AskReddit*, *r/Pics*, and *r/WellThatSucks*. Similarly to 4chan, certain categories of expressions can be found among all of the subreddits, however in contrast to 4chan, there is not as wide of a variety. The shared categories include expressions associated with forums (e.g. *til* – today I learned, *op*, *sub* - subreddit, *aita* – am I the as*hole, etc.) and general Internet expressions (e.g. *u*, *tbf*, *atp*, *rn*, etc.). Tone indicators can also be found in certain subreddits (*r/TodayILearned*, *r/NoStupidQuestions*, *r/MildlyInteresting*, *r/Pics*, and *r/WellThatSucks*), though once again they are restricted to the */s* (sarcasm) indicator. Expressions connected with Cyberculture, such as *frfr*, *ligma*, and *real*, can be found in *r/What*, *r/AskReddit*, and *r/Pics*. The lone gaming-related expression *TLOU* – The Last of Us was found in *r/NoStupidQuestions*. The number of individual expressions on Reddit was the lowest among all of the researched forums, reaching only 35. The most frequently used expressions among them were *op* (36 instances), */s* (9 instances), *rn* (6 instances), *u* and *pos* (5 instances), and *sub* (4 instances). Despite the low number of individual expressions, 17 expressions which were found on Reddit can be considered Internet neologisms. These can be found in *Table 2* in *Appendix B.*

A wide variety of word classes can be found in expressions used on Reddit. The most frequently used ones are nouns (e.g. *op*, *pos*, *ppl*, *so* – significant other, *pt* - part, *pfp*, *sub*, etc.) which represent 53.21% of all expressions. Nouns are then followed by interjections (e.g. *tbf*, *ngl*, *til*, *foh*, *tf*, */s*, etc.) which make up 26.6% of all expressions. The full scope of word classes can be found in *Chart 11* in *Appendix B.* The majority of the frequently used nouns and interjections are either abbreviations or initialisms, which is subsequently mirrored in the high frequency of these word-formation methods. Initialisms make up 66.97% of all expressions used on Reddit, while abbreviations represent 24.77% of all expressions. The full distribution of word-formation methods can be found in *Chart 12* in *Appendix B.* Besides the above-mentioned examples, initialisms and abbreviations can be

seen in expressions such as *atp*, *rn*, *gaf*, *aita*, and *u*, *srsly* - seriously, *bc*, *smth* – something respectively.

5.2.3. Rate Your Music

Rate Your Music (or *RYM*) is an online website dedicated to discovering and reviewing music by independent users. Furthermore, the website also features a forum section wherein users can discuss the newest music releases, express their thoughts on particular artists and bands, explore old and new trends and in general participate in discussions related to music, particular music scenes and the business side of music production and dissemination. The expressions used on this platform cover various spheres, ranging from expressions connected with music genres which originated on the Internet or became prominent thanks to the Internet (e.g. *easycore*, *cloud rap*, *scenecore*, *glitch pop*) or wider music terminology (e.g. *aoty* – album of the year, *trve*), references to the platform itself (e.g. *RYM*, *rym'er*, *RYMcore*), and legal terminology (e.g. *royalty-free*), general Internet expressions (e.g. *bc*, *ig* – I guess, *af*, *pfp*, etc.), expressions associated with forums (e.g. *itt*, *bump*, *op*, etc.), to cyberculture expressions (e.g. *frfr*, *brainrot*, *mid*, *w*, *based*, *dogwater*, etc.). While the number of individual expressions reached 68, overall only one of the expressions was used in a significant way, that being *RYM*, which is used by its users to refer back to the page itself, whether that is in reference to ratings found on the website, or discussions which take place on the forum section. Overall, the expression appeared 45 times out of the 127 collected expressions. Despite the prevalence of the aforementioned expression, 17 Internet neologisms were found among the collected expressions. All of them can be found in *Table 2* in *Appendix B.*

The word classes of words used on *RYM* mainly consist of nouns, adjectives and interjections. As was mentioned before the expression *RYM* is very common on the platform, which as a result is mirrored in the high frequency of nouns (57.48% of all expressions). Besides *RYM*, other examples of nouns consist mainly of names of music genres (e.g. *goblincore*, *scenecore*, *glitch pop*, *cloud rap*, etc.) and other miscellaneous terms (e.g. *pfp*, *hof* – hall of fame, *op*, *dub*, *brainrot*, *recc* - recomendation, etc.). Adjectives (11.02% of all expressions) on *RYM* included examples such as *royalty-free*, *trve*, *rite*, *friggin*, *mid*, *based*, etc., while interjections (9.45% of all expressions) were represented by expressions such as *inb4* – in before, *ngl*, *frfr*, *iykyk* – if you know you know, *idrc* – I don't really care, *ffs*, etc.

The full scope of word classes can be found in *Chart 13* in *Appendix B.* As was the case with the prevalence of nouns due to the abundance of the expression *RYM*, so is the case of the high frequency of initialisms (49.6% of all expressions). Besides this expression, other examples include *ig, hof, itt, aoty, pfp, fw, ffs*, etc. While other word-formation methods did not reach such an abundance as initialisms, nevertheless other methods such as compounding (14.96% of all expressions) and abbreviation (9.45% of all expressions) were also considerably present. The full distribution of word-formation methods can be found in *Chart 12* in *Appendix B.* Compounding was frequently used to create names for music genres (e.g. *indie-dance, cloud rap, basement emo* or *dream pop*, etc.) or for descriptors of the music or the scenes (e.g. *dogwater, sausagefest, royalty-free*, etc.). Abbreviations include various miscellaneous examples such as *bc, u, abt* - about, *ts, ur, w*, etc. The full distribution of word-formation methods can be found in *Chart 14* in *Appendix B.*

5.2.4. Something Awful

Similarly to other platforms, *Something Awful* provides a space for almost any discussion to take place. As is the case with other forums, various boards exist in order to divide discussion topics into organised groups. For the research of this thesis, 5 boards were chosen in order to determine whether there are any differences in the use of new expressions. These boards include *General, Ask/Tell, Post Your Favorites, Something Awful*, and *Debate & Discussion*. While over 100 words have been extracted from conversations found on *Something Awful*, there is not a major difference in the expressions used on these particular boards, as the majority of them can be divided into two main categories, those being: expressions frequently associated with forums (e.g. *op, itt*) and general Internet expressions (e.g. *tbf, atm* – at the moment, *otoh* – on the other hand, *ftfy, tru, p* - pretty, *tia* – thanks in advance, etc.). Another big category is cyberculture expressions (e.g. *w, chud, noice, malding, permad*, etc.), although there were no expressions of this kind found on the *Debate & Discussion* board. Similarly, words which reference the platform or boards found on the platform, as well as other forums are also present (e.g. *SA* – Something Awful, /pol/ - Politically Incorrect, *PYF* – Pick Your Favorite). Other categories which are not as present include expressions connected with technology (e.g. *adblocker*) found on *Post Your Favorites, politics* (e.g. *ancap* – anarcho-capitalist) found on *Debate & Discussion*, derogatory expressions (*tw*tter*) found on *Post Your Favorites*, and tone indicators (e.g. */s*)

on *Something Awful*. Only 38 individual expressions were extracted from the comments, which is only slightly more than on Reddit. The most frequently used ones include *op* (54 instances), *PYF* (5 instances), *SA* and *p* (4 instances). Except for *p*, all of these expressions have a referential function, either referring back to the original poster or to boards found within the forum. All in all, 13 of the words used on *Something Awful* can be considered Internet neologisms. All of them are featured in *Table 2* in *Appendix B.*

As is the case with other platforms where a single expression is significantly more frequent than other ones, the use of the nominal initialism op influences the frequency of these categories. In the case of word-formation methods, no other method is used frequently enough, as a result, initialisms make up 75% of all expressions on *Something Awful*. Besides the already mentioned expression, other examples include e.g. *tbf*, *rn*, *itt*, *hth* – happy to help, *tia*, *PYF*, *SA*, *otoh*, etc. The full distribution of word-formation methods can be found in *Chart 16* in *Appendix B.* While nouns (68.75% of all expressions) are a dominant word class among new expressions found on *Something Awful*, interjections (11.61% of all expressions) also make a significant contribution. Other examples of nouns included e.g. *chud*, *adblocker*, *poser*, *ppl*, etc., while interjections could be seen in such cases as e.g. *tbf, ty* – thank you, *ftfy*, *ffs*, *tia*, etc. The full scope of word classes can be found in *Chart 15* in *Appendix B.*

5.3. Internet Neologisms of Gaming Platforms

Platforms dedicated to gaming exist for numerous reasons, though mainly they serve as places for discussion of the particular game (or games), and interactions between fans of the franchise, where they can bond over their shared interest in the game. Users can also ask for help in case something goes awry with their game or they get stuck at a particular point or level. While discussions of games are the main reason why gamers join these platforms, there is no restriction on the topic of discussions and many users join to talk with like-minded individuals since they know that they will have at least something in common. For the research of this section, four gaming platforms were chosen, in order to observe the new expressions used by gamers and to determine whether there are any major differences in their vocabularies. These platforms include *Twitch*, *Steam*, *Discord* and *Pokémon Showdown*. Among all of these platforms, 624 expressions were collected from 400 screenshots. The individual platforms amassed varying numbers of expressions. On *Twitch* there were 121 expressions per 100 screenshots, *Steam* had 192 expressions per 100

screenshots, *Discord* had 134 expressions per 100 screenshots, and *Pokémon Showdown* had 177 expressions per 100 screenshots. *Figure 3* serves as an example of a comment found on gaming platforms.

Figure 3: An example of Internet neologisms found on Twitch

Among the 400 amassed screenshots, 298 individual expressions could be identified. Due to the high number of individual expressions, the number of frequently used ones is lower when compared to other platforms. Nevertheless, the most common ones include *u* (37 instances), *kekw* (23 instances), *tcg* – trading card game (12 instances), *mon* - Pokémon, *rn*, *EA* – electronic arts (10 instances). These examples provide a combination of terms connected with gaming, expressions used on the particular gaming platform and expressions used on the wider Internet. The first case can be seen in the words *mon*, *tcg*, and *EA*. *Mon* refers to characters found in the particular gaming franchise, while *EA* refers to a game publishing company. Although *tcg* refers to a physical card game, it is nevertheless based on a character from the gaming franchise and thus an extension of it. The second case includes *kekw*, which is a word (or an emote) used on *Twitch* to convey laughter. While on its own the expression is indistinguishable from other Internet neologisms, with a downloadable browser extension this expression instead turns into a graphic emote. It can be argued whether such an expression can be considered an Internet neologism due to its graphic nature. However, as the extension is not mandatory for the viewing experience, as well as the fact that the expression is sometimes used outside of *Twitch* to convey laughter, it can be argued that the expression is a valid Internet neologism. The third case includes common Internet neologisms such as *u* and *rn*, which are used for their convenience.

5.3.1. Twitch

Twitch is a streaming service which allows users to share their gameplay (among other things) to a wide audience. On the other hand, some users watch and interact with the streamer, as well as other audience members (commonly collectively referred to as *"chat"*). Five different stream chats were observed, each connected to a game of a differing genre, in order to determine whether there were any significant differences. These games include

Counter-Strike 2 (or *CS2*, a tactical first-person shooter), *Kingdom Come: Deliverance 2* (or *KCD2*, an action role-playing game), *Minecraft* (a sandbox survival game), *FIFA* (a sports game) and *Phasmophobia* (a survival horror puzzle game). While the individual expressions used by chat members differ based on the game the streamer is playing (as well as the game genre), they fall under certain categories which help group these words. Categories found in every observed stream chat include expressions associated with the platform (e.g. *omegalul*, *pog*, *kekw*, *monkaS*, *Sadge*, *sniper*, etc.) and general Internet expressions (e.g. *u*, *rn*, *stfu*, *ty*, *af*, etc.). Other categories were found among the majority of these streams. Cyberculture expressions (e.g. *sus*, *malding*, *copium*, *sus* - suspicious, *w*, *fr*, *cooked*, etc.) were found everywhere except *KCD2* stream chats, expressions about games and gaming (e.g. *gg* – good game, *force buy*, *dev* - developer, *fallout*, *goty* – game of the year, *xp* - experience, *sell*, *emf* – electro-magnetic field, etc.) were not present in *Minecraft* stream chats. Among all of these categories, 51 unique expressions were used, all of which to a differing frequency. The most frequent ones include *kekw* (23 instances), *u* (12 instances), *omegalul* (9 instances), *w* (5 instances), *sus*, *ez* - easy, *rn* (4 instances). Furthermore, 17 words used by members of the chat can be considered Internet neologisms. These can be seen in *Table 3* in *Appendix C*.

Twitch users use a wide and balanced variety of word classes, totalling 9 different ones. The most prominent classes include interjections (36.36% of all expressions), nouns (24.8% of all expressions), and adjectives (12.4% of all expressions). The full scope of word classes can be found in *Chart 17* in *Appendix C*. While interjections more predominantly cover expressions associated with the platform itself (e.g. *kekw*, *omegalul*, *monkaS*, *sadge*, *pog*, etc.) and some general Internet expressions (e.g. *fr*, *fml* – f*ck my life, *ngfl* – not gonna f*cking lie, *ty*, etc.), nouns are more associated with the gaming side, focusing on particular games, consoles and game mechanics (e.g. *Fallout*, *KCD*, *xbox*, *qol* – quality of life, *xp*, *emf*, *mimic*, etc.). Similarly, adjectives are focused on gaming (e.g. *ct* – counter-terrorist, *fps* – first-person shooter, *bailed*, etc.) and general Internet expressions (e.g. *sus*, *cooked*). Word-formation methods present a similarly balanced presence of various methods. The most frequently used ones are nearly identical in their frequency of use. They include initialisms (24.8% of all expressions), blends (23.97% of all expressions) and abbreviations (23.14% of all expressions). Examples of initialisms include words such as *gg*, *fps*, *qol*, *goty*, *fr*, *xp*, etc., while both blends and abbreviations feature expressions such as *copium*, *xbox*, *sadge*, and *ez*, *u*, *ppl*, *bc*, *w*, *u*, *ur* respectively. The full distribution of word-formation methods can be found in *Chart 18* in *Appendix C*.

5.3.2. Steam

While *Steam* is primarily a digital distribution platform, it also features a section dedicated to game discussions, wherein players can discuss future updates or whether any other users are experiencing any difficulties regarding their copy of the particular game. While numerous games feature a section dedicated to discussions, for the research of this thesis 5 games were chosen, including *Grand Theft Auto V* (or *GTAV*, an action-adventure game), *Forza Horizon 4* (or *FH4*, a racing game), *Final Fantasy VII Rebirth* (or *FF7*, an action role-playing game), *Ark: Survival Evolved* (or *ASE*, an action-adventure survival MMORPG), and *Battlefield 4* (or *BF4*, a first-person shooter). All of these game communities, share a category of expressions connected with gaming, whether that is particular games, gaming consoles, or game-publishing companies (e.g. *GTA 6*, *PS5* – PlayStation 5, *FH4*, *Ubisoft*, *FF9* – Final Fantasy 9, *minigame*, *Ark 2*, etc.). Except for the *FH4* discussion section, all of the aforementioned discussion sections included words used in general Internet communication (e.g. *u*, *og* - original, *atm*, *smh*, *ig*, etc.). Discussions on *Steam* are in a way similar to those found on forums, as one user starts a discussion by writing a post to which other users answer, often referring back to the original poster, therefore the expression *op* is also used on this platform (in discussions about *GTAV* and *FH4*). This could also suggest the possibility that this word is spreading beyond the confines of forums, into a more general Internet vocabulary. *Steam* users also reference platforms such as *Reddit*, *Steam*, and *Origin* in discussions of *FF7* and *BF4*. Another point of reference among *Steam* users is cyberculture, which was observed in *FH4* and *FF7* discussions, which included expressions such as *chad* and *copium*. Lastly, particular expressions only found in *ASE* discussions involved such topics as business (e.g. *Patreon*, *cashgrab*) and technology (e.g. *HDD* - hard disk drive, *SSD* - Solid-state drive, *gfx* - graphics, *vram* – video random access memory). All in all, 85 individual expressions were found on *Steam*, with the most frequently used ones being *EA* (10 instances), *ASA* – Ark Survival Ascended (9 instances), *Ubisoft* (8 instances), *FF7* (7 instances), *rockstar*, *Ark 2* (6 instances), *GTA 6*, *GTA*, *FH4*, *FF9*, *punkbuster*, *BF4* (5 instances), and *The Crew 2*, *Steam*, *ASE* (4 instances). Out of the 85 accrued individual expressions, 20 of them meet the criteria to be considered Internet neologisms. All of them can be seen in *Table 3* in *Appendix C*.

New expressions used on *Steam* are predominantly nouns (93.75% of all expressions). Most conversations on Steam are undergone using standard language, resulting in a low frequency of other word classes. The exception to this is gaming-related terms,

which mostly manifest as nouns. This stems from the fact that most conversations revolve around names of particular games, gaming companies, mechanics, and gaming consoles (e.g. *GTA*, *Rockstar*, *tp* - teleport, *matchmaking*, *Switch*, etc.). The full scope of word classes can be found in *Chart 19* in *Appendix C.* On the other hand, word-formation methods used on Steam present a more balanced distribution. Among the 13 present methods, the most frequently used ones include initialisms and chronological numbering (both 27.08% of all expressions), and compounding (16.67% of all expressions). The full distribution of word-formation methods can be found in *Chart 20* in *Appendix C.* Chronological numbering is used to differentiate new instalments of games and consoles from their predecessors, e.g. *GTA6*, *FH4*, *The Crew 2*, *FF9*, *FF7*, *Ark 2*, etc. Initialisms are used for their convenience, enabling users to shorten long game titles (e.g. *GTA, RDO* – Read Dead Online, *FF*, *ASE*, etc.) or other gaming-related terminology (e.g. *qol, PB* - punkbuster, *EA*, *TDM* – team deathmatch, etc.). Compounds continue with the pattern of gaming-related expressions with examples such as *GTA online*, *Forza Horizon*, *Final Fantasy*, *Chrono Trigger*, *Souls-like*, *hatchframe*, etc.

5.3.3. Discord

While *Discord* is a platform which enables users to communicate via messaging, but also through voice chat. While voice chat is popular among gamers when playing an online game, this section of the thesis will focus only on the written messages between users, as their archival and recording is simpler and more coherent. Various *Discord* servers exist dedicated to particular gaming franchises, wherein users can discuss the games themselves or just communicate with like-minded individuals. *Discord* servers usually feature various rooms, where users can discuss the game, post memes, read about new announcements, or participate in voice calls. For this section of the thesis *Discord* servers focused on these gaming franchises were chosen: *Pokémon* (a role-playing game), *Minecraft* (a sandbox survival game), *Hollow Knight* (or *HK*, a Metroidvania game), *Call of Duty* (or *COD*, a first-person shooter game) and *Geometry Dash* (a side-scrolling platformer game). Categories of expressions found among all of these servers include game-related terminology (*Rom Hack*, *Fangame*, *ffa* – free-for-all, *dev*, *Lost Kin*, *PS5*, *gg*, etc.), cyberculture expressions (*fr*, *w*, *egirl*, *cook*, *pookie*, etc.), general Internet expressions (*ur*, *bc*, *ppl*, *ig*, *r*, *u*, etc.). Words which are frequently associated with *Discord* itself were found on servers connected with *Pokémon*

and *COD* (e.g. *vc* – voice chat, *freezecord*). Inversely, servers connected with *Minecraft* and *Geometry Dash* featured expressions denoting online platforms (e.g. *yt*, *Discord*). Lastly, the *Minecraft* server users also referenced an anime series (i.e. *dr stone*). Overall, 72 individual new expressions were used on *Discord*, the most frequent ones being *u* (17 instances), *gg* (6 instances), *ur*, *fr* (5 instances), *ffa*, *w*, *ppl*, *lost kin* (4 instances). Furthermore, 21 expressions used by *Discord* users can be considered Internet neologisms. These can be seen in *Table 3* in *Appendix C*.

The distribution of word classes on *Discord* is diverse, with over 10 different classes present among the new expressions used by the users of the platform. The most prevalent classes include nouns (38.8% of all expressions), interjections (14.93% of all expressions), and pronouns (13.43% of all expressions). The full scope of word classes can be found in *Chart 21* in *Appendix C*. Nouns mainly consist of game-related names, whether that is names of games, characters, locations, items, moves, or abilities. Examples include words like *Ceruledge*, *COD*, *Draco Meteor*, *Shaman Stone*, *mon*, etc. Other miscellaneous nouns include *freezecord*, *perm* - permaban, *ppl*, *yt*, *pookie*, *discord*, etc. Interjections mainly consist of generally used expressions such as *fr*, *yk* – you know, *tf*, *frfr*, and *gm* – good morning, but also a few gaming-related ones such as *gg*, *glgl* – good luck good luck, and *ggs* – good games. While they make up more than 10% of all expressions, only two examples were found on Discord, those being *smth* – something and *u*. In terms of word-formation methods, the most common ones include initialisms (32.84% of all expressions), abbreviations (31.34% of all expressions) and compounds (13.43% of all expressions). The full distribution of word-formation methods can be found in *Chart 22* in *Appendix C*. While there are some gaming-related initialisms found on Discord (for example *ffa*, *gg*, *gl* – good luck, *cod*, etc.), the majority of them are generally used expressions such as *rn*, *fr*, *wdym* – what do you mean, *atm*, *ik* – I know, etc. Similarly, the majority of abbreviations are generally used Internet expressions, for example, *smth*, *ur*, *ppl*, *r*, *js*, etc. Conversely, compounds consist mainly of game-related expressions such as *fangame*, *Shaman Stone*, *Ancient Aspid*, *Geometry Dash*, *Romhack*, etc.

5.3.4. Pokémon Showdown

Pokémon Showdown is an Internet-based fan-made battle simulator, wherein users can participate in online battles or discuss various game-related topics, such as changes and

development in the metagame, or the results of tournaments. The website features numerous rooms with a live chat, each focused on different aspects of the game, while also incorporating rooms dedicated purely for discussions, wherein users need not necessarily focus on the game. Some of the rooms are focused on different game modes. Here users can discuss new strategies and changes in viability, as well as shifts in usage. The rooms chosen for this part of the research included: *Lobby*, *OverUsed*, *VGC*, and *Random Battles*. The expressions used on this website fall predominantly into two categories: game-related expressions and general Internet expressions. The former includes such expressions as *DA* – Dynamax Adventures, *gard* - Gardevoir, *evo* - evolution, *nfe* – not fully evolved, *eq* - earthquake, *ev* – effort value, *blast burn*, etc., while the latter can be seen in examples such as *bc*, *rn*, *tbf*, *u*, *mb* – my bad, etc. Besides these categories, the remaining expressions can be classified as cyberculture expressions (e.g. *mfw* – my face when, *brainrot*, *cook*, *birb* etc.) found in *VGC* and *Random Battles*. The most common expressions included such expressions as *tcg* (12 instances), *mon* (9 instances), *u*, *gz* – congrats (6 instances), *ex* – extra (5 instances), and *rn*, *maus* – Maushold (4 instances). The total number of individual expressions reached 120, out of which 13 meet the criteria to be considered Internet neologisms. These can be found in *Table 3* in *Appendix C*.

While there is a wide variety of word classes found on *Pokémon Showdown*, the majority of the new expressions fall under nouns (72.32% of all expressions) and adjectives (9.04% of all expressions). The full scope of word classes can be found in *Chart 23* in *Appendix C.* Nouns predominantly name characters, moves, strategies and other game-related expressions (e.g. *Zygarde*, *Budew*, *elo*, *stall*, *gard*, *Destiny Bond*, etc.). Similarly, adjectives are mostly connected with game terminology, while also incorporating other, miscellaneous expressions (e.g. *shiny*, *broken*, *nfe*, *cooked*, *goated*, *whack*, etc.). Word-formation methods provide a wider range of variety, while also providing a more balanced distribution. The most frequently used ones include clippings (22.03% of all expressions), initialisms (19.77% of all expressions) and blends (17.51% of all expressions). Examples of all of these methods include predominantly game-related expressions, except for initialisms, which also incorporate a few general Internet expressions. Examples of clippings include *gard*, *munki* – Munkidori, *mon*, *evo*, *skarm* – skarmory, *gen* – generation, etc. Initialisms can be seen in examples such as *tcg*, *nfe*, *rn*, *mb*, *ev*, *tbf*, etc., while blends include examples such as *Gardevoir*, *Duskull*, *Incineroar*, *Seismitoad*, etc. The full distribution of word-formation methods can be found in *Chart 24* in *Appendix C.*

6. A COMPARISON OF THE VARIETY OF NEOLOGISMS FOUND IN INTERNET-BASED AND GENERAL CORPORA

Corpora can be used by Internet users in order to observe how an Internet neologism behaves in different communication contexts and whether there are any similar expressions which can be mistaken for the neologism. Various Internet-based corpora can be found and used by Internet users in order to undergo this task, although the results of this undertaking might differ based on the type, scope, and volume of the chosen corpus. In this section of the thesis, four different corpora were chosen in order to establish whether there are any significant differences in corpora which use the Internet as its only source, and corpora which acquire their textual material from a wide range of sources. Furthermore, this section also aims to determine whether corpora respond to Internet neologisms promptly. The corpora chosen for the research include *WebCorp Live* and *UkWac Complete* (both of which served as the Internet-based corpora), *UPSKILLS (2023)*, and *SKELL* (both of which served as general corpora). It should also be noted that other corpora were considered, but due to certain factors such as their limited scope, thematic focus, and restricted daily search limit, these corpora were as a result disregarded. The scope of these corpora is not always provided, which can be seen in the case of the *WebCorp Live* corpus (which uses the World Wide Web as its source, thus producing a dynamic set of examples). Similarly, the scope of the *SKELL* corpus cannot be found on its website, therefore the number of tokens is unavailable. On the other hand, corpora such as *UkWac Complete* and *UPSKILLS (2023)* provide a specific number of tokens which can be accessed via the NoSketch Engine. The former provides a total of 2,251,569,613 tokens, while the latter provides 72,498 tokens. To verify whether the aforementioned corpora included Internet neologisms, 30 expressions from the previous section of the thesis were chosen and their presence (or lack thereof) was verified through various means. All attributes of these Internet neologisms which they possessed in the previous research section, such as their exclusion from online dictionaries and a set number of appearances, which ensures their status as Internet neologisms, were carried over. The chosen words provide a wide range of expressions from social media, forums, and gaming platforms, while also covering some common categories of expressions, such as cyberculture, gaming, music, tone indicators, and general Internet expressions. While the presence of the neologisms can be easily attested, the opposite poses a challenging task,

especially in the case of expressions with numerous examples. Certain measures can be taken to minimise the chance of missing the specific meaning (such as limiting search results to certain word classes, sorting by year of inclusion, the inclusion of words which frequently collocate with the given meaning, etc.). Therefore, there is a possibility of an error occurring, although measures were taken to minimise the chance of this transpiring. All the Internet neologisms which were selected for the research of this section can be found in Table 4.

U	Af	Pfp	Ty	Ikr	Stfu
Frfr	Ngl	Goon	Asf	Based	RYM
Ur	Ppl	Ig	Ez	Sus	Poser
Rn	Tf	Fw	cooked	coz	Tcg
bc	GTA 6	Gg	gz	js	/s

Table 4: Internet Neologisms Selected for Corpora Research

The results of the presence of the above-mentioned Internet neologisms found in the individual corpora will be discussed below in more detail in separate subchapters. Additionally, many Internet neologisms are used alongside expressions which can be regarded as their homonymous equivalents. The frequency of these occurrences will also be noted in the subsequent subchapters.

6.1. Internet Neologisms Found in WebCorp Live

WebCorp Live provides users with a dynamic corpus, which uses the World Wide Web as a source. By doing so it presents a wide variety of expressions, which in turn raises the possibility of an Internet neologism to be present, whether that expression is a newly coined one, or a semantic extension of a previously established expression. The results of the research undergone for this section were overall positive, due to the fact that out of the 30 selected expressions, only 6 of them were not found in the corpus. Those expressions include *ppl*, *ig*, *ty*, *asf*, *js*, */s*. Except for the sarcasm indicator (*/s*), all of the excluded expressions featured homonymic equivalents, which for one reason or another took precedence over the Internet neologisms. Conversely, Internet neologisms which were found in the corpus, but did not possess a homonymic equivalent reached a total of 5 expressions, which includes *GTA 6*, *pfp*, *ikr*, *stfu*, and *tcg*. It should be pointed out that the tone indicator */s* was not found in any capacity. The remaining Internet neologisms, i.e. ones which were both featured in the corpus and possessed a homonymic equivalent reached a total of 19

expressions. This brings the total of Internet neologisms which possess a homonymic equivalent, which can be found in the corpus up to 24. Out of the 30 selected Internet neologisms, 14 of them could be found in some of the selected dictionaries. These neologisms include *u*, *ur*, *rn*, *bc*, *af*, *ngl*, *gg*, *ty*, *ez*, *ikr*, *sus*, *coz* – because, *stfu*, and *poser*. The majority of these expressions could also be found in the *WebCorp Live* corpus, with the only exception being the expression *ty*.

6.2. Internet Neologisms Found in UkWac Complete

The *UkWac Complete* corpus sources all of its data from websites registered under the .uk domain, thus providing users with examples of English as it is used by native users (or users who communicate with native speakers). Given its large scope, various expressions can be found in its breadth. This also includes Internet neologisms. Although, it is not a perfect tool for expanding one's Internet neologism vocabulary, because more than half of the researched expressions could not be found in the corpus. The total number of missing expressions reached 19, including *frfr*, *rn*, *bc*, *af*, *ngl*, *GTA6*, *pfp*, *goon*, *fw*, *asf*, *ez*, *cooked*, *gz*, *ikr*, *based*, *sus*, *js*, *RYM*, and */s*. Each of these expressions, except *frfr*, possessed a homonymic equivalent. Only one Internet neologism which was found in the corpus did not possess a homonymic equivalent, that neologism being *stfu*. Somewhat similarly, the expression *frfr* also did not have a homonymic equivalent, although this is because the expression was not present in the corpus in any capacity. Furthermore, the remaining 10 expressions included both the intended novel meaning as well as a homonymic equivalent. Overall, out of the 30 Internet neologisms, the majority (i.e. 28) possessed a homonymic equivalent. Out of the 14 expressions which were in some form found in dictionaries, half of them were present in the *UkWac Complete* corpus. Included among them were *u*, *ur*, *gg*, *ty*, *coz*, *stfu*, and *poser*.

6.3. Internet Neologisms Found in UPSKILLS (2023) and SKELL

The results which came from the research of the *UPSKILLS (2023)* corpus yielded negative results, as none of the selected Internet neologisms were found in any capacity in the entire corpus. Consequently, none of the 14 Internet neologisms found in the selected dictionaries could be found in the corpus. Furthermore, except for one Internet neologism, none of the researched expressions possessed a homonymic equivalent. The sole exception

to this was the expression *js*, which instead displayed 2 homonymic equivalents, both of which acted as an abbreviation of the programming language JavaScript.

SKELL is a corpus focused on language learning, with the target user base being students and teachers of English. Its users can check how a particular word is used in a communication context and thus further their knowledge. This can be somewhat applied to Internet neologisms, which can be found in the corpus, though only a limited number of them. Out of the 30 selected Internet neologisms only 12 of them were found in any capacity in the corpus. The expressions which were not included in the corpus included: *frfr*, *rn*, *bc*, *af*, *ngl*, *tf*, *pfp*, *goon*, *ig*, *fw*, *asf*, *ez*, *cooked*, *gz*, *based*, *js*, *RYM*, and */s*. Similarly to the results of the *WebCorp Live* research, all but one expression (i.e. */s*) possessed a homonymic equivalent. Only 2 expressions which were found in the corpus did not possess a homonymic equivalent in any capacity, those being *stfu* and *GTA 6*. Furthermore, the number of Internet neologisms which included both the intended meaning and its equivalent(s) reached a total of 10 expressions. All in all, out of the 30 Internet neologisms 27 of them possessed a homonymic equivalent. Out of the 14 aforementioned Internet neologisms which could be to some extent found in online dictionaries, the majority of them (i.e. 9 Internet neologisms) could be found in the *SKELL* corpus. The expressions which were found in dictionaries, but not in the corpus included *rn*, *bc*, *af*, *ngl*, and *ez*.

7. A COMPARISON OF ENGLISH AND NATIVE INTERNET NEOLOGISMS FOUND IN NATIVE CORPORA

The Slovak Internet sphere is steadily adopting more foreign expressions. These expressions most often originate from English, as it is the lingua franca of the Internet. This section intended to compare the frequency of Slovak Internet neologisms and foreign (i.e. English) Internet neologisms, to determine whether Slovak corpora take into consideration Internet neologisms which originate outside of the Slovak language. However, after the research of this section commenced, it became apparent that Slovak Internet users predominantly use English Internet neologisms, either in their original form or by altering the form of the word to fit the Slovak language conventions. Due to this, it was decided that comparing Internet neologisms used by Slovaks, and English Internet neologisms would be redundant. Therefore the focus of this section shifted to determining whether Internet neologisms used by Slovaks (both English and native) appear in three different corpora. In order to determine this, 50 Internet neologisms were gathered from various sources, different social media platforms and websites. The novelty of these expressions was verified by checking whether they appear in the various dictionaries found on the website of Jazykovedný ústav Ľ. Štúra SAV (JULS SAVBA). All of the gathered Internet neologisms can be seen below in Table 5.

Influencer	Home office	Recyklovanie	Best	True	Kkt	Vlog
Pls	Podcast*	Vyhajpovaný	Updatnut	Lit	Tkks	Hateri
Cloud	Streamer	Blogovať*	Merch	Sorry	Frfr	Ig
Selfie	Qr kód	BTW	Based	Lajk*	Bc	Cute
E-kniha	Startup*	Hoax*	Streamovať*	Content	a.k.a	Help
Hashtag	Vegán*	Čávino	Pov	Nvm	DMs	asap
omg	hopecore	rizz	dpc	Goated	mid	wtf
gigachad						

Table 5: Internet Neologisms Used by Slovak Users

Additionally, all expressions which feature an asterisk (*) were found in an orthographic dictionary, though they were not found in a monolingual one. All of these expressions were divided into categories based on their sphere of use. These categories include such spheres

as cyberculture (42% of all expressions, e.g. *Influencer*, *Hashtag*, *Blogovať*, etc.), general Internet expressions (38% of all expressions, e.g. *nvm* - neviem, *bc*, *pov* – point of view, etc.), technology (8% of all expressions, e.g. *E-kniha*, *Cloud*, *Qr kód*, etc.), business (6% of all expressions, e.g. *Home office*, *Startup*, *Merch*), lifestyle (2% of all expressions, e.g. *Vegán*), ecology (2% of all expressions, e.g. *Recyklovanie*), and popular culture (2% of all expressions, e.g. *Hateri*). As it was previously mentioned, the majority of the gathered expressions consisted of English borrowings (68% of all expressions, e.g. *Hashtag*, *Hoax*, *pov*, etc.) and partially assimilated borrowings (22% of all expressions, e.g. *Streamovať*, *Lajk*, *Hateri*, etc.). Only a few Internet neologisms were of native origin (10% of all expressions, e.g. *dpc* – do p*če, *tkks* – ty kokos, *nvm*, etc.).

7.1. Internet Neologisms Found in Slovak Corpora

Among the corpora chosen for the research were two corpora which are a part of the *Slovenský Národný Korpus (SNK)*: *SNK prim-10.0-public-all* and *SNK web-7.0*. The third corpus chosen for the research was *Araneum Slovacum VII Maximum.* Similar procedures were taken, as with the research undergone in Chapter 6, in order to ensure that the absence or presence of a given word or meaning can be verified. Out of the 50 researched expressions, 12 of them were not found in *SNK prim-10.0-public-all.* These expressions include *čávino*, *based*, *lit*, *tkks*, *frfr*, *bc*, *DMs* – Directs Messages, *hopecore*, *rizz*, *goated*, *mid*, and *gigachad*. The majority of these expressions were of English origin, with the only exceptions being the Slovak *tkks* and *čávino*. While the aforementioned corpus uses various sources to construct its dataset, the *SNK web-7.0* corpus and the *Araneum Slovacum VII Maximum* corpus both use Slovak websites as their primary source. This is reflected in the fact that both corpora did not feature a common set of expressions, including *čávino*, *frfr*, *hopecore*, and *gigachad*. Furthermore, as it was previously mentioned, none of these expressions were featured in the *SNK prim-10.0-public-all* corpus. The reason for the exclusion of these expressions is not certain, though it can be argued that their situational use (as in the case of *hopecore* or *čávino*) or ties to cyberculture (in the case of *gigachad* and *frfr*) make them unsuitable for inclusion in the corpora. However, other expressions also fit these criteria while also being included in the corpora, therefore the reason why these expressions were left out is up for debate.

8. RESULTS AND DISCUSSION

The empirical part of this thesis was divided into three sections, all of which focused on different aspects of Internet neologism usage on different platforms and in differing contexts. To achieve this, different hypotheses were postulated, the results of which are the focus of this chapter. The first hypothesis, which was split into two sections, focused on the dominant use of Internet neologisms by certain Internet-using subcommunities. The hypotheses were formulated as follows:

- **(H1a):** Online forum members employ neologisms at a significantly higher frequency than users of social media platforms (e.g. Instagram, Twitter, Facebook, YouTube).
- **(H1b):** Online forum members employ neologisms at a significantly higher frequency than gamers on dedicated gaming forums or platforms.

The results of the research carried out for this section *disproved* both variants of this hypothesis. Firstly, the results showed that the usage of Internet neologisms goes against hypothesis *H1a*, as social media users employ 41 expressions which can be considered Internet neologisms, while forum users used only 34 Internet neologisms. While it is true that forum users use more individual expressions than social media users (196 and 157 respectively), in terms of expressions which can be considered Internet neologisms as per the criteria which were established at the start of the research, Internet neologisms used on social media platforms outnumber those used on forums. On the other hand, social media users use new expressions more frequently than forum users (500 and 478 respectively).

Secondly, the contents of hypothesis *H1b* were similarly *disproven* as gaming-related platforms by far use more Internet neologisms than the other researched platforms. This is true for all the criteria which were mentioned in the previous section, i.e. number of Internet neologisms, number of individual expressions, and number of new expressions used by the users of the platforms. In contrast to forums, gaming platform users employed 48 Internet neologisms, while forum users employed only 34 Internet neologisms. Furthermore, gamers used 298 individual new expressions, while forum users used 196 individual expressions. Similarly, gamers used 624 expressions across the 400 screenshots, while the number of expressions per 400 screenshots reached 478 on forums.

Other areas of research connected with this section included trends which were found on these platforms. While there are various trends which can be identified on the individual websites, on the whole, social media users commonly employ expressions which help them save time, by limiting the number of keystrokes which one has to employ in order to convey a frequently used expression, which the other users are able to decipher. Another feature of social media Internet neologisms is their censorship, which aids users in preventing their accounts getting removed from the website. Lastly, expressions which reference memes, and cyberculture, and express a jocular connotation on the whole are similarly popular, as users do not take themselves as seriously as they would in real life.

Trends which can be identified on forums consist mostly of expressions which refer back to the platform itself, the original poster of a thread or boards found on the platform or other forums. Similarly to social media users, forum users often reference cyberculture and memes, but they do not shy away from complex topics such as politics, technology, and law. Another large section of expressions used on these platforms includes expressions which are commonly associated with the particular website, as well as those which can be found on the wider Internet.

Gaming platforms unsurprisingly employ expressions which relate to gaming, whether that is names of particular games, consoles, abilities, attacks, or gaming-related platforms and companies. Gamers also frequently reference cyberculture, while also using general Internet expressions which helps them save time. The high influx of Internet neologisms and related novel expressions also stems from the fact that many of the expressions used by gamers are avoided by dictionaries, even for games and franchises which have been around for a considerable time, and have also amassed a considerable userbase and popularity, and have made an impact on both cyberculture as well as popular culture.

In regard to categories of expressions found on social media (word classes and word-formation methods), there are certain overarching categories which can be frequently seen on each platform. Interjections are an enormous group of expressions which can be commonly seen on all social media platforms as well as forums, though they are not as common on gaming platforms. Similarly, nouns can be frequently found on forums and gaming platforms, although their presence is not as palpable on social media platforms. Likewise, adjectives are common on forums and gaming platforms, unlike on social media

where their presence is limited. Pronouns are commonly found on social media and to a lesser extent on gaming platforms, although they are a rarity on forums. Lastly, verbs and adverbs make a considerable contribution to the vocabulary of social media only, as they are a rarity on other platforms.

Similarly, certain word-formation categories are more prevalent than others. For example, initialisms can be frequently found on every website of every platform. While not as prevalent, abbreviations are nevertheless frequently used. While they make the most considerable contribution on social media platforms, they can also be frequently seen on forums and gaming platforms. Semantic extensions are similarly frequently found on social media and commonly found on forums, while they are an absolute rarity on gaming platforms. On the other hand, compounds are frequently used on forums and gaming platforms, while on social media they are a rarity. In a somewhat similar way, blends are frequently found in gaming, and commonly on forums, while being a rarity on social media. Gaming platforms are unique due to the fact that their users use certain word-formation methods which are a complete rarity elsewhere. This includes the use of clipping and chronological numbering.

Lastly, subgroup-related exclusivity of expressions is not as prevalent. Although different subgroups use unique expressions, they commonly fall under a shared group of expressions, such as those which refer to cyberculture. Even expressions which are unique and cannot be grouped in such a manner, usually refer to the topic at hand, as can be seen on *YouTube*. This is also the case for other websites, wherein the differing expressions relate to the topic at hand or are tangentially related to the topic, as is the case of expressions which refer to politics found on *4chan's /mu/* board. Other instances of unique categories serve more as an outlier than the norm, as was the case with a lone gaming expression being used on *r/NoStupidQuestions*. Similarly, other examples of exclusivity are expressions which for one reason or another were only used in a particular subcommunity, although they are in no way connected to the topic, such as derogatory expressions found on the *Pick Your Favorite.*

The second part of this thesis dealt with two major groups of corpora and was centred around the following hypothesis:

- **(H2):** Corpora which use the Internet as a source feature a wider variety of Internet neologisms than general corpora, reflecting the delayed response to new expressions by the latter.

This hypothesis was proven as *true*, due to the fact that out of the 30 researched Internet neologisms, web-based corpora featured more of these expressions than general corpora. A major factor in this assessment is the fact that the *UPSKILLS (2023)* corpus did not include any of the researched expressions. It is possible that had a different general corpus been chosen the results could have been different, though as was previously mentioned, the inaccessibility or limited searchability of different corpora made the selection of this corpus a necessity. While it is true that the *SKELL* corpus featured more expressions than the *UkWac Complete* corpus (by a difference of 1 expression), it nevertheless featured half of the expressions found on the *WebCorp Live* corpus, thus proving the inferiority of general corpora in the inclusion of Internet neologisms.

Similarly to the first section of the research, other topics were also covered in the research of this section. While the question of the superiority of general corpora was one of the points of interest, it would be redundant to go into detail as to why the *SKELL* corpus is superior to the *UPSKILLS (2023)* corpus. The second topic of interest was to determine whether the inclusion of Internet neologisms corresponded to their inclusion in the researched corpora. Depending on the corpus the number of expressions found in both sources varied. However, at least half of the expressions found in dictionaries could be found in the *UkWac Complete* corpus, and as much as 92% of the researched expressions were found in *WebCorp Live* (the percentage of expressions found in *SKELL* reached 64%). While on average more than half of the expressions found in dictionaries can be found in corpora, it cannot conclusively be ascertained whether there is a connection between the inclusion of expressions in the two sources. Lastly, regarding homonymic equivalents it can be concluded that the majority of Internet neologisms (87% of cases on average, 67% when taking *UPSKILLS (2023)* into consideration) possess such an equivalent, the lone exception being the *UPSKILLS (2023)* corpus which featured only 2 equivalents, although as this corpus did not feature any Internet neologisms, this fact need not hold as much weight.

The last section of the research was similarly centred around corpora, although with the change of focusing on Slovak corpora. The hypothesis for this section was postulated as follows:

- **(H3):** English-origin Internet neologisms appear more frequently in Slovak corpora than native Slovak neologisms, reflecting the influence of global cyberculture on local linguistic practices

While the intended form of the research could not be undergone, nevertheless the majority of Internet neologisms used by Slovaks were of English origin, which in turn comprised the majority of expressions found in the corpora. Thus, the proposed hypothesis is *true*.

In regard to other topics of interest, the following observations were made. The proportion of English Internet neologisms (both borrowed expressions and partially assimilated ones) used by Slovak Internet users which could be found on the *SNK prim-10.0-public-all* corpus reached 92%, while native Internet neologisms represented only 8% of the expressions found in the corpus. The *SNK web-7.0* corpus and the *Araneum Slovacum VII Maximum* corpus both reached similar results. Out of the found Internet neologisms in the corpora, 91% were of English origin, while 9% were native. Lastly, the most prominent domains of English Internet neologisms included general Internet expressions and cyberculture, which represented respectively 37% and 34% of all English expressions found in the *SNK prim-10.0-public-all* corpus. Similarly, in the *SNK web-7.0* corpus and the *Araneum Slovacum VII Maximum* corpus, English Internet neologisms were prominent in the domains of cyberculture and general Internet expressions (43% and 33% respectively).

The main contribution of the research is the analysis of Internet neologisms that appear on different platforms, which can be used as a tool and a resource for students studying English in specialised communication. It can provide insight into the influence of neologisms on the identity of Internet subcultures and vice versa. Furthermore, it serves as a record of Internet neologisms used at the time of writing. Lastly, it can serve as a tool which aids in marketing, branding and online campaigns, by using Internet neologisms which are popular among users of the Internet. Besides some of the shortcomings which were already mentioned, one of the draws of the research was the broad focus of the researched platforms. Further research on this topic could focus on a particular platform (such as social media, forums, or gaming platforms) or even particular websites and thus narrow the focus of research, which would help analyse each platform with more focus and accuracy. The limitations of corpora research stemmed mainly from the limited or monetised nature of the corpora. Future research on this particular topic could focus on a particular corpus and by examining by larger sample of Internet neologisms.

CONCLUSION

The focus of this thesis was the analysis and characterisation of Internet neologisms as they are used by different subcommunities on various platforms. The thesis was split into two sections, a theoretical section wherein the characteristics of various nuances connected with Internet neologisms, and an empirical part wherein the various nuances were examined as they are used by Internet users. Overall, the thesis was divided into 8 chapters, which were further divided into subchapters, each focusing on a particular aspect of the researched topic.

The first chapter sought to define what a neologism is and what characteristic features it exhibits. Furthermore, the process of their creation and further development were discussed, as well as the different stages of their existence through which each expression goes through. Another aspect which was touched upon involved the reasons for the creation of these expressions, and the word-formation methods which are involved in their creation, while also distinguishing neologisms from nonce formations. Various types of neologisms were established which help classify these words. Lastly, the criteria and conditions which need to be met in order for a neologism to enter a dictionary were discussed.

In the second chapter, cyberspace was defined and its characteristic features were described. Furthermore, the shortcomings of this space were mentioned which involve among other activities, crime. On the other hand, the positives, i.e. the opportunity for collaboration which enables the rise of cyberculture were also touched upon. An aspect which is intrinsically tied with cyberculture is its users which help shape it and establish the norms and rules of online communication, which is referred to as netiquette. The question of whether online communication is more closely related to writing or speech or something completely different was also a major part of this chapter.

The third chapter focused on Internet neologisms, their definition, as well as how they help to enrich the vocabulary of the English language, as well as languages which borrow from it. In addition, the purposes of Internet neologisms, such as overcoming character limits, secrecy, filling lexical gaps, and the replacement of outdated expressions contributed to further defining the topic. A significant portion of the chapter was also spent on how Internet neologisms are formed and who contributes the most to the creation and dissemination.

The fourth chapter served as the beginning of the empirical part, as well as the chapter wherein the outline of the research was established. To better illustrate the intent and scope of the research numerous aims and objectives were established. They were further expanded by hypotheses, which effectively split the research into three parts, each corresponding to its respective hypothesis. Each hypothesis was subsequently supported by research questions. The methodology of the research was laid out, detailing the methods which were used. Lastly, the researched platforms as well as the researched subcommunities were posited.

The fifth chapter focused on the research of various platforms and the websites associated with them. Four websites were chosen per platform to analyse their shared and differentiating nuances in terms of Internet neologisms. In order to determine whether an expression fits the criteria of being an Internet neologism, certain criteria were established at the beginning of the chapter. By establishing the novel expressions which are commonly used, and the kinds of word classes and word-formation methods which can be commonly found, the peculiarities of these websites and in turn platforms were established.

In the sixth chapter the research focused on two major groups of corpora, those being general corpora and corpora which use the web as its source. Overall, four corpora were chosen as the targets of research, two of them general, and two of them web-based. The choice of corpora was determined by various factors such as availability. Some of the Internet neologisms which were gathered in the previous chapter were searched for in these corpora in order to determine their presence or absence, which in turn determined which category of corpora is more likely to include Internet neologisms.

The seventh chapter also consisted of corpora research, although the researched corpora were native ones. The original intent of the research was to compare which Internet neologisms, English or native, can be more frequently found in these corpora. Due to a lack of native Internet neologisms and due to the prevalence of English ones among Slovak Internet users, the focus of the research shifted to the gathered Internet neologisms only.

The eighth chapter served as the resolution of the established hypothesis and research questions, detailing the results which stemmed from the research. Two of the researched hypotheses could be definitively answered, while the answer for the third one remained inconclusive. Furthermore, some shortcomings of the research as well as possible resolutions and future developments of the researched topics were postulated.

RESUMÉ

Cieľom tejto práce bolo definovať a opísať Internetové neologizmy a to v rámci ich výskytu, slovotvorby, slovných druhov, využitia a taktiež podľa preferencií používateľov Internetu. Na dosiahnutie tohto cieľu bola práca rozdelená na dve časti, t. j. teoretickú časť a praktickú časť. Tieto časti majú spolu osem kapitol, pričom prvé tri kapitoly sú súčasťou teoretickej časti a zvyšných päť kapitol patrí k praktickej časti.

Prvá kapitola bola zameraná na neologizmy, okazionalizmy, ich vlastnosti, delenie a ich zahrnutie do slovníkov. Každodenná komunikácia by nebola možná keby našu reč neobohacovali nové slová, ktoré pochádzajú z rôznych zdrojov. Bez nových slov by pomenovanie nových vecí, konceptov a aktivít nebolo možné, alebo veľmi nepraktické. Nové veci vznikajú každý deň a s nimi taktiež aj nové slová. Na druhej strane veľa vecí zaniká alebo prestávajú byť nutné a s týmto javom je taktiež spojený zánik slov. Tieto nové slová (tzv. neologizmy) vytvárajú ľudia a skupiny ľudí z rôznych dôvodov. Vytvoriť definíciu pre neologizmy nie je jednoduché a viacerí autori sa snažili zhotoviť takú definíciu, ktorá by čo najpresnejšie opísala tento jav. V tejto práci sú neologizmy definované ako nové jednoslovné alebo viacslovné výrazy, ktoré pomenúvajú nové alebo existujúce javy, alebo existujúce slová ktoré pomenúvajú nové javy ktoré sú spojené so spoločenským, vedeckým, kultúrnym a technologickým rastom, alebo procesmi danej jazykovej komunity. Existujú viaceré dôvody na vznik neologizmov, napríklad spoločenské alebo eufemistické. Mnohé nové slová tak isto pomenúvajú tabu témy. Neologizmy sú obzvlášť problematické pre prekladateľov, nakoľko nie vždy existuje vhodný náprotivok, ktorý by vyjadril význam tohto slova. Skôr ako sa stane slovo neologizmom prejde viacerými štádiami. Takéto slovo začína ako okazionalizmus, vtedy keď sa prvýkrát použije. Postupom času sa toto slovo začne častejšie používať a šíriť ďalej. Nakoniec si takéto slovo už nevyžaduje vetný kontext a stáva sa súčasťou rôznych slovníkov. Ani konečný produkt nemusí byť navždy súčasťou slovnej zásoby. Presný moment kedy sa z okazionalizmu stane neologizmus sa nedá určiť, avšak podľa niektorých vedcov je to 25 rokov. Väčšina neologizmov je vytvorených pomocou slovotvorných procesov, aj keď si to človek ktorý toto slovo vytvoril neuvedomuje. Vďaka tomuto sa dá slovo ľahšie pochopiť a nie je až tak odkázané na vetný kontext. Príklady takýchto procesov zahŕňajú skracovanie slov, skladanie slov, miešanie slov, atď. Existujú viaceré druhy neologizmov a ich triedenie záleží od daného autora. Neologizmy sa často

stávajú súčasťou slovníkov, avšak iba vtedy ak splnia niektoré kritéria. Toto môže zahŕňať napríklad dostatočný vplyv na slovnú zásobu jazyka, alebo častý výskyt tohto slova.

Druhá kapitola bola zameraná na kyberpriestor, kyberkultúru, netiketu a Internetový slang. Kyberpriestor je doména, ktorá nám poskytuje služby, ktoré nie sú možné v reálnom svete. Každý autor definuje kyberpriestor ináč, najčastejšie ako sieť prepojených počítačov, avšak ďalšie zariadenia sa môžu stať súčasťou tohto priestoru. Kyberpriestor taktiež umožňuje rýchlejší prenos a uskladňovanie dát ako analógové formy uskladňovania. Tento pojem je často spojený s virtuálnou realitou. Tá môže zlepšiť skúsenosť pri používaní kyberpriestoru. Kyberpriestor je každodennou súčasťou ľudského života a to vďaka Internetu. Avšak kyberpriestor a Internet nie sú to isté, napriek tomu je Internet najbližšia forma kyberpriestoru ktorá je zatiaľ dostupná. Vďaka svojej digitálnej podobe dokázal Internet zakomponovať rôzne iné formy médií ako hudbu, televíziu, atď. Internet umožňuje súžitie týchto druhov médií a zároveň poskytuje ďalšie možnosti ako zdieľanie súborov, email a celosvetovú sieť. Internet taktiež umožňuje ľuďom vyjadriť svoje pocity a zdieľať vedomosti, umenie, kultúru, atď. pomocou rôznych stránok ktoré sa na toto zameriavajú, alebo pomocou sociálnych sietí. Kyberpriestor poskytuje možnosti pre spoluprácu a zjednodušuje spoluprácu medzi ľuďmi z rôznych kútov sveta. Ľudia môžu spolu komunikovať aj napriek rozdielom v časových zónach. Taktiež vďaka Internetu, ľudia ktorí majú spoločné záujmy môžu spolu komunikovať a založiť spoločnú komunitu zameranú na túto záľubu. Títo jedinci môžu zdieľať rôzne tradície, zvyky, vtipy ktoré sa vzťahujú iba na túto komunitu. Avšak tie sa môžu šíriť ďalej a stať sa súčasťou kyberkultúry. Tá zahŕňa viaceré kultúry, avšak má aj vlastnosti ktoré sú typické iba pre ňu a ktorú tvoria jej používatelia. Kyberkultúru najviac ovplyvňujú hráči hier, hackeri, tínedžeri, atď. Rôzne technológie ako napríklad smartfóny pomáhajú pri tvarovaní kyberkultúry. To malo taktiež vplyv na komunikáciu, pričom sa častejšie začali používať emotikony, GIFy a pod. Kyberpriestor dáva možnosť bežným ľuďom vyjadriť svoje pocity veľkému množstvu iných ľudí a tým ovplyvniť kultúru. Niektorý vedci tvrdia, že kyberkultúra je iba rozšírenie bežnej kultúry. Avšak kyberkultúra má určité vlastnosti ktoré sa nedajú napodobniť v skutočnom svete. Ľudia ktorí sú v kontakte s kyberpriestorom ho taktiež tvoria a ovplyvňujú, napríklad online konverzáciami. Vďaka kyberpriestoru, viacerí ľudia boli schopní začať svoju kariéru v hudbe, športe, žurnalistike, atď. Toto je vďaka dostupnosti nových a lacných programov, návodov a náradia. Vďaka Internetu sa ľudia môžu naučiť ako narábať s týmito prostriedkami a taktiež ako propagovať svoju činnosť. To má aj svoje nevýhody, ako

napríklad závislosť na online trendoch. Taktiež iba malá časť takýchto ľudí sa dokáže úspešne presadiť v bežnejších médiách. Ďalšou súčasťou kyberkultúry sú podskupiny v ktorých ľudia môžu diskutovať o akejkoľvek téme. Tieto skupiny sú taktiež populárne vďaka ich súdržnosti, ktorá je zaobstarávaná rôznymi moderátormi. Tí zabezpečujú plynulosť konverzácií. Ďalší členovia takýchto skupín zahŕňajú častých návštevníkov, a nových návštevníkov. Používatelia takýchto stránok môžu dostať rôzne prezývky, avšak rôzne prezývky existujú aj pre všeobecnejších používateľov Internetu. V kyberpriestore existujú rôzne pravidlá ktoré zabezpečujú plynulosť konverzácií. Tieto pravidlá, alebo netiketa, sa postupne vyvinuli z pravidiel ktoré vytvorili najskorší používatelia Internetu. Aj keď nie je nutné netiketu dodržiavať, používatelia sa môžu dostať do problémov za jej porušenie a môže im byť obmedzený prístup na niektoré webové stránky. Tak ako v skutočnom svete, ľudia by mali zakaždým pozdraviť ďalších používateľov a správať sa s úctou. Niektorý ľudia naschvál porušujú netiketu pre zábavu, takýto ľudia sa nazývajú trollovia. Moderátori často obmedzia prístup takýmto ľuďom aby zabezpečili plynulosť konverzácií. Niektoré stránky majú svoje vlastné pravidlá ktoré sa nachádzajú v FAQ sekcii. Na to aby sa mohol človek zapojiť do konverzácie si musí najskôr vytvoriť profil. Na sociálnych sieťach ľudia používajú svoje vlastné meno ako názov svojho profilu, avšak na fórach si používatelia vymyslia prezývku aby zatajili svoju identitu. Používatelia Internetu by taktiež nemali zabúdať na frázy ako „ďakujem“ alebo „ospravedlňujem sa“ pri komunikácii s inými používateľmi. Angličtina je jeden z najpoužívanejších jazykov na Internete. Aj keď sa množstvo stránok v iných jazykoch rozširuje, Angličtina je stále dominantný jazyk na Internete. Toto sa môže zmeniť v budúcnosti, keďže jazyky ako napríklad Portugalčina alebo Čínština sa stávajú populárnejšími. Napriek tomu sa Angličtina považuje za jazyk Internetu, tzv. Internetový slang alebo Netspeak. Aj keď má Netspeak písomnú formu, má taktiež vlastnosti hovorenej reči, napríklad nutnosť okamžitej odpovede a neformálnosť. Avšak Netspeak má aj svoje unikátne vlastnosti, ako napríklad možnosť hyperlink prepojenia. Netspeak nie je iba forma písomnej alebo ústnej komunikácie a taktiež to nie je iba kombinácia týchto dvoch. Vďaka svojim unikátnym vlastnostiam sa Netspeak môže považovať za novú formu komunikácie. Kvôli nedostupnosti výrazov tváre musia používatelia vytvoriť kreatívne spôsoby ako tieto výrazy nahradiť, tak aby ďalších používateľov nezmiatli. Rôzne grafické prostriedky sa dajú využiť na vyjadrenie emócií a nuáns, napríklad emotikony a rôzne ASCII symboly. Emotikony avšak nedokážu úplne nahradiť výrazy tváre, pretože ich môžu iní používatelia zle pochopiť bez dostatočného kontextu. Ďalšie grafické prostriedky zahŕňajú napríklad veľké písmená, opakovanie písmen

a interpunkčných znamienok, medzery a pod. Tieto prostriedky môžu byť taktiež použité kvôli estetickým dôvodom alebo ako tajný kód, známy ako leetspeak. Niektoré slová spojené s Internetom sa častejšie začínajú využívať aj v bežnej reči, hlavne medzi tínedžermi.

Tretia kapitola bola zameraná na Internetové neologizmy, prostredia kde vznikajú, dôvody na ich vznik a skupiny používateľov ktorý ich vytvárajú. Napriek tomu že Internetové neologizmy zdieľajú niekoľko spoločných vlastností s bežnými neologizmami, niektoré vlastnosti, ako napríklad úzke spojenie s Internetom, sú typické iba pre tieto výrazy. Internetové neologizmy nevyjadrujú iba technológiu spojenú s Internetom, ale aj jeho kultúru, aktivity, rôzne vtipy, atď. Nové slová vznikajú na Internete neustále, čo má pozitívne, aj negatívne účinky. Tieto slová obohacujú slovnú zásobu, avšak pre niektorých ľudí môžu byť mätúce. Vďaka pôvabu týchto nových slov sa veľmi často vyskytujú v online konverzáciách, vďaka čomu sa následne dostanú aj do iných jazykov. Avšak veľa nových slov zanikne po krátkej dobe a nikdy sa nestanú súčasťou slovníkov, no napriek tomu to neznamená že toto slovo sa v budúcnosti znovu nevráti do slovnej zásoby používateľov Internetu. Internetové neologizmy vznikajú z rôznych dôvodov, napríklad spoločenských, estetických, praktických, alebo kvôli obmedzeniam technológií. Skratky sa často využívajú kvôli ich tajnosti obzvlášť medzi tínedžermi alebo členmi rôznych fór, aby zatajili informácie pred takými používateľmi ktorý nie sú stotožnení so žargónom danej komunity. Ďalším dôvodom pre vznik Internetových neologizmov je potreba vytvoriť slovo pre niečo nové, napríklad objekt, koncept, trend a pod. Táto potreba je spojená s neustálym rastom technológií a rozvojom kultúry v danom období. Avšak nové slová môžu vzniknúť aj kvôli ich vtipnej podobe alebo významu. Niektoré Internetové neologizmy vznikajú aj preto aby nahradili už existujúce slová, ktoré sú nevhodné alebo s ktorými je spojené nejaké tabu. Na vzniku Internetových neologizmov sa podieľajú rôzne slovotvorné procesy. Tvorba nových slov je jeden z takýchto procesov, vďaka ktorému používatelia môžu pomenovať niečo nové a pre ktoré ešte neexistuje daný výraz. Tieto nové slová sú veľmi často kreatívne a aj vtipné. Naopak, slovo ktoré už existuje môže dostať nový význam ktorý je spojený s Internetom. Ďalšie slovotvorné procesy ktoré tvoria Internetové neologizmy sú napríklad skladanie slov, miešanie slov, rôzne formy skratiek ako sú napríklad aj akronymy vďaka ktorým používatelia môžu ušetriť čas. Internetové neologizmy môže tvoriť hocikto, avšak niektoré skupiny ľudí ich tvoria častejšie. Patria sem hlavne tínedžeri, hráči hier a používatelia rôznych online platforiem. Tínedžeri, hlavne členovia generácie Z, vytvárajú veľké množstvo nových výrazov a to aj vďaka tomu, že používali Internet od skorého veku. Vďaka

tomuto sú stotožnení s Internetovou kultúrou a naďalej ju rozširujú. Nevýhodou takýchto slov je, že sú častokrát nepochopiteľné alebo mätúce pre staršie generácie. Hráči hier využívajú neologizmy aby ušetrili čas a nevystavili sa nebezpečenstvu počas toho ako hrajú hru. Slová ktoré sa vyskytujú v týchto hrách sa taktiež častokrát stanú neologizmami. Členovia rôznych sociálnych sietí a fór taktiež vytvárajú veľké množstvo Internetových neologizmov. Tieto výrazy sú často spojené s danou komunitou alebo webstránkou a sú vytvorené tak, aby ich ďalší členovia týchto stránok, ktorí sú stotožnení s danou témou, ľahko pochopili. Takéto slová sa často dostanú do všeobecnej Internetovej slovnej zásoby. Niektoré Internetové neologizmy sú spojené s určitými udalosťami a používajú sa iba v určitom časovom rozhraní.

V štvrtej kapitole sa začína praktická časť tejto práce. Táto kapitola zároveň slúži ako náčrt výskumu. Internet poskytuje mnohé príležitosti na výskum, avšak zámerom tejto práce je výskum jazyka, respektíve Internetových neologizmov, ktoré sa často vyskytujú v tomto prostredí. Cieľom tejto práce je poskytnúť znalosti o rôznych neologizmoch a taktiež zvýrazniť ich nuansy, frekvenciu výskytu, prvky ktoré ovplyvnili ich výskyt a ich vplyv na kyberkultúru. Na dosiahnutie tohto cieľu sa vyčlenili tri hypotézy a každá z týchto hypotéz bola podporená niekoľkými výskumnými otázkami. Viaceré metódy boli využité na dosiahnutie daného cieľu a na potvrdenie alebo vyvrátenie daných hypotéz. Subjektom výskumu boli členovia rôznych sociálnych sietí, fór a taktiež členovia platforiem zameraných na diskusie o hrách. Napriek tomu že tínedžeri predstavujú veľkú časť tvorcov Internetových neologizmov, tak boli vynechaní z tohto výskumu nakoľko sa nedá presne a spoľahlivo dokázať, že daná osoba je v skutočnosti tínedžer. Avšak slová ktoré vznikli vďaka tejto skupine ľudí boli zahrnuté vo výskume. Výskumným objektom boli komentáre a príspevky na sociálnych sieťach (Instagram, Twitter (X), Facebook, YouTube), fórach (Reddit, 4chan, Rate Your Music, Something Awful), a na herných platformách (Discord, Twitch, Steam, Pokémon Showdown) a taktiež príklady uvedené v rôznych Anglických (WebCorp Live, UPSKILLS (2023), UkWac Complete, SKELL) a Slovenských korpusoch (Slovenský Národný Korpus, Aranea).

Piata kapitola bola zameraná na výskum Internetových neologizmov ktoré sa vyskytujú na rôznych platformách. Tieto platformy boli vybrané kvôli ich popularite, dostupnosti a vplyvu na kyberkultúru. Okrem týchto platforiem prišli do úvahy aj iné platformy, no kvôli rôznym dôvodom boli z tohto výskumu vynechané. Aby sa dalo slovo považovať za Internetový neologizmus muselo spĺňať viaceré podmienky. Dané slovo sa

nesmelo nachádzať vo viac ako štyroch z piatich dopredu zvolených slovníkov a taktiež sa toto slovo muselo použiť minimálne päťkrát. Spolu sa nazbieralo 1200 snímok obrazovky, čo predstavuje vyše 1600 slov. Piata kapitola bola rozdelená na tri podkapitoly. Každá z nich sa sústredila na inú platformu, pričom prvá bola zameraná na sociálne siete. Tieto siete zahŕňali Twitter (X), Instagram, Facebook a YouTube. Druhá podkapitola bola zameraná na fóra ako napríklad 4chan, Reddit, Rate Your Music a Something Awful. V tretej podkapitole sa skúmali Internetové neologizmy, ktoré sa používajú na herných platformách, medzi ktoré patria Twitch, Steam, Discord a Pokémon Showdown. Každá z týchto podkapitol bola naďalej rozdelená na podkapitoly ktoré sa sústredili na konkrétne webstránky alebo aplikácie. V každej tejto podkapitole boli vymenované viaceré informácie, ako napríklad stručný opis danej stránky, skúmané komunity a druhy neologizmov ktoré sú využívané týmito komunitami. Ďalšie informácie zahŕňajú napríklad množstvo individuálnych výrazov, najčastejšie sa vyskytujúce výrazy a množstvo pravých neologizmov, zastúpenie rozdielnych slovotvorných procesov a slovných druhov. Tieto posledné tri skupiny informácií, t. j. pravé neologizmy, slovné druhy a slovotvorné procesy boli taktiež znázornené v tabuľkách a grafoch ktoré sú súčasťou dodatkov A,B a C.

Šiesta kapitola bola zameraná na výskum korpusov a Internetových neologizmov ktoré sa v nich vyskytujú. Štyri korpusy boli zvolené na tento účel a to WebCorp Live, UPSKILLS (2023), UkWac Complete, a SKELL. Zámerom tejto kapitoly bolo porovnať korpusy ktoré používajú Internet ako ich zdroj a tie ktoré využívajú všeobecné zdroje. Tridsať neologizmov z predchádzajúcej kapitoly bolo vybraných a ich prítomnosť v daných korpusoch bola následne overená. Táto kapitola bola rozdelená na tri podkapitoly, ktoré sa sústredili na iné korpusy. V každej podkapitole boli uvedené tieto informácie: počet chýbajúcich Internetových neologizmov, počet homonymických ekvivalentov a počet neologizmov, ktoré boli taktiež nájdené v slovníkoch. Výsledky z korpusov UPSKILLS (2023) a SKELL boli prezentované v spoločnej podkapitole, nakoľko v korpuse UPSKILLS (2023) neboli nájdené žiadne neologizmy.

Zámerom siedmej kapitoly bolo porovnať výskyt Anglických a Slovenských Internetových neologizmov v Slovenských korpusoch. Avšak kvôli nedostatku Slovenských neologizmov a prevažnému výskytu Anglických neologizmov, boli porovnávané iba tie neologizmy ktoré boli počas výskumu nájdené. Spolu päťdesiat Internetových neologizmov bolo vyhľadávaných v troch korpusoch a to SNK prim-10.0-public-all, SNK web-7.0 a Araneum Slovacum VII Maximum. Tieto neologizmy zahŕňali viaceré kategórie slov, ako

napríklad slová spojené s technológiou, kyberkultúrou, ekológiou, atď. Informácie a neologizmoch ktoré neboli nájdené v týchto korpusoch boli prezentované v samostatnej podkapitole. Súčasťou tejto podkapitoly boli taktiež aj námety na dôvody pre vynechanie týchto výrazov.

Ôsma kapitola sa zaoberala pravdivosťou stanovených hypotéz a zodpovedaním rôznych aspektov výskumných otázok. Prvá hypotéza bola rozdelená na dve nasledovné časti:

- **(H1a):** Členovia Internetových fór využívajú neologizmy častejšie ako používatelia sociálnych médií (napr. Instagram, Twitter, Facebook, YouTube)
- **(H1b):** Členovia Internetových fór využívajú neologizmy častejšie ako používatelia herných platforiem.

Obidve verzie tejto hypotézy sa nepotvrdili, nakoľko fóra využívajú najmenšie množstvo Internetových neologizmov spomedzi ďalších skúmaných platforiem. Najviac neologizmov využívajú herné platformy. Aj keď používatelia sociálnych médií nepoužívajú toľko neologizmov ako hráči hier, napriek tomu ich využívajú častejšie ako členovia fór. Druhá hypotéza bola zameraná na výskum korpusov a bola sformulovaná nasledovne:

- **(H2):** Korpusy ktoré využívajú Internet ako zdroj obsahujú väčšie množstvo neologizmov ako všeobecné korpusy, čo odráža neskorú reakciu týchto korpusov na nové výrazy.

Táto hypotéza sa potvrdila, nakoľko korpusy ktoré využívali Internet ako ich hlavný zdroj obsahovali viac neologizmov. Jeden z dôvodov je aj fakt, že korpus UPSKILLS (2023) neobsahoval ani jeden z hľadaných výrazov. Napriek tomu korpus WebCorp Live obsahoval viac výrazov ako SKELL. Tretia hypotéza bola taktiež zameraná na korpusy, avšak nebola zameraná na Anglické, ale Slovenské korpusy. Táto hypotéza mala nasledovnú formu:

(H3): Anglické Internetové neologizmy sa vyskytujú častejšie v Slovenských korpusoch než Slovenské neologizmy, čo odráža vplyv globálnej kyberkultúry na lokálne jazykové postupy.

Síce sa výskum nedal zrealizovať tak, ako sa predpokladalo, avšak už z výskumu bolo zrejmé že Anglické neologizmy sa využívajú častejšie ako Slovenské a budú mať častejšie zastúpenie v korpusoch, a preto sa táto hypotéza potvrdila.

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LIST OF APPENDICES

APPENDIX A – Social Media

Social Media - Twitter (X)

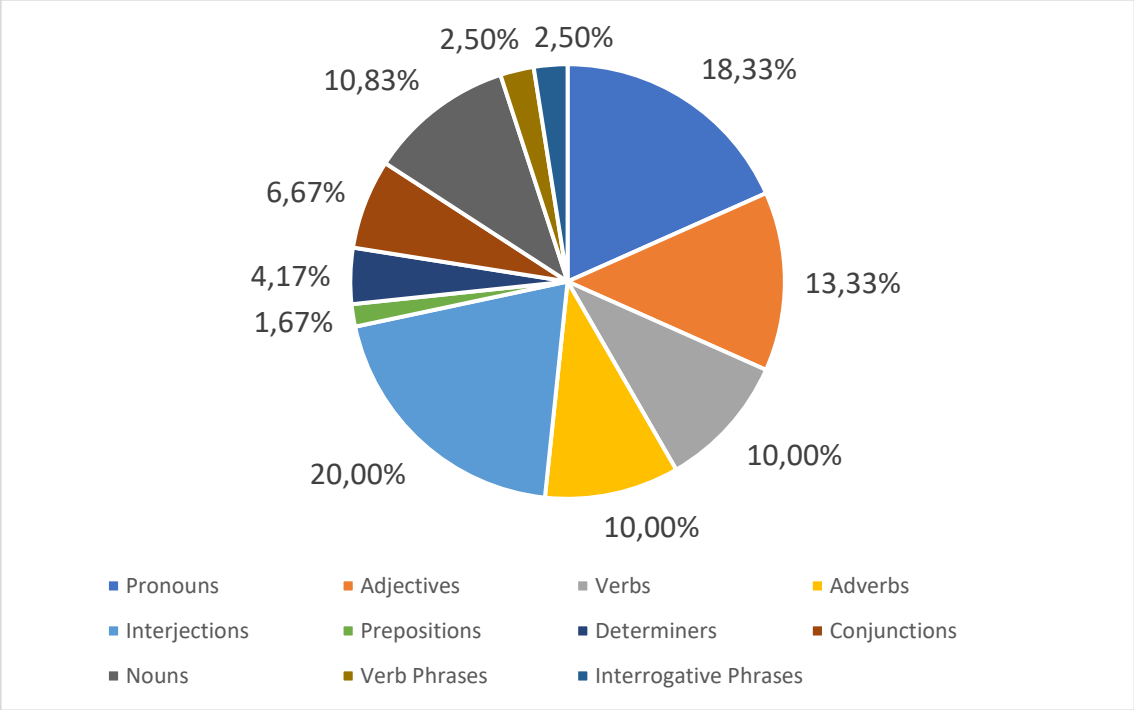

Chart 1: Proportion of Word Classes on Twitter (X)

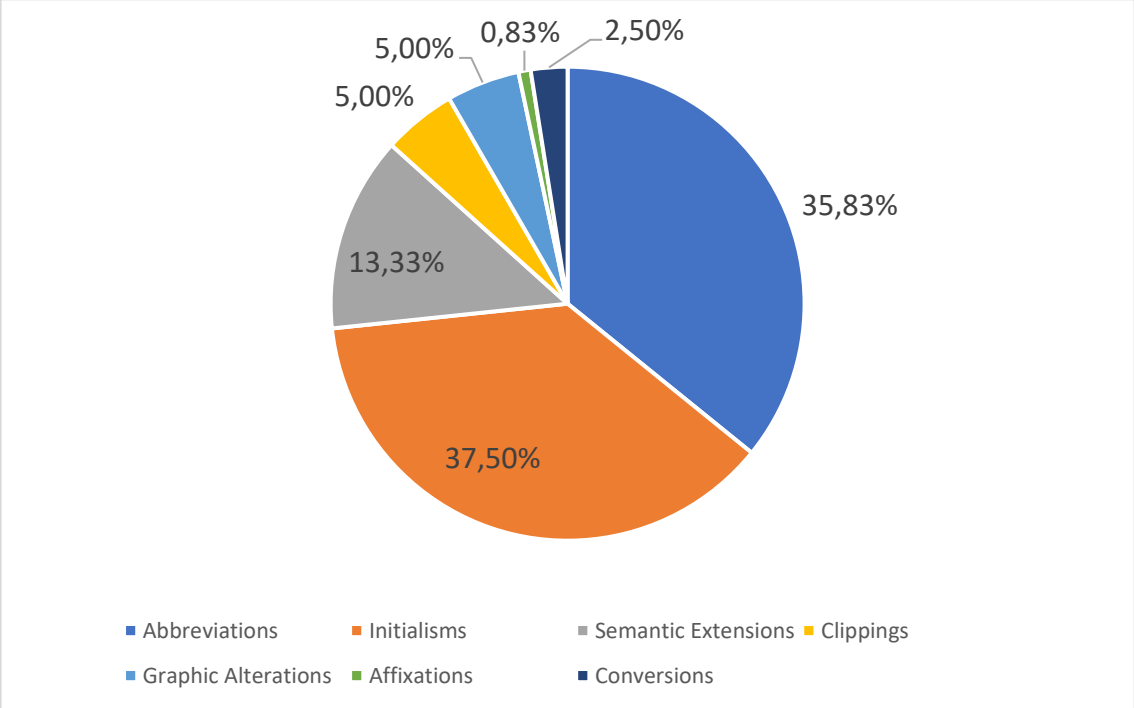

Chart 2: Proportion of Word-Formation Methods on Twitter (X)

Social Media – Instagram

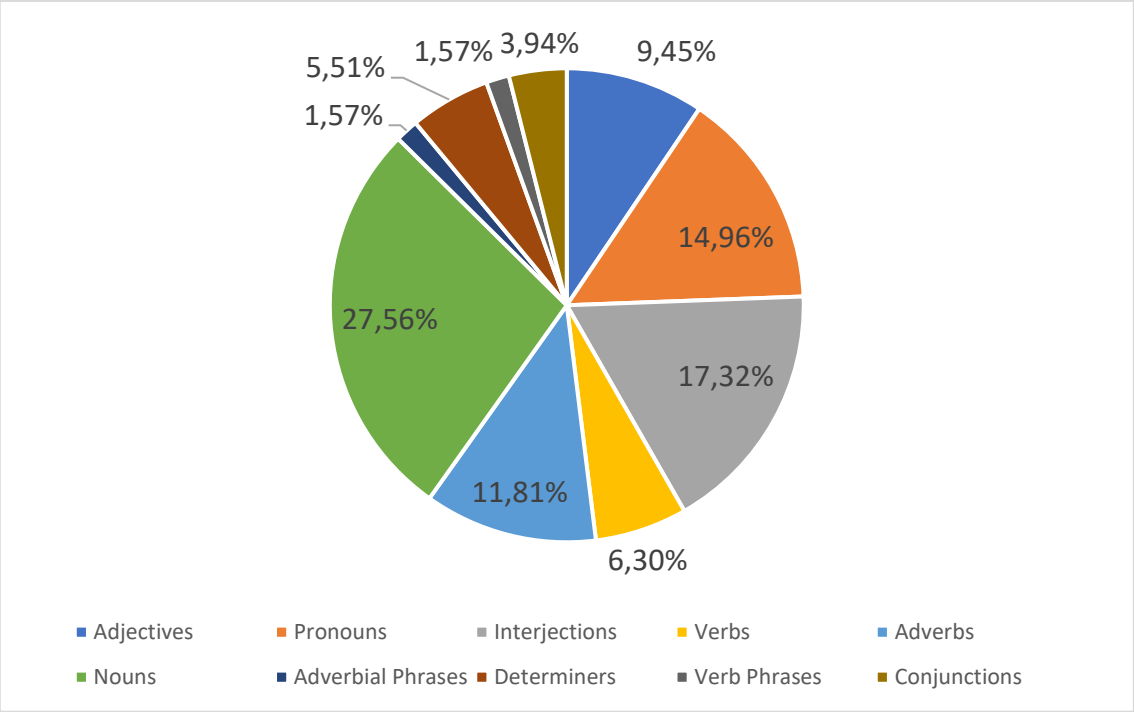

Chart 3: Proportion of Word Classes on Instagram

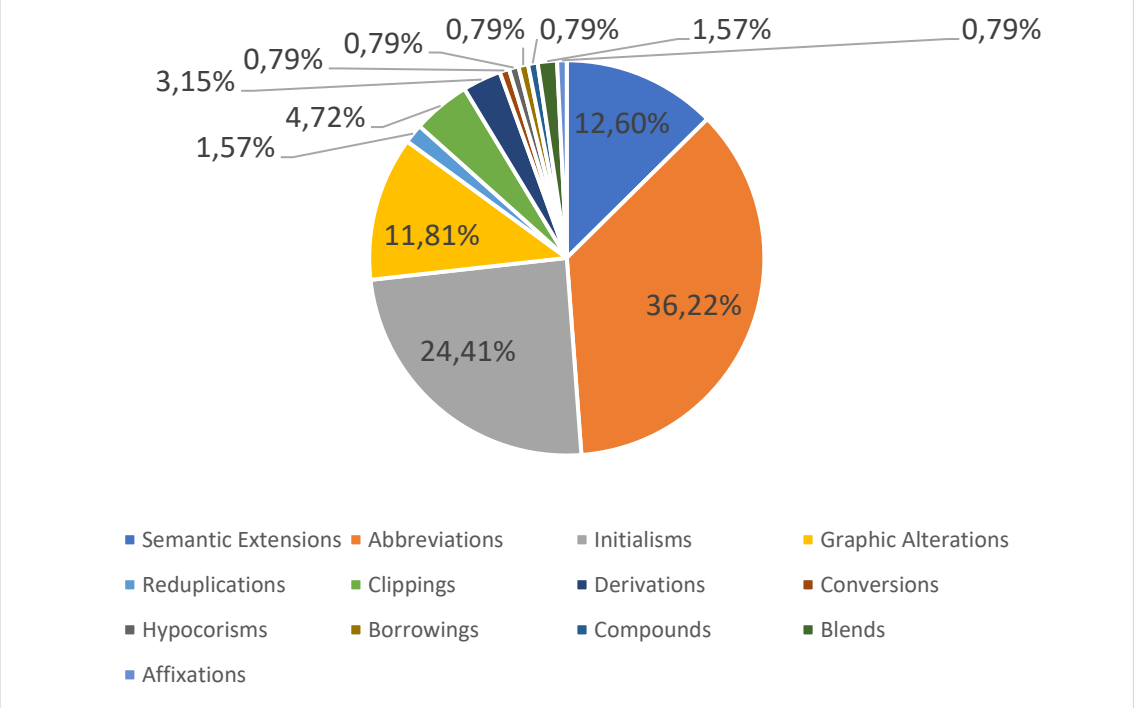

Chart 4: Proportion of Word-Formation Methods on Instagram

Social Media – Facebook

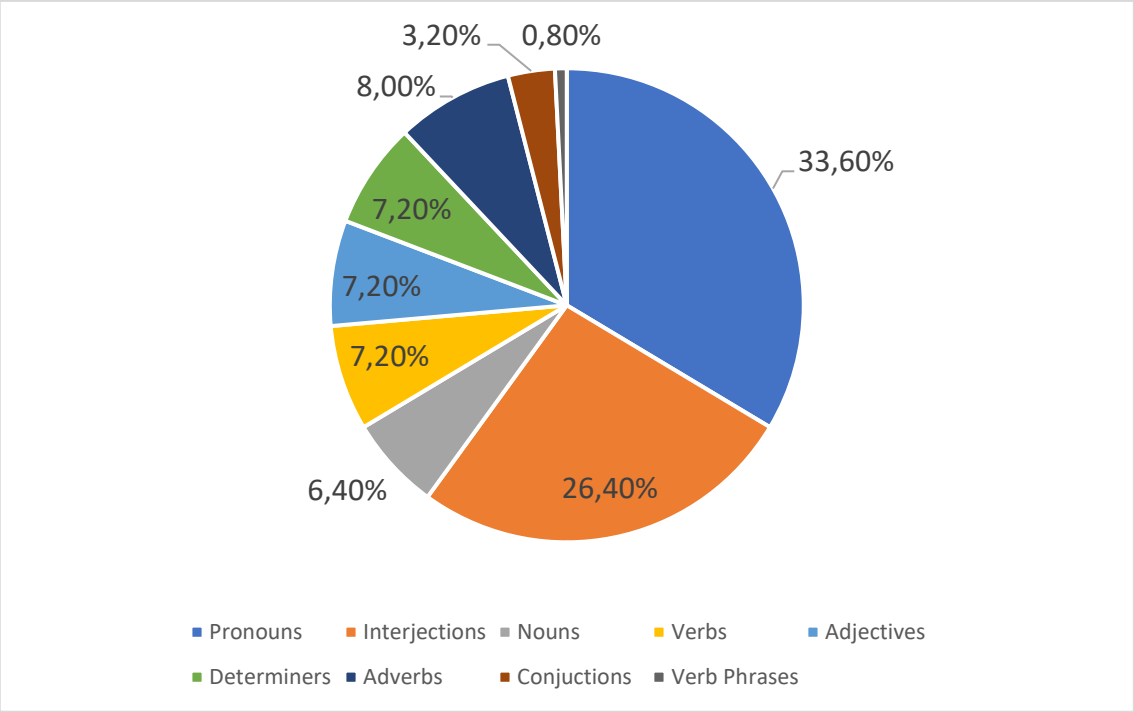

Chart 5: Proportion of Word Classes on Facebook

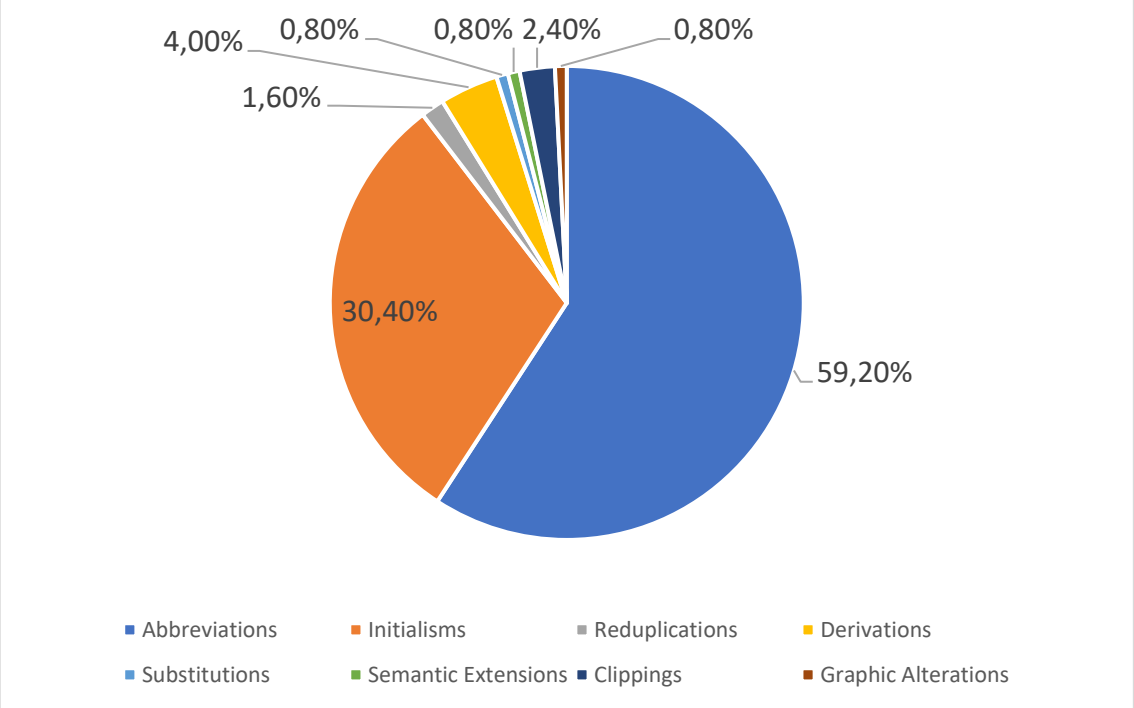

Chart 6: Proportion of Word-Formation Methods on Facebook

Social Media – YouTube

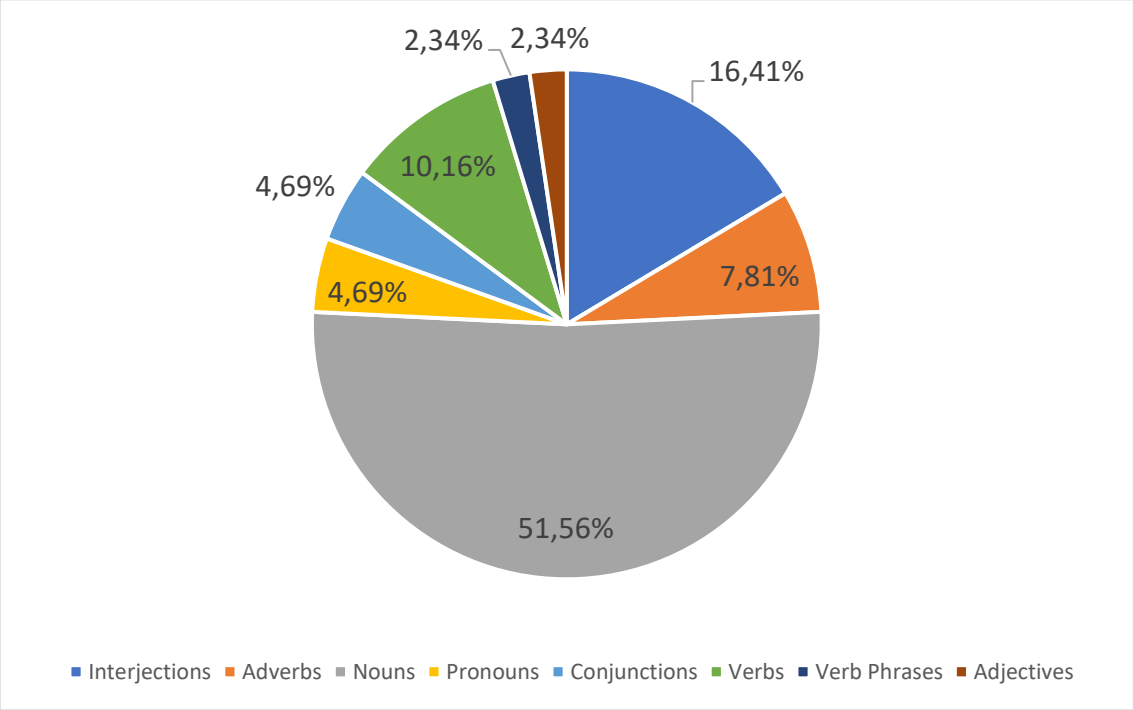

Chart 7: Proportion of Word Classes on YouTube

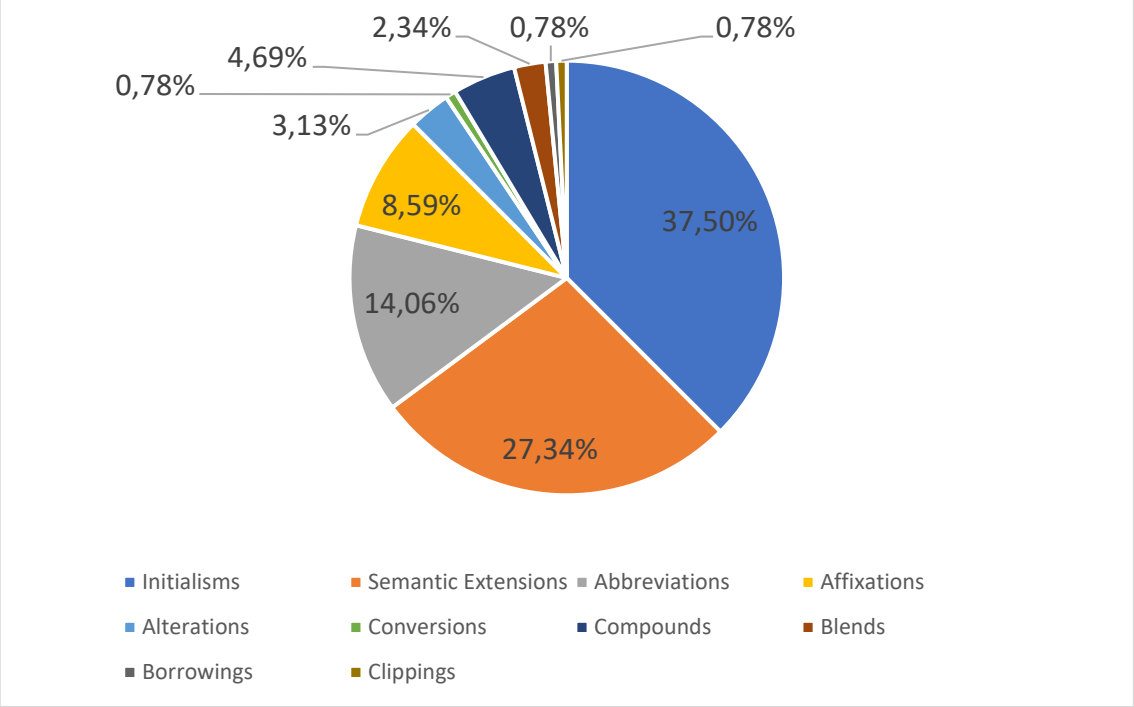

Chart 8: Proportion of Word-Formation Methods on YouTube

Social Media – Internet Neologisms

Expression	Twitter	Instagram	Facebook	YouTube
U	✓	✓	✓	✓
R	✓	✓	✓	✓
Rn	✓	✓	X	✓
Ez	✓	X	X	✓
Ngl	✓	✓	✓	✓
Fr	✓	✓	✓	✓
Ts	✓	✓	X	X
Tf	✓	X	✓	X
Af	✓	X	✓	✓
Ur	✓	✓	✓	X
N	✓	✓	✓	✓
Tbf	✓	X	X	✓
Asf	✓	✓	✓	✓
Ig	✓	X	X	X
Fw	✓	✓	X	X
Coz	✓	X	X	X
Real	✓	✓	X	✓
Stfu	✓	X	✓	X
Ikr	✓	✓	✓	✓
Ppl	✓	✓	X	X
Bc	✓	✓	X	✓
Chill	✓	X	X	X
Vibe	✓	✓	X	X
Cooked	X	✓	X	X
W	X	✓	X	✓
Pfp	X	✓	X	✓
Js	X	✓	✓	X
Fkn	X	✓	✓	X

Ik	X	✓	X	✓
F	X	✓	✓	X
GTA	X	X	✓	X
Pos	X	X	✓	X
Frfr	X	X	✓	X
Sus	X	X	✓	X
Poser	X	X	X	✓
Based	X	X	X	✓
Op	X	X	X	✓
Gfm	X	X	X	✓
Goon	X	X	X	✓
Ty	X	X	X	✓
Stand	X	X	X	✓

Table 1: Internet Neologisms Found on Social Media Platforms

APPENDIX B – Forums

Forum – 4chan

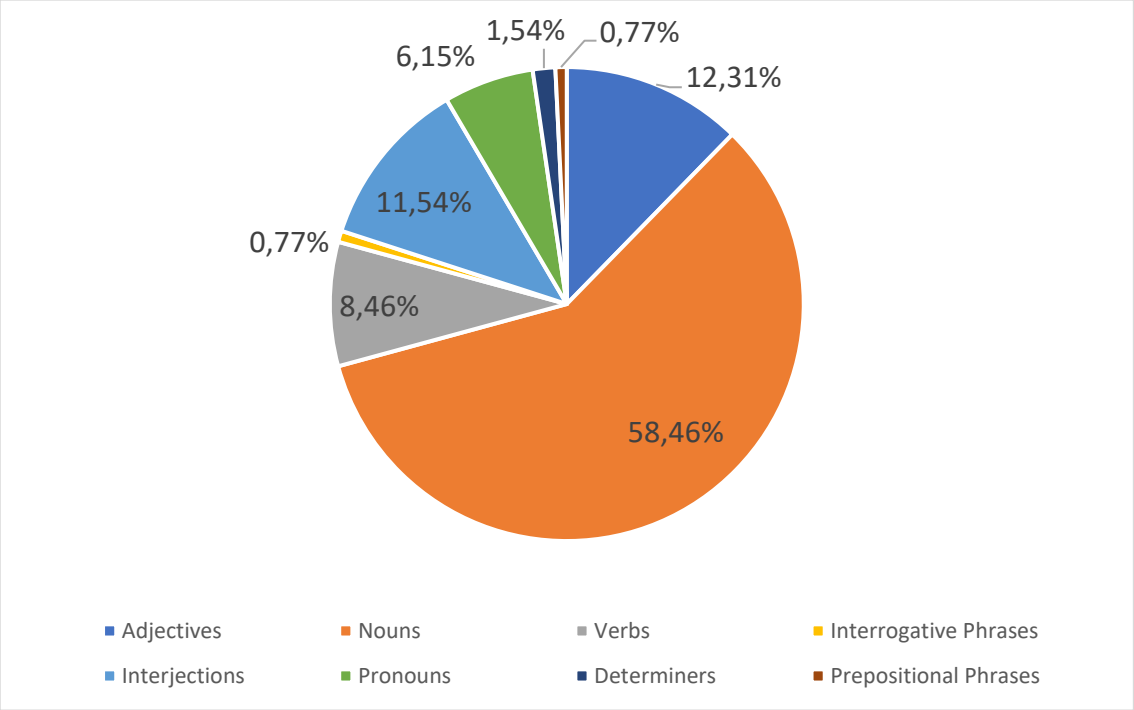

Chart 9: Proportion of Word Classes on 4chan

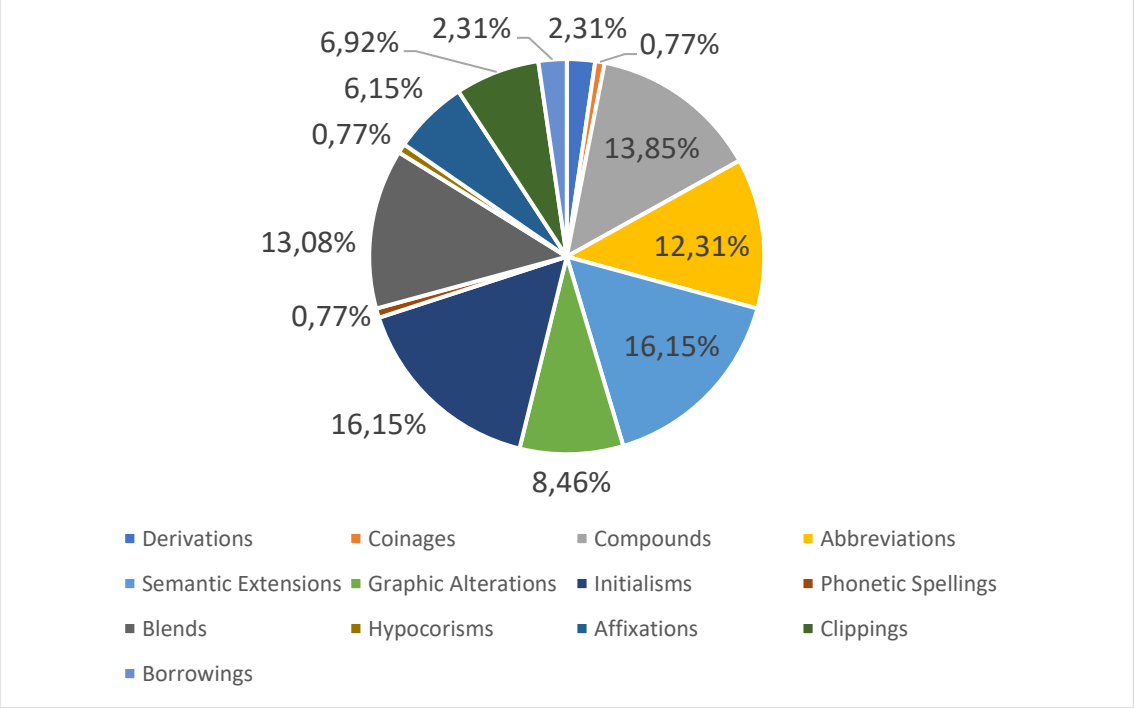

Chart 10: Proportion of Word-Formation Methods on 4chan

Forum – Reddit

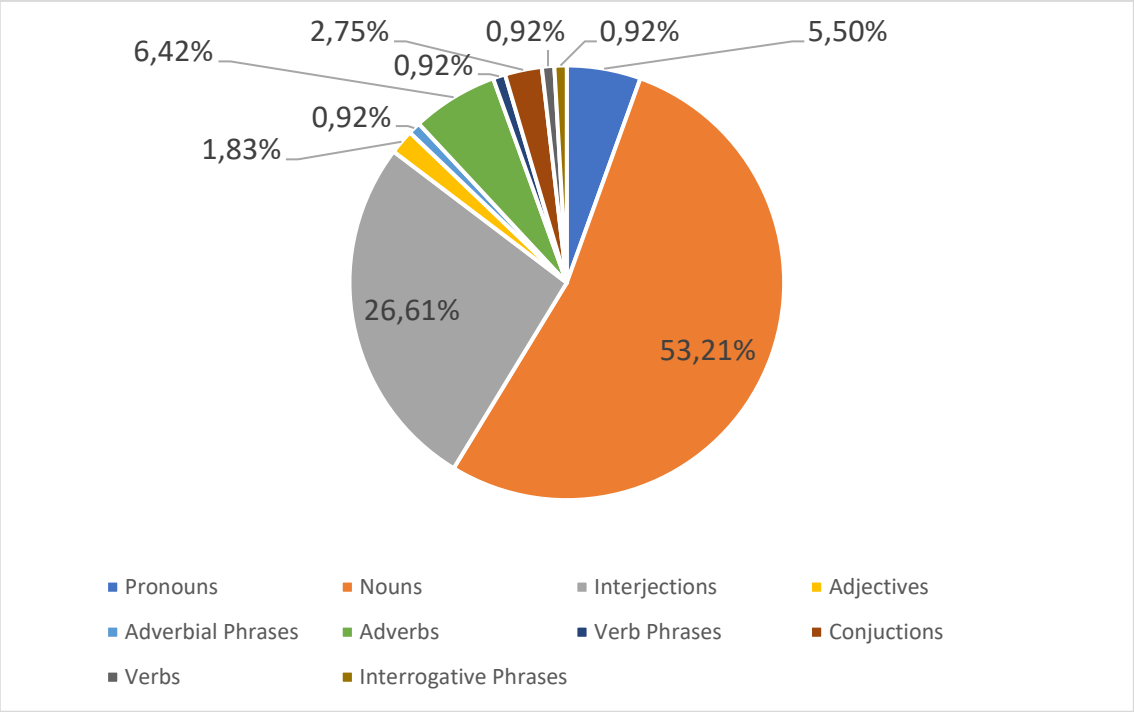

Chart 11: Proportion of Word Classes on Reddit

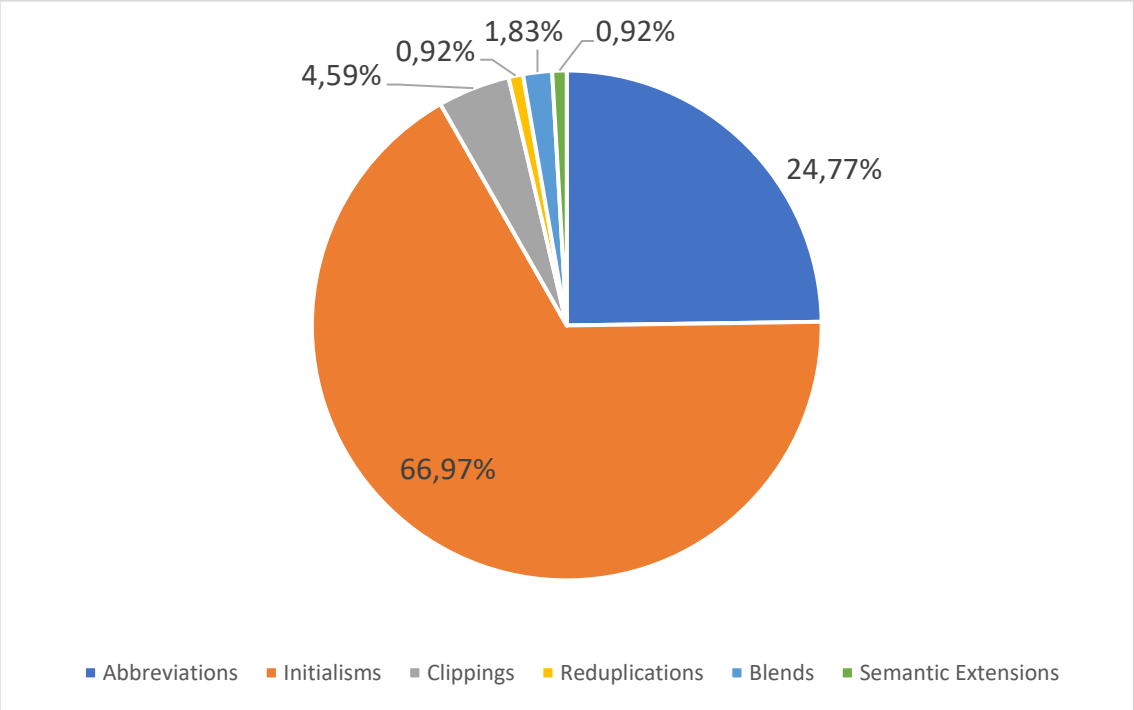

Chart 12: Proportion of Word-Formation Methods on Reddit

Forum – Rate Your Music

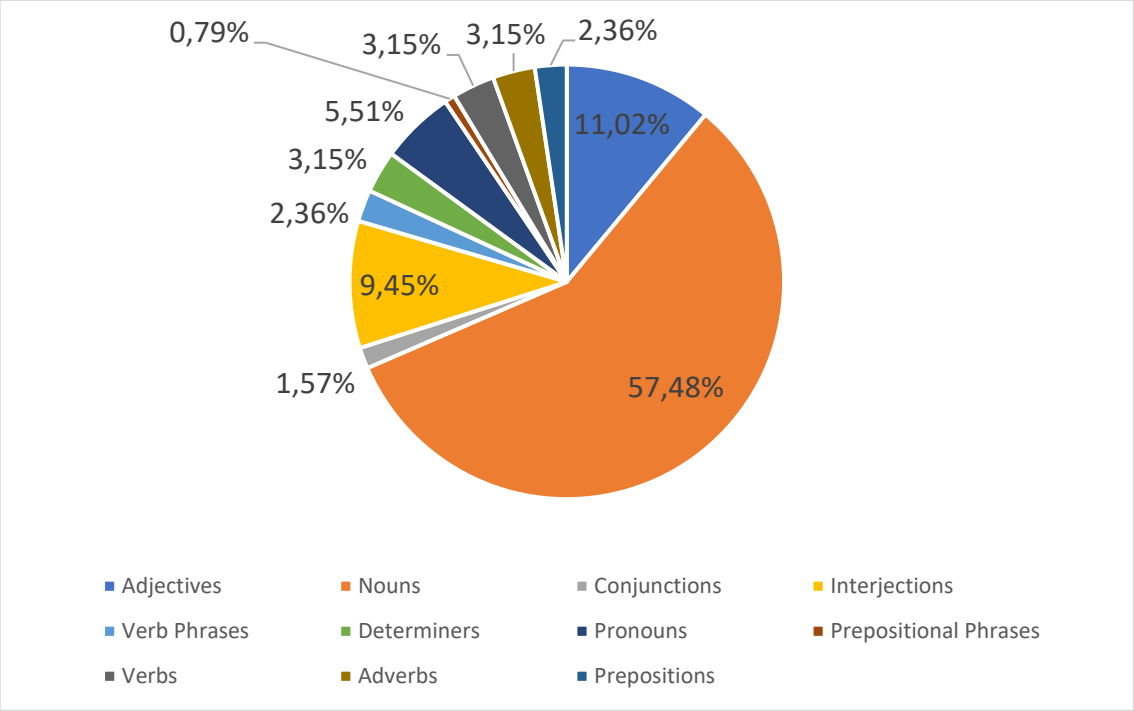

Chart 13: Proportion of Word Classes on Rate Your Music

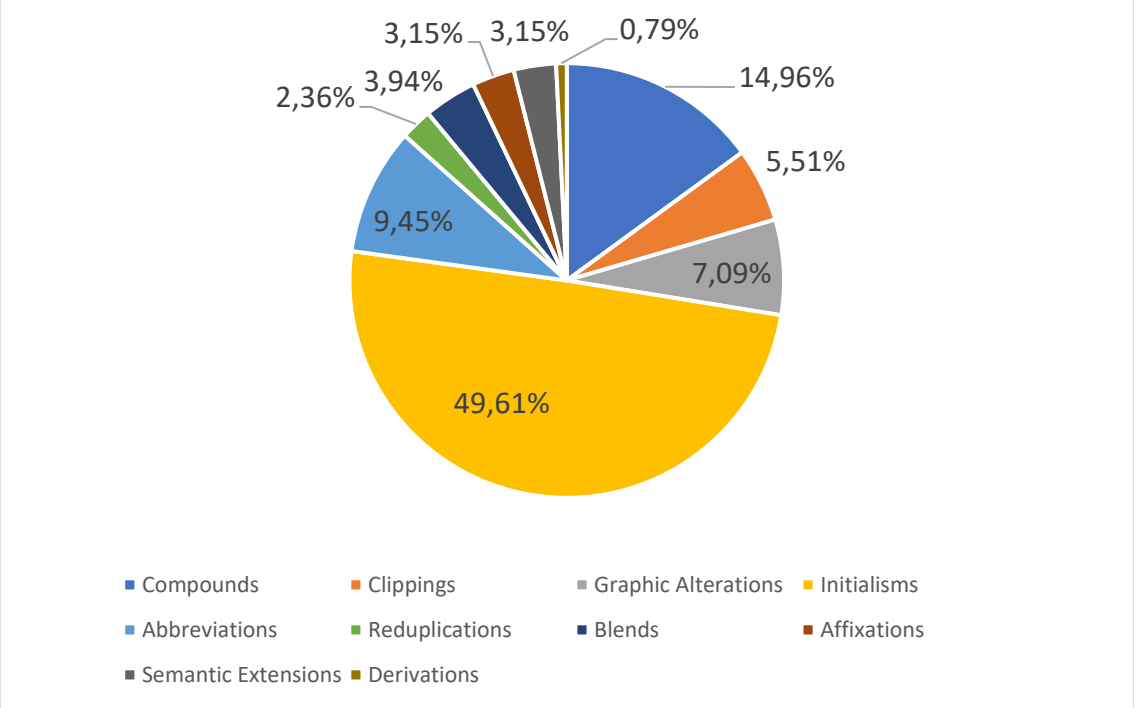

Chart 14: Proportion of Word-Formation Methods on Rate Your Music

Forum – Something Awful

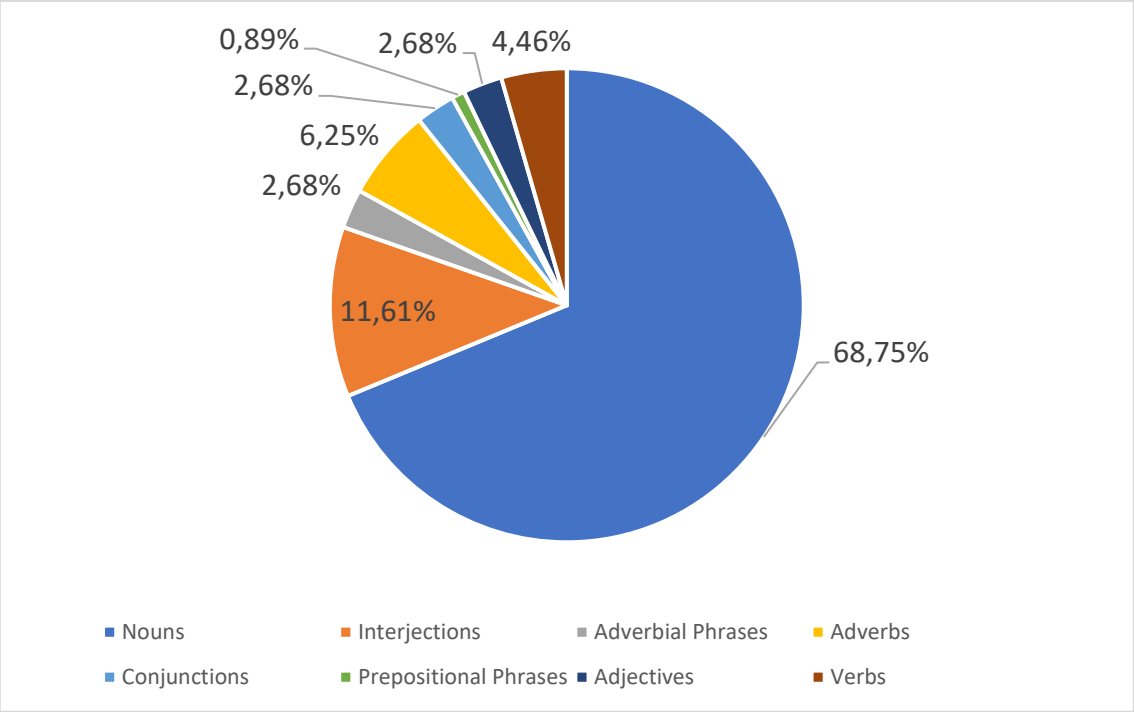

Chart 15: Proportion of Word Classes on Something Awful

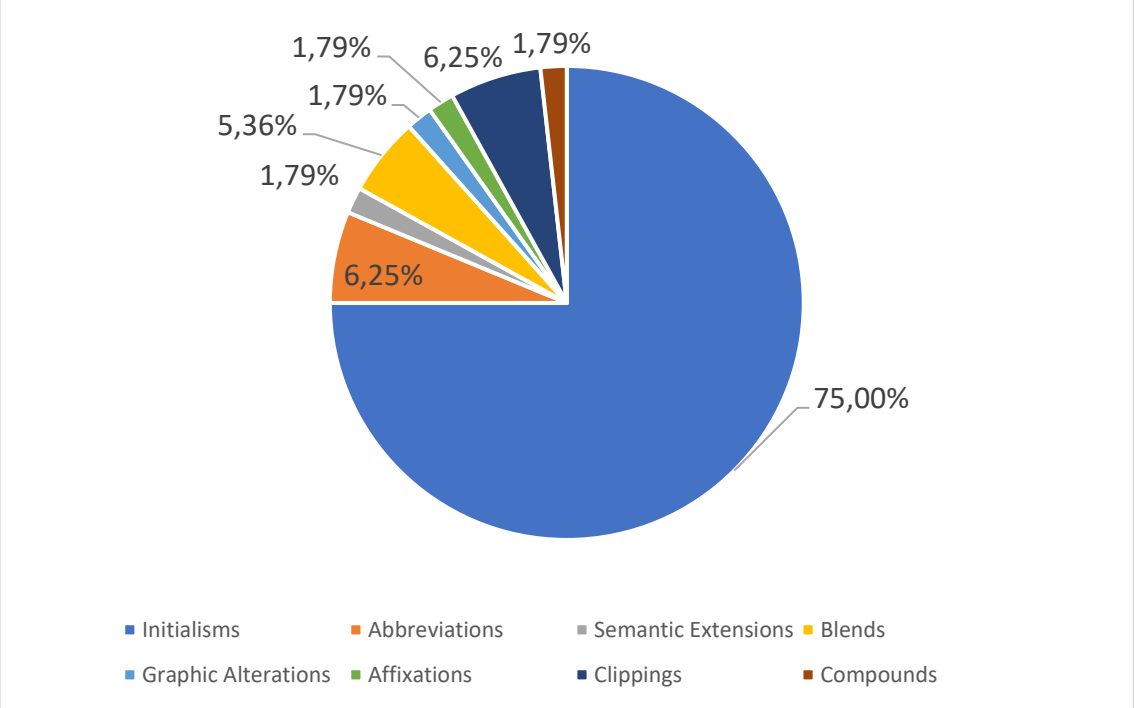

Chart 16: Proportion of Word-Formation Methods on Something Awful

Social Media – Internet Neologisms

Expression	4chan	Reddit	Rate Your Music	Something Awful
based	✓	X	✓	X
op	✓	✓	✓	✓
fr	✓	X	X	X
frogposter	✓	X	X	X
u	✓	✓	✓	X
ur	✓	X	✓	X
tf	✓	✓	✓	X
ngl	✓	✓	✓	X
goon	✓	X	X	X
tbf	X	✓	X	✓
til	X	✓	X	X
/s	X	✓	X	✓
rn	X	✓	X	✓
pos	X	✓	X	X
bc	X	✓	✓	✓
ty	X	✓	X	✓
ppl	X	✓	X	✓
frfr	X	✓	✓	X
f	X	✓	X	X
real	X	✓	X	X
pfp	X	✓	✓	X
fkn	X	✓	X	X
RYM	X	X	✓	X

ig	X	X	✓	X
af	X	X	✓	✓
ts	X	X	✓	X
w	X	X	✓	✓
coz	X	X	✓	X
fw	X	X	✓	X
cooked	X	X	✓	X
atm	X	X	X	✓
stfu	X	X	X	✓
pyf	X	X	X	✓
poser	X	X	X	✓

Table 2: Internet Neologisms Found on Forums

APPENDIX C – Gaming Platforms

Gaming Platform – Twitch

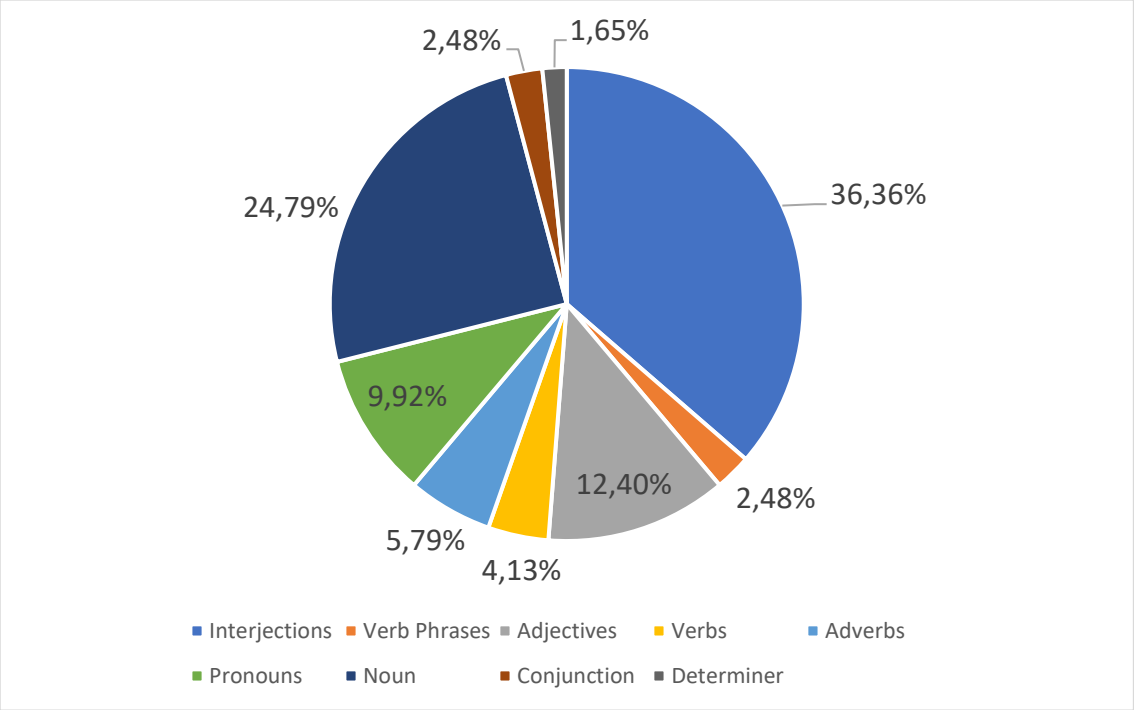

Chart 17: Proportion of Word Classes on Twitch

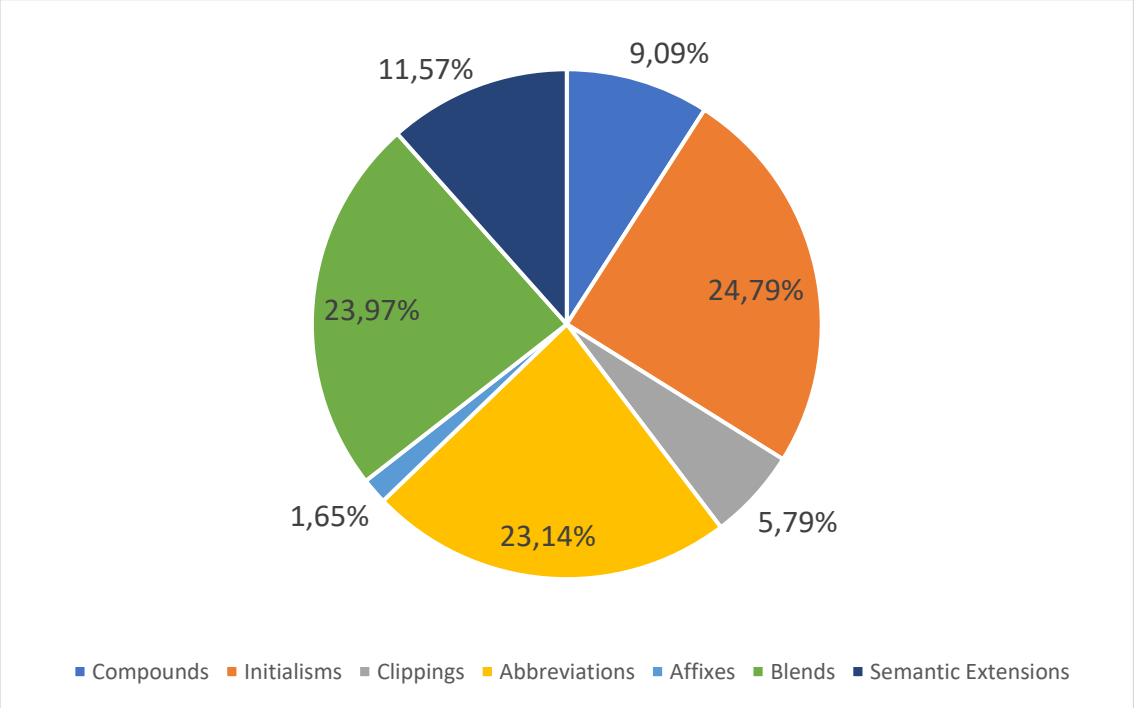

Chart 18: Proportion of Word-Formation Methods on Twitch

Gaming Platform – Steam

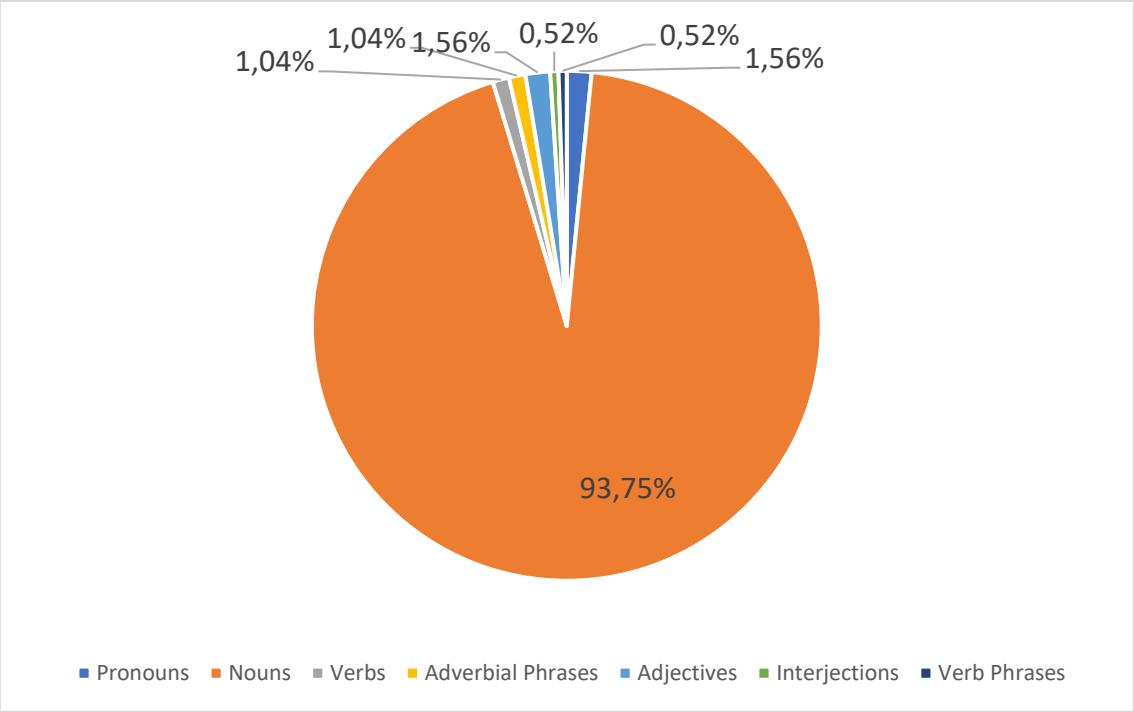

Chart 19: Proportion of Word Classes on Steam

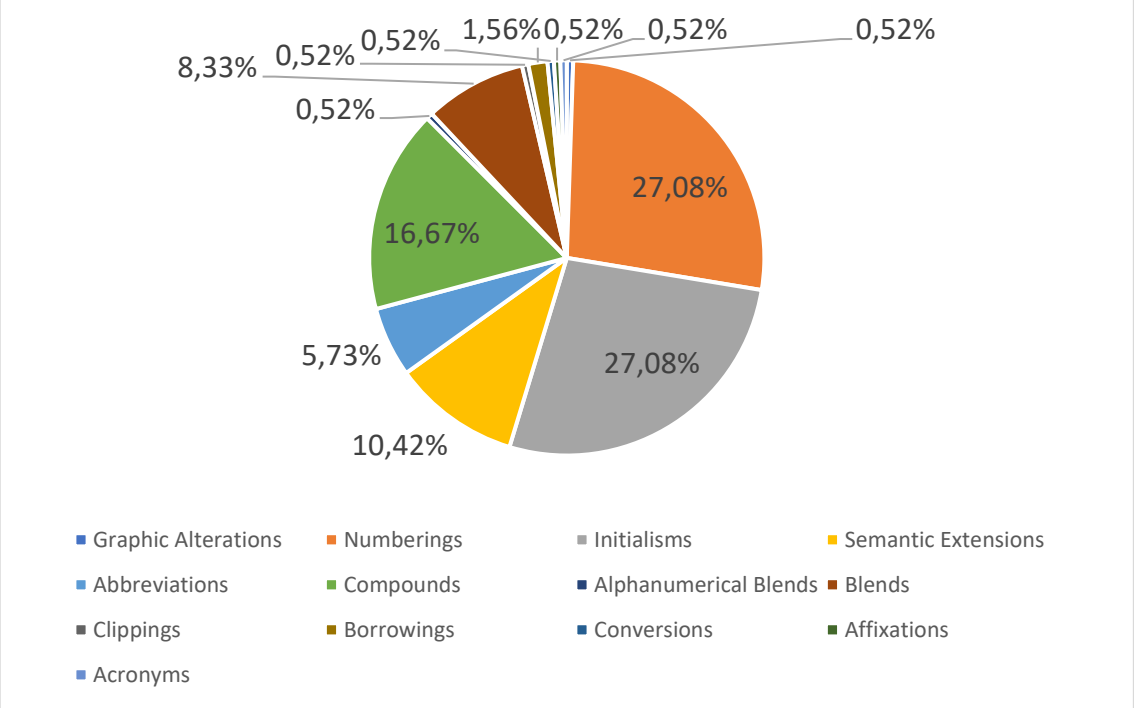

Chart 20: Proportion of Word-Formation Methods on Steam

Gaming Platform – Discord

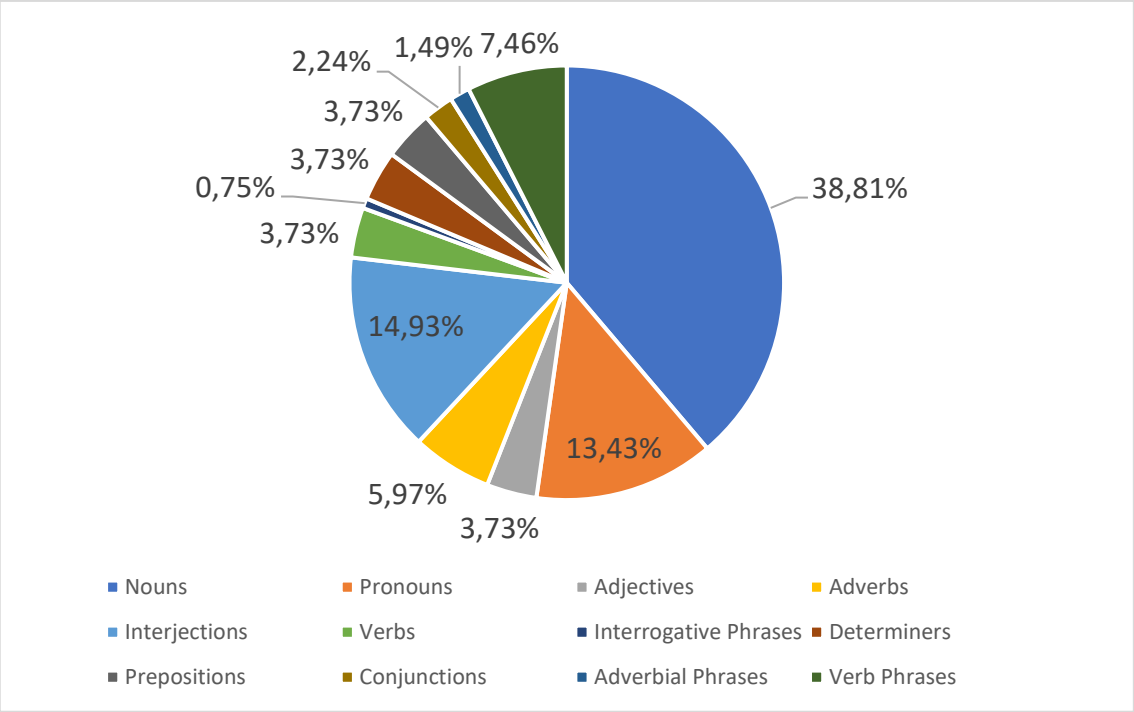

Chart 21: Proportion of Word Classes on Discord

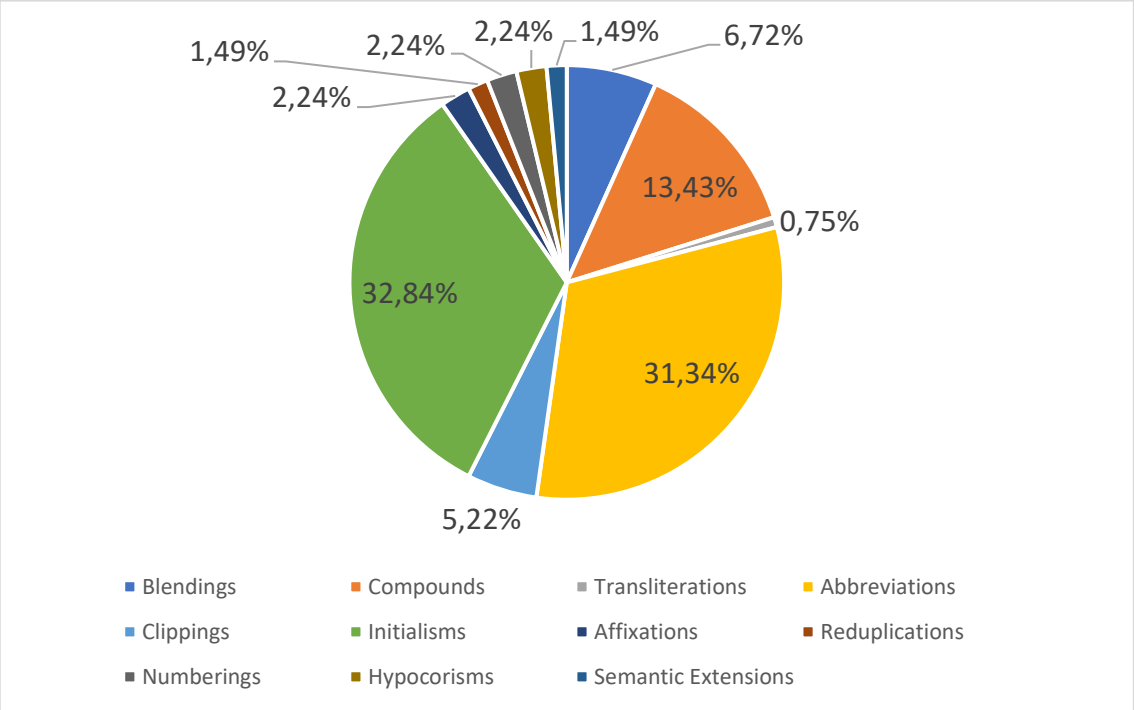

Chart 22: Proportion of Word-Formation Methods on Discord

Gaming Platform – Pokémon Showdown

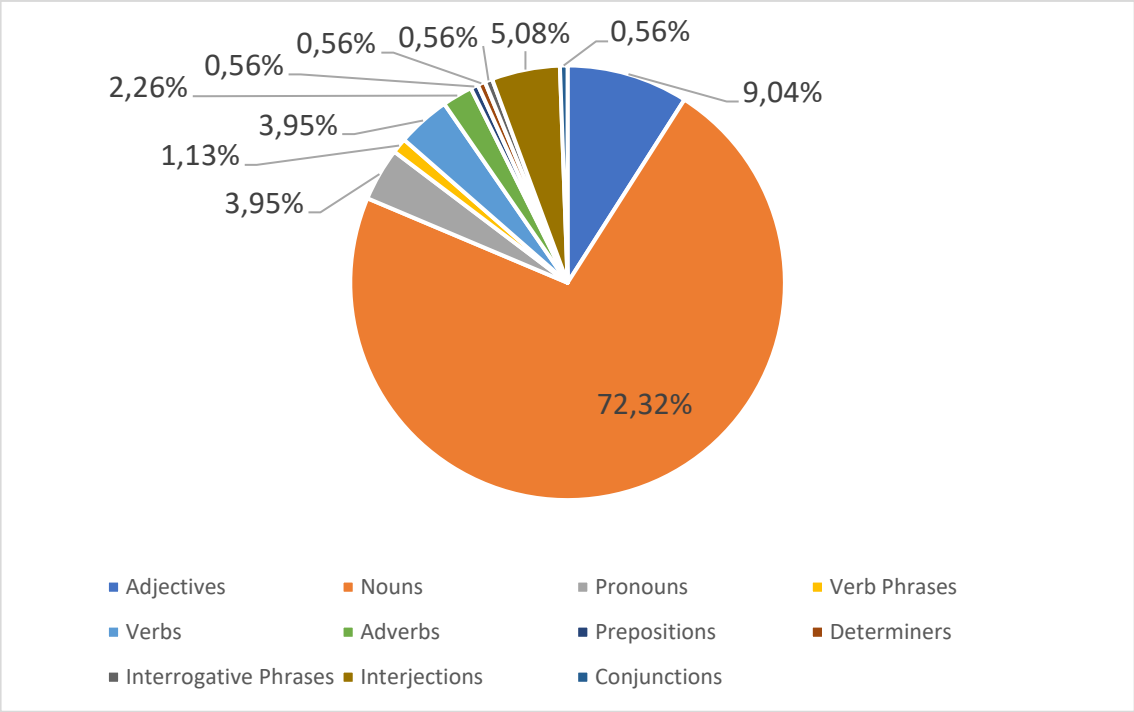

Chart 23: Proportion of Word Classes on Pokémon Showdown

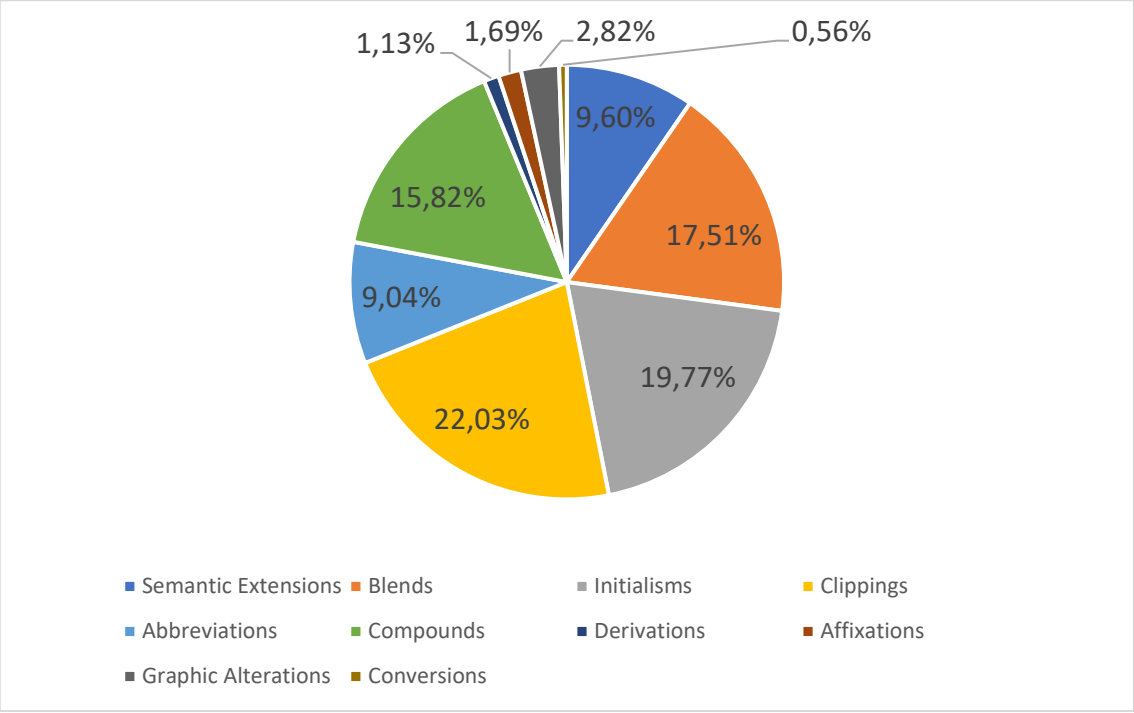

Chart 24: Proportion of Word-Formation Methods on Pokémon Showdown

Gaming Platforms – Internet Neologisms

Expression	Twitch	Steam	Discord	Pokémon Showdown
omegalul	✓	X	X	X
sus	✓	X	X	X
ez	✓	X	✓	X
rn	✓	X	✓	✓
u	✓	✓	✓	✓
gg	✓	X	✓	X
stfu	✓	X	✓	X
ty	✓	X	X	✓
kekw	✓	X	X	X
af	✓	X	X	X
ppl	✓	X	✓	✓
bc	✓	X	✓	✓
w	✓	X	✓	X
fr	✓	X	✓	X
cooked	✓	X	X	✓
ur	✓	X	✓	✓
ig	✓	✓	✓	X
GTA 6	X	X	X	X
GTA	X	X	X	X
rockstar	X	X	X	X
op	X	X	X	X
PS5	X	✓	✓	X
FH4	X	✓	X	X
The Crew 2	X	✓	X	X
Ubisoft	X	✓	X	X

FF9	X	✓	X	X
atm	X	✓	✓	X
FF7	X	✓	X	X
Steam	X	✓	X	X
ASE	X	✓	X	X
ASA	X	✓	X	X
Ark 2	X	✓	X	X
Punkbuster	X	✓	X	X
BF4	X	✓	X	X
EA	X	✓	X	X
mon	X	X	✓	✓
ik	X	X	✓	X
r	X	X	✓	X
cook	X	X	✓	X
js	X	X	✓	X
tf	X	X	✓	X
frfr	X	X	✓	X
ts	X	X	✓	X
ex	X	X	X	✓
tcg	X	X	X	✓
ngl	X	X	X	✓
gz	X	X	X	✓
tbf	X	X	X	✓

Table 3: Internet Neologisms Found on Gaming Platforms