

BRNO UNIVERSITY OF TECHNOLOGY

Faculty of Electrical Engineering
and Communication

BACHELOR'S THESIS

Brno, 2016

Michal Komorník



BRNO UNIVERSITY OF TECHNOLOGY

VYSOKÉ UČENÍ TECHNICKÉ V BRNĚ

FACULTY OF ELECTRICAL ENGINEERING AND COMMUNICATION

FAKULTA ELEKTROTECHNIKY
A KOMUNIKAČNÍCH TECHNOLOGIÍ

DEPARTMENT OF FOREIGN LANGUAGES

ÚSTAV JAZYKŮ

IMPACT OF NETSPEAK ON THE DEVELOPMENT OF THE ENGLISH LANGUAGE

VLIV NETSPEAKU NA VÝVOJ ANGLICKÉHO JAZYKA

BACHELOR'S THESIS

BAKALÁŘSKÁ PRÁCE

AUTHOR

AUTOR PRÁCE

Michal Komorník

SUPERVISOR

VEDOUCÍ PRÁCE

Mgr. Ing. Eva Ellederová

BRNO 2016

Bakalářská práce

bakalářský studijní obor **Angličtina v elektrotechnice a informatice**

Ústav jazyků

Student: Michal Komorník

ID: 147746

Ročník: 3

Akademický rok: 2015/16

NÁZEV TÉMATU:

Vliv netspeaku na vývoj anglického jazyka

POKYNY PRO VYPRACOVÁNÍ:

Cílem bakalářské práce je analyzovat vybrané příklady internetového slangu a zhodnotit jeho vliv na vývoj anglického jazyka.

DOPORUČENÁ LITERATURA:

- 1) Crystal, David. Language and the Internet. Cambridge: Cambridge University Press, 2004.
- 2) Danet, Brenda, and Susan C. Herring. The Multilingual Internet. Language, Culture, and Communication Online. Oxford: Oxford University Press, 2007.
- 3) Raymond, Eric S.. The New Hacker's Dictionary. Cambridge: MIT Press, 1996.

Termín zadání: 11.2.2016

Termín odevzdání: 27.5.2016

Vedoucí práce: Mgr. Ing. Eva Ellederová

Konzultant bakalářské práce:

doc. PhDr. Milena Krhutová, Ph.D., předseda oborové rady

UPOZORNĚNÍ:

Autor bakalářské práce nesmí při vytváření bakalářské práce porušit autorská práva třetích osob, zejména nesmí zasahovat nedovoleným způsobem do cizích autorských práv osobnostních a musí si být plně vědom následků porušení ustanovení § 11 a následujících autorského zákona č. 121/2000 Sb., včetně možných trestněprávních důsledků vyplývajících z ustanovení části druhé, hlavy VI. díl 4 Trestního zákoníku č.40/2009 Sb.

ABSTRACT

The aim of this Bachelor's thesis is to analyze the Internet slang (Netspeak), describe its development, distinctive features and functions. Furthermore, the thesis evaluates the changes caused by Netspeak that occurred in the English language. By means of concrete examples, the thesis points out the new elements of Netspeak, which have contributed to the development of the English language and thus influenced Internet users' command of language.

KEY WORDS

The Internet, Internet slang (Netspeak), Internet users, language functions

ABSTRAKT

Cílem této bakalářské práce je analyzovat slang používaný na Internetu a popsat jeho vývoj, charakteristické rysy, funkce a vyhodnotit změny, které jeho vlivem nastaly v anglickém jazyce. Prostřednictvím konkrétních příkladů tato práce upozorňuje na nové prvky, kterými internetový slang přispěl k vývoji anglického jazyka a tímto způsobem ovlivnil jazykové znalosti uživatelů internetu.

KLÍČOVÁ SLOVA

Internet, internetový slang (Netspeak), uživatelé internetu, jazykové funkce

Komorník, M. *Vliv netspeaku na vývoj anglického jazyka*. Brno: Vysoké učení technické v Brně, Fakulta elektrotechniky a komunikačních technologií. Ústav jazyků, 2015. 38 s. Bakalářská práce. Vedoucí práce: Mgr. Ing. Eva Ellederová.

PROHLÁŠENÍ

Prohlašuji, že svou bakalářskou práci na téma *Vliv netspeaku na vývoj anglického jazyka* jsem vypracoval samostatně pod vedením vedoucího bakalářské práce a s použitím odborné literatury a dalších informačních zdrojů, které jsou všechny citovány v práci a uvedeny v seznamu literatury na konci práce.

Jako autor uvedené bakalářské práce dále prohlašuji, že v souvislosti s vytvořením této bakalářské práce jsem neporušil autorská práva třetích osob, zejména jsem nezasáhl nedovoleným způsobem do cizích autorských práv osobnostních a/nebo majetkových a jsem si plně vědom následků porušení ustanovení § 11 a následujících zákona č. 121/2000 Sb., o právu autorském, o právech souvisejících s právem autorským a o změně některých zákonů (autorský zákon), ve znění pozdějších předpisů, včetně možných trestněprávních důsledků vyplývajících z ustanovení části druhé, hlavy VI. díl 4 Trestního zákoníku č. 40/2009 Sb.

V Brně dne

.....

(podpis autora)

I would like to thank my thesis supervisor Mgr. Ing. Eva Ellederová for her valuable advice and expert assistance while writing my thesis.

Table of Contents

| | |
|--|----|
| 1 Introduction | 6 |
| 2 Definition and Development of Netspeak | 7 |
| 3 Linguistic Framework of a Netspeak Analysis..... | 12 |
| 3.1 Level of Discourse..... | 13 |
| 3.2 Level of Form..... | 13 |
| 3.3 Level of Substance | 14 |
| 4 Distinctive Features of Netspeak..... | 16 |
| 4.1 Graphological features | 16 |
| 4.2 Lexical features | 17 |
| 4.3 Grammatical features | 18 |
| 4.4 Phonological features | 19 |
| 4.5 Discourse features | 19 |
| 4.6 Extralinguistic Features..... | 20 |
| 5 Analyses of Selected Types of Netspeak..... | 22 |
| 5.1 Leetspeak..... | 23 |
| 5.1.1 Morphology | 24 |
| 5.1.2 Grammar..... | 25 |
| 5.1.3 Orthography..... | 25 |
| 5.1.4 Vocabulary | 26 |
| 5.2 LOLcat | 27 |
| 5.3 Flaming..... | 28 |
| 5.4 Impact on the Language | 29 |
| 6 Conclusion..... | 32 |
| 7 Bibliography | 34 |
| 8 List of Figures | 35 |
| 9 Appendix | 36 |

1 Introduction

The whole world around has changed since the humankind entered the twenty-first century. People have new cars, computers and a large number of modern technologies that allow them to interact with each other. Gradually, technological changes are conducive to the formation of new things that make our lives easier. Technology influences many different spheres of life including an interaction between the Internet and the English language.

Specifically, this Bachelor's thesis aims at the language used in the various forms of communication by Internet users. Due to the rapid development of modern technologies, the English language has undergone many important changes. In the previous decades people used to communicate face-to-face or they used a landline telephone, but now the current generation prefers various kinds of smartphones, tablets and notebooks. Modern communication is primarily a dialogue between two or more devices enabling the convenience for its owners no matter when and where the conversation takes place. The Internet language is different from the ordinary language in many aspects. It is fast and offers a new form of written language that is called Netspeak. This term was coined by a well-known British linguist David Crystal in his book *The Language and the Internet*.

This Bachelor's thesis provides the theoretical framework that demonstrates an understanding of theories and concepts relevant to its topic. All the basic information about the development of Netspeak, its features and functions is discussed and analysed. Furthermore, this thesis deals with the linguistic framework and features of the English language with regard to Netspeak. It also shows new elements which Netspeak has introduced into the modern language. Finally, specific types of Internet slang are investigated and all these points make it possible to reveal some important aspects of Netspeak that have influenced the English language recently.

2 Definition and Development of Netspeak

In 1960s, the first networks started to create and enabled people communication for long distances. This invention is called the Internet. “The Internet is an electronic, global, and interactive medium, and each of these properties has consequences for the kind of language found there.” (Crystal 24) As intended, David Crystal was the first person who described Netspeak. This term was coined during the computer era when people just started to express themselves on the Internet. Basically, it is a language that helps the Internet users to communicate worldwide. Since the English language is the most international language used all around the globe, it is used to be the world’s lingua franca. Therefore, people all around the world use English as an effective tool for cross-cultural communication and always add something new to the language, which is closely associated with their cultural background. In addition, people frequently use abbreviations and create new words that consist of many new features depending on type of the Internet environment such as chat, emails, blogs or memes. Consequently, a new form of language has occurred – a slang. “Netspeak” created by Crystal has notably changed the language till today. According to the *oxforddictionary.com*, slang is “a type of language consisting of words and phrases that are regarded as very informal, are more common in speech than writing, and are typically restricted to a particular context or group of people”.

During the last decades, it became very popular to simplify the speech. The development of Internet slang has a relatively short history. It appeared around the 1980s, when the users of communications networks created their own abbreviated symbolic writing method that increased speed and brevity of writing. Suddenly, people had a possibility to share their perceptions, feelings, moods on the Usenet, which was essentially a bulletin board where the users could write different comments. Particular communities have begun to create shortcuts and new elements of language for a faster and simpler communication. Consequently, the use of various abbreviations and portmanteaus significantly affected the modern generation. New terms like “LOL” and features like emoticons randomly or purposely appeared. The Internet and language were developing at the same time, hand in hand. When the social networks started to gain popularity, Internet users started to feel the freedom and used the main communication tool, the language, as the users wanted, by making misspellings and grammatical errors. These errors led to the creation of new words, abbreviations and a new form of the language. In addition, the

development of the Internet language is marked by an arrival of these new terms. Remi Coin discussed these terms in his article (“Trolling for slang the origins of internet werdz”) on the website *theunderenlightened.com*. The following subchapters are dedicated to these words.

LOL

This term was first used by Wayne Pearson in the mid-1980s. He sent an email to his friend and used this term to describe a funny situation that happened to him. Later, he created an acronym such as “laughing out loud”. Since then the expression *LOL* has been so common that it is usually used even in spoken language. And due to the common use of it in English language, the *Oxford English Dictionary* has officially recognized the word in March of 2011.

LULZ

The term *LULZ* is a slang term which is derived from the previous acronym *LOL*. It means the amusement caused by disturbing of emotional stability of somebody. Users of *LULZ* are known as “Trolls”. They set up a special group which frequently expressed new views of the current situations in the world with mocking context or hacked the Internet pages for the purpose of satire on one person or a group of people. Their work represents a motto of famous hackers’ group called *Anonymous*: “Nobody of us is as cruel as all of us”.

HARHAR

When people started to text each other by means of the Internet, the expression *HAHAHA* was very popular. It was used for the expression of laughter. In addition, a more sarcastic version of this expression has been discovered. The acronym *HARHAR* is expressing an ironic laugh. Its overall original is “hardy harhar”. It is said to be first used by a comedian Jackie Gleason in a Honeymooners skit. However, this term also appeared in Hitchcock’s movie *The Man Who Knew Too Much* in 1956. Today, it is a common acronym used on the Internet.

Emoticons

It consists of the words “emotion” and “icons”. “These are combinations of keyboard characters designed to show an emotional facial expression: they are typed in sequence on a single line, and placed after the final punctuation mark of a sentence.”

(Crystal 36) However, smileys have been used for much longer than most people can imagine. The use of the very first vertical smileys dates back to the 1880s. The first written smiley was used in the satirical magazine called *Puck* in 1881. Even the American president Abraham Lincoln used it in his speech. Horizontal emoticons were designed as joke markers by Professor Scott Fahlman in 1982. Nowadays, people express emotions and feelings via different kinds of emoticons not only on the Internet, but also on the morning coffee cups from Starbucks.

Newbie and N00b

The expression *newbie* comes from Britain where novices were marked by this word. It was used at British schools in the mid-1880s. Newbie was a person, who came to school for the first time. It is an acronym that is derived from the British public school slang “new boy”. *Newbie* is commonly used on the Internet up to the present time. A contemporary definition of *newbie* is exactly the same as before. However, the new word that describes this term appeared in 1980. It is *n00b*. It is essentially the same, but its meaning is more derogatory. *N00b* is often used in the hackers’ and trolls’ language when they frequently blame users of the Internet or by gamers who want to offend a new game participant.

FAQ

This term has been used since the 1980s. NASA scientist Eugene Miya invented a database for gathering the most frequent questions from all users in order to answer them easily. Since then it has been used as the known acronym *FAQ* that stands for “Frequently Asked Questions”. As Crystal mentions in his book, there are many other abbreviations to be found:

The various types of abbreviation found in Netspeak have been one of its most remarked features. Acronyms are so common that they regularly receive critical comment, as observed by Steve G. Steinberg, quoted in *Wired Style*: „When it comes to technology, the greater the number of acronyms, the higher the bullshit factor“. A tiny sample would include *BBS* [„bulletin board system“], *BCC* [„blind carbon copy“], *DNS* [„domain name system“], *FAQ* [„frequently asked question“], *HTML* [„hypertext markup language“], *ISP* [„Internet Service Provider“], *URL* [„uniform resource locator“], *MUDs* and *MOOs*, and the names of many firms and sites, such as *AOL*, *IBM*, *IRC*. Letter-plus-number combinations are also found:

W3C [„World Wide Web Consortium“], *3Com* [a data-networking organization – the *Coms* standing for Computer, Communications, Compatibility], *P3P* [„Platform for Privacy Preferences“], *Go2Net*. The chatgroups and virtual worlds also have their abbreviations, some of which turn up on e-mail and in personal Web pages. (84)

According to the quotation above, *FAQ* belongs to one of the mostly used abbreviations. The Internet gave people the space for their creations. Nowadays, the use of abbreviations is a part and parcel of everyday communication. Basically, all long names of different companies or extended descriptions have got own short forms according to David Crystal’s quotation. After all, people got used to abbreviations not only in chats, but they also used them in spoken language, because the short forms became widened and their usage gives people an opportunity to communicate faster.

Extra Credit: @ Replies

An @reply is one of the latest features of Netspeak. This simple mark serves for marking some places or people in their status on social networks. It is widely used on Twitter and Facebook profiles. It was used only after 4 four days of Twitter’s existence.

Spam

Unfortunately, the Internet is also used as a field for various despicable acts. Spam is one of them. In general, it is a system of sending irrelevant or unsolicited messages, which usually end in users’ inboxes. In the course of time, this phenomenon seriously affected other types of the Internet communication. Spam serves for delivery of annoying advertisements, presenting some products or suggesting the useless deals. Main target of “spammers” is to attract a potential customer’s interest.

Trolls

Phrase “trolling” showed up in the mid-1990s. It stands for representing the Internet user’s lifestyle to blame one or more people on the basis of actual situation happening in the world. Trolling is used by hacker-groups, who create memes, gifs, satirical pictures, etc. Moreover, such communities even do not hesitate to mock the president or someone who has influential position in this world. In addition, there are two main groups in a troll’s community whose activity can exemplify all their nature. *4chan* or *Anonymous* appeared to be the groups who thundered roughly against pricing all movies placed on the Internet in

the world-known server *Megaupload* by successful hacking of the FBI, White House, Universal Studios servers and many others. These groups often behave outrageously towards ordinary people. Sometimes they send annoying messages that cause irritation of the members of various chat groups. Crystal mentions seemingly innocent messages that sometimes put up “netfight” between users:

It is an innocent-sounding question or statement, delivered deadpan, and usually short, though some trolls are verbose in their apparent cluelessness. For example, somebody who wanted to troll a linguistics group might send the message I’ve heard that the Eskimo language has 1,000 words for snow– then sit back to enjoy the resulting explosions. (52)

The Internet is a tough environment due to the existence of hackers and trolls, but on the other hand, it is a space that helps people make a communication faster and more convenient than ever before. It is a space that makes our language different. These elements have contributed to forming of the Internet language. However, Internet users should not forget one thing. Netspeak is still developing and the new elements, structures and features of the Internet language are about to emerge.

3 Linguistic Framework of a Netspeak Analysis

From the advent of the Internet, the amount of people, which were connected on the Internet, still increased, what also proves the following sentences from article on the net. “Approximately 30 million people world-wide use the Internet and online services daily. The Net is growing exponentially in all areas, and a rapidly increasing number of people are finding themselves working and playing on the Internet.” (“Netspeak: An Analysis of Internet Jargon”). A large number of people with various professions, lifestyles, and religion belong to the users of the Internet. Students, their teachers, artists, musicians, feminists, Rush Limbaugh’s fans, even your next door neighbours are online. Everybody writes messages using their common language and makes new abbreviations and portmanteaus for faster communication. As a result, there are many elements which considerably change the language, but what exactly do they change? David Crystal asks at the beginning of his book: “What happens, linguistically, when the members of the human race use a technology enabling any of them to be in routine contact with anyone else?” (6).

From the linguistic point of view, language can be divided into five analytical levels such as discourse, form, substance, situation and ideology. All those levels are interdependent. However, as John Haynes described in the book *Language, Discourse and Literature: An Introduction Reader in Discourse Stylistics*, there are three levels that are particularly significant, regarding the systemic functional linguistics: the level of discourse, form and substances. “The level of discourse is encoded in the grammar and vocabulary of a particular language and style at the level of form, which in turn is made public and physical at the level of substance, either through speech sounds or through written symbols.” (qtd. in Carter and Simpson 234). It means that grammar, vocabulary and styles, which are represented in the form of text, together they compose a unit called discourse. And then, both levels manifest in sounds in spoken language or in symbols in written one. All of it represents the level of substance. The following chapters will bring these distinct analytical levels of language analysis closer in more in-depth detail.

3.1 Level of Discourse

In linguistics, discourse is a unit of text that consists of more than one sentence used for the analysis of linguistic phenomena. According to Haynes, the level of discourse can be divided into three broad functions: interpersonal, ideational and textual:

These are (i) the interpersonal function – language used to fulfil a role and to perform acts such as promising, narrating, requesting, regretting and so on; (ii) ideational function – language used to represent or categorize something in a speaker’s mind or surroundings; (iii) textual function – language used to organize a text which has coherence, emphasis and a “thread” of continuity.

(qtd. in Carter and Simpson 234)

As Haynes described in the Carter and Simpson book, discourse is divided with regard to the kinds of text units. The whole text, which is organized into connected unit with all its elements, fulfils the textual function. Such a text includes several conversations that consist of polite phrases and commands, this unit has the interpersonal function. In addition, text composed of thoughts and feelings of a person or a description of nature has the ideational function in the whole text

There are two analytical possibilities with respect to the Internet. The first studies the speech acts of users on the message boards while they communicate with other users or the speech acts of users when, for example, they search some information through browsers. The second possibility deals with communication between two computer users, for example, via e-mail.

3.2 Level of Form

While discourse focuses on the content of language in communication, the level of form specializes in the grammar and vocabulary as it states in the book of Carter and Simpson: “The level of form is the grammar and vocabulary specific to a particular language, or a particular style, which carries or realizes discourse” (qtd. in Carter and Simpson 234). This level includes the following elements of the language: morphemes, words, word groups, clauses and sentences. The terminological layer is the most active with regard

to morphemes, words, word groups. A large number of new words and expressions have appeared since the Internet started to serve humanity. In terms of morphemes, prefixes have become the most frequently used. Prefixes such as *web-*, *e-*, *cyber-*, *info-*, *techno-*, and *net-* were added to common words and created new Internet terminology. In addition, its numbers have recently increased and new words, such as website, e-mail, and cyberspace are widely used in everyday speech. Due to the Internet development and its wide list of opportunities, the entirely new words have been invented and became a part and parcel of spoken language, for example: *hacker*, *chat*, *IP protocol* etc. The Internet could be called as a generator of a new terminology with respect to the language. As a result of Usenet usage by people every day all over the globe, the new terminology occurs. Current generation lives in the Internet era and uses their computers on everyday basis. It leads to the faster extension of the vocabulary in comparison with previous decades. Some linguists express doubts about the future of the language. Most of them say that impact of the new Internet vocabulary will be demolishing for the language itself. However, opinions are different. David Crystal was one of the first scholars, who thought about the influence of the Internet terminology on grammar and vocabulary in a positive way. In his book, he analyses language of Netspeak and states that new elements and innovations from the Internet just contribute to vocabulary.

3.3 Level of Substance

“The level of substances is the speech noises or written marks which manifest the other two levels.” (qtd. in Carter and Simpson 24). Above all, the level of substance is represented by the smallest units of language, such as letters of the alphabet. In case of the Internet, binary codes, which consist of recording and transmission of data using numbers 0 and 1, could be considered as substance of the net. As a matter of fact, in the past letters frequently meant some codes for IT terms used by computer experts or hackers. However, regularly used words are coded with the increasing amount of common users. Eric Raymond, an American software developer, presents the term of “Leetspeak” in his book *The New Hacker’s Dictionary*. It describes the term of coded letters that are used by the “crackers”. According to Raymond, the “crackers” are non-experts who try to write messages in the hackers’ language:

Though crackers often call themselves ‘hackers’, they aren’t (they typically have neither significant programming ability, nor Internet expertise, nor experience with UNIX or other true multi-user systems). Their vocabulary has little overlap with hackerdom’s, and hackers regard them with varying degrees of contempt. But ten years on the brightest crackers tend to become hackers, and sometimes to recall their origins by using cracker slang in a marked and heavily ironic way. (27).

Raymond admits that “crackers” tend to become hackers. According to a new definition in *oxforddictionary.com*, “crackers” is a term for experienced hackers, who are able to “crack” into any computer. Therefore, users, who try use Leetspeak, are regarded as children or people, who do not know absolutely anything about hackers. Basically, Leetspeak is an alternative version of the Latinate alphabet with its own rules. For example, when somebody is angry, its words are written by CAPS LOCK or letter z is used instead s such as in word *codez* (the correct version is *codes*). Raymond mentioned a few examples of such vocabulary which is written on the Internet and represents the modern level of substance in a new medium called Netspeak. “The following letter substitutions are common: a => 4; e => 3; f =>ph; i => 1 or |; l => | or 1; m => |v|; n => ||; o => 0; s => 5; t => 7 or +”. (28). Leetspeak will be specified in the chapter 5 “Analysis of Selected Types of Netspeak” and those rules will help the explanation.

4 Distinctive Features of Netspeak

The English language has its own distinguishing features. Written language differs from spoken, but both of them have its special functions. As Crystal claims in his book, every style, written or spoken, has main characteristic features: “The distinctive features of a language variety are of several kinds. Many stylistic approaches recognize five main types, for written language”(7). The author lists the main types, such as graphic, graphological, grammatical, lexical and discourse features. The last three listed are significant in spoken language, and are complemented by two other features. “In addition to the above five types, therefore, we need to recognize two more: phonetic features, phonological features. Grammatical, lexical, and discourse features of course play a distinctive role in all spoken varieties of a language, as they do in the written.” (Crystal 9) As mentioned above, Netspeak is similar to the hybrid of both. Its features are divided into five main types: graphological, lexical, grammatical, phonological and discourse features.

4.1 Graphological features

The normal writing language is focused on the correct usage of the alphabet, punctuation, letters and expressing of emphasis.

The writing system of an individual language, defined in terms of such factors as distinctive use of the alphabet, capital letters, spelling, punctuation, and ways of expressing emphasis (italics, boldface, etc.); for example, American and British English are distinguished by many spelling differences (e.g. colour vs. color), and advertising English allows spelling modifications that would be excluded from most other varieties (e.g. BeanzMeanz Heinz). (Crystal 8)

Every language has its writing system. Crystal compares the American and British English and shows that there are different ways of writing in both of languages. The author exemplifies it in analyzing the words “color/colour”. Therefore, the Internet language as well as the American or British have their own modifications and differences, while the root of them all is English language. Although the usage of graphological elements should

be used in a proper way of the common written language, these rules are completely violated in Netspeak (see fig. 1). The wrong spelling or punctuation can be accepted in this type of writing. Personal pronoun “I” is written with a small letter or frequently entirely omitted. In addition, Internet users’ vocabulary includes words, written only with capital letters, which helps them to emphasize various important things or voice their feelings (see fig. 2). Moreover, feelings can be expressed via emoticons, which are used in every chat conversation. Furthermore, users periodically repeat question or exclamation marks due to emphasis of question/command sentence (e.g. hey dude!!!! What’s up???). The main reason for these changes and big differences between usage of Netspeak is a need for faster communication. In order to save time, the Internet users ignore punctuation and capitalization rules on the daily basis.

4.2 Lexical features

Lexical features include words and, basically, overall vocabulary of the language. “The vocabulary of a language, defined in terms of the set of words and idioms given distinctive use within a variety; for example, legal English employs such expressions as heretofore, easement, and alleged, as well as such phrases as signed sealed and delivered and Latin expressions such as *ex post facto*.” (Crystal 8) In other words, the ability to use the various words in appropriate way and make varied conversations is important. For that reason, the linguists find new terms, idioms and synonyms for many words. Then, new expressions are added to world-known dictionaries as *Oxford Dictionary*. As a result, people have diverse vocabulary and continue to improve the lexical aspect of the language.

From the perspective of Netspeak, it is newly created words that are added to the basic vocabulary. Apart from this, there are new words that were created by adding prefixes or suffixes. In addition, people have generated many new words by combining two different words in order to build new compounds with original meaning (see fig. 4). Those words have regularly unusual spelling. Furthermore, the Internet conversations are full of abbreviations and acronyms that help people to save time as mentioned above (see fig. 3).

4.3 Grammatical features

These features include rules of correct word order, structure of sentences or appropriate word inflections. They can also depend on culture, religion or geographical position (depending on the spread of English language in different countries). Due to the previous information, it is possible to use language and its various forms in grammatical sphere.

The many possibilities of syntax and morphology, defined in terms of such factors as the distinctive use of sentence structure, word order, and word inflections; for example, religious English makes use of an unusual vocative construction (O God, who knows . . .) and allows a second-person singular set of pronouns (thou, thee, thine). (Crystal 8)

Crystal shows an example of religious environment and mentions unusual sentence structure. It is true that nowadays people have many possibilities to create various grammatical forms in their sentences, where some of them can seem unnatural with respect to grammar.

The consequence of multicultural world is that everyone, who speaks English language automatically contributes with their national habits into the language. The strangers can make many mistakes in sentence structure and this sounds funny to native speakers. Therefore, such sentences can be used between them (for example: some speeches of Rajesh Koothrappali in *The Big Bang Theory*). The grammatical features of the language can be influenced even by cinematography. For instance, popularity of the *Stars Wars* character jedi Yoda's manner of speaking can be the reason why people frequently use untypical word order (see fig. 6).

Despite the fact that every language has its own grammatical rules that are adhered, it has no connection with Netspeak. Basically, the fast communication eliminates grammatical rules (see fig. 1). In the chat language, these violations can be seen very often (see fig. 5). Moreover, incomplete, simple sentences and reduplication of verbs occur quite frequently.

4.4 Phonological features

This feature concerns usage of onomatopoeia or sound repetition. It is expressed by various sounds that help people in voicing their feelings, moods, laughter or crying. Crystal points out that:

The sound system of an individual language, defined in terms of such factors as the distinctive use of vowels, consonants, intonation, stress, and pause; for example, regional accents are defined by the way they make different use of sounds, and distinctive pronunciation is also a notable feature of such varieties as news reading, preaching, and television advertising. (9)

Basically, this is an important feature of spoken language. Such factors as intonation, stress or pause help people to adequately express their requests, feelings or opinions. Sounds, that listener hears, allow him to better understand the speaker's reaction. The distinctive pronunciation that Crystal introduced is one of the most significant features of phonology. It is crucial due to the fact that people would hardly understand the ideas of spoken message without the right pronunciation that would lead to misunderstanding.

When Netspeak appeared, people started to express various sound via chat. Onomatopoeia and homophones (exemplified in abbreviations and acronyms) are frequently used in the Internet conversations. Nowadays, people are able to express the noises which they would make if they were speaking face-to-face. For example, when people laugh they write "HAHAHA", when they are angry they use "grrr" or doubting is expressed by "hmmm" (see fig. 7).

4.5 Discourse features

As already presented in previous chapter, discourse is a unit that includes an entire text of connected individual sentences that express some idea. According to Crystal:

The structural organization of a text, defined in terms of such factors as coherence, relevance, paragraph structure, and the logical progression of ideas; for example, a journal paper within scientific English typically consists of a fixed sequence of sections including the abstract, introduction, methodology, results, discussion, and conclusion. (8)

Each text whose aim is to give a valuable idea should have organized structure. All thoughts have to harmonize and the sentences should be linked with each other in relevant way in order to form the unit. As Crystal notes, completed text that expresses the result of some work, should have its own structure as well as introduction and description of the specific issue and gradually result in some conclusion. Then the text can be specified as completed unit called discourse.

In the Netspeak sphere, there are connections of written and spoken elements of the language that create the content of sentences that make discourse units. Internet language is a combination of written and spoken language. Although, at first sight, the written text predominates in the online communication, the term “Netspeak” already reveals that the Internet language is highly influenced by oral language. The online interaction shares certain characteristics with the acts of speech, which are “time-governed, expecting or demanding immediate response; they are transient, in the sense that messages may be immediately deleted (as in e-mails) or be lost to attention as they scroll off the screen (as in chat groups); and their utterances display much of the urgency and energetic force which is characteristic of face-to-face conversation.” (Crystal 32)

4.6 Extralinguistic Features

Netspeak consists of not only typical features of the language but also modern ones that were created during the last decades. Emoticons/Smileys or memes can be considered as new features which were created in the Netspeak era. History and usage of smileys was shown (in Chapter 2: “Definition and Development of Netspeak”), but there is another feature of Netspeak that contributes to its impact on the language. It is called “meme” and it was coined by Richard Dawkins in 1976. He introduced this term in his book *The Selfish Gene*. According to Jamin Brophy-Warren, editor of *wsj.com*, a meme is a unit that can

consist of cultural information, phrases or simply an online video which is virally shared among the Internet users.

At the present time, memes primarily include funny pictures with entertaining phrases (see fig. 8). Brophy-Warren mentions that meme creators use so-called “LOLspeak” language. It is a fake language with humorous context, which is depicted in the pictures, for example, it can be introduced even by cats (see fig. 9). In addition, memes are periodically used by hackers, who use above-mentioned “LULZ” language to satirize the contemporary world’s situation or mock some people. As Robert Curry Chandler writes in his work *Meme World Syndrome: A Critical Discourse Analysis of the First World Problems and Third World Success Internet Meme*, memes are one of the most common language units that have influenced the modern language and are a tool that is used for chats with humorous content on the daily basis (13).

5 Analyses of Selected Types of Netspeak

A definition of Netspeak, its development and features as well as grammatical and lexical function within the linguistic framework of today's written and spoken language have been described in the previous chapters. As it was introduced at the beginning of this work, the English language, affected by the era of information technology, has changed considerably. However, what has exactly changed in the English language and how those changes influenced the language itself? The final part of this thesis will focus on specific types of Netspeak and their influence on the English language considering the relevant literary sources.

However, before showing the specific types of Netspeak, so-called the "communication zones" of the Internet should be explained. As it was written in one of the previous chapters, the Internet is used by various users. Needs of different Internet users vary according to the subject of their interest. On this basis, the Internet adjusts and creates the space where all users can find something for themselves. This argument is confirmed by Juan María Tellería in his work "English and Leetspeak: A Step Towards Global Nerdism?". He divides the Internet into the particular zones and describes them according to imaginary iceberg (see fig. 10). The top of this iceberg represents the place for common users. Social networks and most visited websites are located there. The Internet of the twenty-first century is a powerful tool which can be easily used for illegal practices. Those activities are depicted in the last zone (in the figure it is the lower part of the iceberg, hidden in the depth of the ocean) that is called the "deep web". Every zone has its users who speak various languages with regard to the environment. It can vary from the social networks user, who uses slang while chatting, to the hacker, who operates with code languages.

It is important to point out that the most significant changes in the English language were brought about by hackers from the deep web. Due to the existence of a specialized form of symbolic writing, the structure of the whole sentence changed because of the coded letters in the words, which caused overall grammatical and lexical changes in the whole conversation. Such conversations usually influence the higher zones of Tellería's iceberg as they are commonly used in both the written and spoken language. In general, all imaginary iceberg's zones include new types of conversation. Those types are mixed together and exert a great influence on the language, which results in the appearance of

new expressions that are widely used in the casual English language. In the following subchapters, the specific types of Internet slang such as Leetspeak, LOLcat or Flaming will be discussed.

5.1 Leetspeak

The first specific example of this thesis is called Leetspeak. This type is one of the examples that are mistakenly considered to be the hacker's language. Apart from Tellería, the author Eric Raymond also dedicates several of his works to this issue.

Leetspeak arose at the beginning of the 1980s. As it has already been mentioned, hackers communicated in the form of the code language, which impacted on the surface of the Internet (see fig. 10). At that time many young people wished to become serious hackers, so they started to use the new code language on the assumption that the real hackers used the same. However, they just made jokes of the people who tried to simulate the hacker's language. It is often denoted as the "cracker's" slang referring to the people who used Leetspeak when they were teenagers. Later they became "crackers," which is sometimes written in a Leetspeak way in the various forums as a reminder of their origins. According to Raymond, the term "cracker" can be described as "One who breaks security on a system. Coined ca. 1985 by hackers in defense against journalistic misuse of hacker (q.v., sense 8). An earlier attempt to establish „worm“ in this sense around 1981-82 on Usenet was largely a failure." (Raymond 180) This term can be used ironically between the two professionals in the sphere of computers. After the 1990s, playing online games through the Internet expanded. Consequently, Leetspeak started to be used in the chats within the games. During that time, the false idea that everyone, who wrote Leetspeak, wrote like a real hacker appeared. As Raymond points out Leetspeak is primarily used by people who do not know what the word "hacker" means (27).

What is Leetspeak itself and how does it look? Its name came from the word "elite". This term describes a certain class of people who considered themselves to be superior to the others because of their intelligence, social standing, or wealth. Word "leet" refers to the way of their communication where the word "elite" is replaced by the similarly sounding "leet" or sometimes the similarly looking numbers "1337". Both

Tellería and Raymond agree that Leetspeak is the code language where almost every letter in the word is replaced by a similar symbol or number. In his research work, Tellería supposes that Leetspeak was inspired by ASCII, whose definition, according to the *Oxford Dictionaries*, is: “American Standard Code for Information Interchange, a set of digital codes representing letters, numerals, and other symbols, widely used as a standard format in the transfer of text between computers.” As an example, the sentence “Alex is a boy” can be used. Some Leetspeak users operate with both numbers and letters of the casual alphabet for replacing the letters from the target sentence. In this case, sentence “Alex is a boy” will be changed to “413x !z 4 b0j”. However, there are users who want to avoid using letters, so they prefer using some symbols from the cited ASCII. For example, “Alex is a boy” will look like “413><!2 4 |30’”. This is how an example of Leetspeak looks like. (Tellería 656)

Leetspeak is one of the different types of Netspeak which has naturalized and is commonly used in online conversations. It means that Leetspeak is almost an ordinary language that has its own spelling and grammatical rules. The following chapters deal with the linguistic features of Leetspeak.

5.1.1 Morphology

Many suffixes from English have a distinctive form in Leetspeak. For instance, there are common suffixes like *-er* and *-r* in English that are frequently replaced by *-xor* or *-zor*. It can be exemplified in the word “hacker”, firstly, the word will get the form “hax(x)or”, where the suffix *-er* is replaced by *-xor* and finally, in Leetspeak, the word will look like “h4x0r”. Raymond has introduced similar examples of such sentences in his work: “Man, I really ought to fix0r my .fetchmailrc.” or “Yeah, well he’s a “Leet” VMS operat0r now, so he’s too good for us.” (28) Another example of suffix is *-xor*, which Leetspeakers use to create a word expressing both the fact of undertaking the action and being something. Tellería provides an example: “Alex rocks → Alex roxxorz → Alex is rocking/Alex rocks.” (657)

The next known suffix is *-age* added to a verb and as a result a new noun appears. Typical English suffixes *-and*, *-anned*, *-ant* are always replaced by a symbol *&*, thus “I’ve been banned” changes into “I’ve been b&”. As for the prefix, Tellería mentions *uber-* which primarily replaces English prefix *over-* in Leetspeak. Furthermore, he supposes that

this prefix comes from the German language, which has also significantly contributed to Leetspeak because of a great mechanical and precise structure. (657)

5.1.2 Grammar

Both Tellería and Raymond claim that Leetspeak's main aim is to simplify the grammar of the English language. In addition, Leetspeak intends to accelerate the communication and to eliminate unnecessary grammatical elements in sentences. Complete omitting of such auxiliary verbs as "to be" is a common case. Tellería mentions the sentence: "Andrew is an elite hacker", where it is obvious that the unnecessary article "an" can be easily skipped and the whole sentence will still have the same meaning. (658) The verb "to be" also can be disregarded as the abbreviated and simplified sentence form. An auxiliary verb cannot influence the meaning of the sentence, so it can be safely omitted. After the reduction process, the sentence will have the following form: "Andrew elite hacker". Three important parts of sentence that carry the main idea are remained in sentence. Then, they can be transformed into the Leetspeak form. Firstly, only letters will be replaced. According to the rules mentioned above (see chapter 3.3), the letters *-e* in the proper name are replaced by *-oo* and *-ck-* are replaced by *-xx-*, the initial sentence will have the form "Androo leet haxxorz". Then, following the same rules, all letters of the sentence will be replaced by the number equivalents (if they exist). The final sentence will have the following form: "4ndr00 1337 h4xx0rz". This example can serve as the main representative of the Leetspeak grammar structure and it is frequently used in the multiplayer game's chats.

5.1.3 Orthography

Tellería explains that "the main objective for Leetspeak is to enable the web users to distance themselves from other web users, by belonging to an elitist group of slang users" (658). Therefore, Leetspeakers still create new signs that could replace normal letters from the English alphabet and, of course, they create new words to be different from the users of the iceberg's surface. As it was stated in the previous chapter that describes

the grammatical side of Leetspeak, it is quite clear, that its orthography is not formed by classical letters. Generally, any casual sentence of the English language can be transformed into the Leetspeak form via signs from ASCII and numbers. The replacement of the last letters in the word is primarily derived from its sounding. This principle can be exemplified in the name “Andrew” taken from the previous chapter. According to the rules, it is transferred into the form of “Androo”. The ending *-ew* was replaced by *-oo* due to the similar sound when pronounced. Tellería illustrates his points with the following examples: “dude” is either “d00d” or “d3wd” (659). Similarly Raymond’s gives an example of the word “cool” spelled as “kewl” (28). It is possible to give more instances of such expressions. Tellería also puts an emphasis on the punctuation, where full stops are totally absent, but exclamation and question marks are written several times in a row because of the stress. Raymond’s example “Hey Dudes!#!\$#!\$#!\$” illustrates that in some cases exclamation marks are written with random characters. (27)

5.1.4 Vocabulary

Leetspeak consists of many new words that a lot of people might not understand. Those words appear in games, but various forms were created by Leetspeakers because of its intention to be different from the casual net users highlighted before. According to the sources, the several terms of such words can be referred:

N00b

Chapter 2 (Development of Netspeak), regards a *newbie* as an indication of novices, primarily in some games. It is a pejorative expression which marks new users as stupid people. The word *noob* is transcribed into *n00b* in Leetspeak.

Owned and Pwned

Both of these words express domination. They are primarily used in video games by players and they can be used like a phrase, which means the victory in the argument. The forms of the noun *ownage* and *pwnage* are also used in Leetspeak and they can express that someone is superior in a certain subject, for example: “He is a very good player. He is *pwnage*.”

Pr0n

It is deliberate misspelling and inaccuracy of the word “porn” or “pornography”. That is frequently used in several chat rooms. This can be used for the circumvention of word filters for not getting into the spam. It is periodically written backwards “n0rP” in order to protect the sites from unauthorized people.

Haxxor and Suxxor

Those words are typical examples of Leetspeak. As it was stated in the previous chapter, Leet version *haxxor* is derived from word “hacker”. It was frequently used in chats by computer game players, and it has gradually expanded over the whole Internet. Today, people can even hear it in casual spoken conversations about computers. Similarly, word *suxxor* is, according to the same rules, a modified version of the offensive word “suck” or a verb version “to suck”. This version can be seen in game chats as an intention to insult the weaker players. Nowadays, when many people argue with each other, *suxxor* can be frequently seen in many chats and forums.

Warez

This is another example of Leetspeak. Actually, it is a reduced form of the word “software”, where the first part was deleted and typical Leet suffix -z was added to the second part of word. It not only serves for the quick replacement of the word “software”, but it also regularly indicates hacked/cracked software or computer without being connected to the Internet in hacker’s chats.

5.2 LOLCat

One of the other examples of Netspeak is “LOLcat”. The whole Internet, primarily the social network users, is full of funny pictures which include such elements of Netspeak as misspelling, wrong punctuation, and smileys that were observed in this work before.

The name is formed from two words “LOL” and “cat”. Abbreviation “LOL” was already explained (see chapter 2) and it stands for “laughing out laugh”.

According to Wikipedia, history of “LOLcat” dates back to the 1870s when photographer Harry Pointer held a vernissage, where he exhibited photos of cats. In the photos, cats are depicted in different activities that appear to be funny. With the advent of the Internet and social networks, people started to share funny photos with cats, adding some written remarks that reflect the current situations in the modern world. Generally, it was the first creation of a meme (for a “meme” see chapter 4.6). Later, the other ridiculous pictures appeared, not only with cats, but with funny descriptions and different images, and they still entertain and cheer people. However, pictures with cats remain and all of those images, which fall into the meme category, get the name “LOLcat”. This term was first presented by the hacker’s groups *Anonymous*, *4chan* and *Imageboard* in 2006. After that, even the website with domain *lolcat.com* was registered. In 2014, the word “lolcat” appeared in the online version of the *Oxford Dictionaries* with the following explanation: “(On the Internet) a photograph of a cat accompanied by a humorous caption written typically in a misspelled and grammatically incorrect version of English”.

5.3 Flaming

The Internet has also a negative impact on the people and the language. Those negative influences also belong to the medium of Netspeak. One of them is called “flaming”. According to *wikipedia.com*, “Flaming is a hostile and insulting interaction between Internet users, often involving the use of profanity. It can also be the swapping of insults back and forth or with many groups teaming up on a single victim.” Generally, it is an offensive language that has a purpose of vilifying some users on the Internet. The word “flaming” is derived from the word “flame” or from “burn” and it represents a man, who “sets fire” in the chat rooms. It means that one user starts to write abusive words about the other user with the purpose of insulting the target or mock him/her.

Terms like “flaming” and “flamer” are known from such type of conversations. “Flaming”, as the other Netspeak media, is usually associated with the social networks, forums, web chats and emails. The term “flamer” represents an aggressor, who tends to repeatedly place abusive messages on the message boards and forums. He follows and

gradually intensifies attacks on the target person while defending his views. This term is very frequently used in arguments between two or more users in the forums. In such cases the idiom “battle in fiery debates” is commonly used as an element of spoken language (e.g. CNN title “Presidential candidates battle in fiery debate”). Existence of “flaming” is the reason for appearance of the new words and expressions in various chat rooms. As an example, the previously quoted *suxxor* can be used.

There are two other terms that are associated with “flaming”. The first one is called “spoofing”. According to *techterms.com*, “In the IT world, spoofing refers to tricking or deceiving computer systems or other computer users. This is typically done by hiding one’s identity or faking the identity of another user on the Internet.” It appeared approximately in 2004, when the most of mobile devices started to have a connection to the Internet via wi-fi. It helped to make sending text messages possible through the Internet service. It was a very user-friendly service. However, later the “flamers” appeared and started using this benefit, for example, while sending the fake text messages to random mobile numbers they found on the Internet. Expression “spoofing” represents the text message trick or joke that “flamers” or “trolls” (for “troll” see chapter 2) use for fooling their victims. Another term is called “hoax”. *Cambridge dictionary* defines “hoax” as “a plan to deceive someone, such as telling the police there is a bomb somewhere when there is not one, or a trick.” In the world of computers, “hoax” is frequently represented as a message that warns people about fictitious danger. “Hoax” mostly includes the appeal which requests to be sent further to the friends as a so-called “chain e-mail”. It can be presented in the several forms including warning, joke or wish.

5.4 Impact on the Language

There are many types of Netspeak that affect the English language. Obviously, those affects are reflected in the casual English language and they frequently occur in people’s conversations. According to the article “What’s New” in the *oxforddictionaries.com*, the recently-coined words such as *YouTuber*, *pwn*, *cyberwarrior*, *duck face* and many others are commonly used. The fact that the words from Internet slang represent at least eighty percent of newly appeared words can hardly be ignored by the reader of the article.

In addition, many linguists started to contemplate the development of new medium like the Internet and its influence on the language. One of the linguists was David Crystal, who pondered the changes of the language and the Internet's role at the beginning of his book *Language and the Internet* with this statement: "As the Internet comes increasingly to be viewed from a social perspective, so the role of language becomes central. Indeed, notwithstanding the remarkable technological achievements and the visual panache of screen presentation, what is immediately obvious when engaging in any of the Internet's functions is its linguistic character. If the Internet is a revolution, therefore, it is likely to be a linguistic revolution"(10). David Crystal's works are another proof that Internet slang impacted the language.

Nowadays, there are a lot of research papers that confirm the real change of the language due to the existence of the Internet. One of the papers is Tellería's research that is dedicated to Leetspeak and was already specified in this thesis. The author designed a questionnaire about the basic knowledge of Leetspeak and chose the students from British University of Bath as respondents. The research concluded with the following results: male participants have more knowledge about Leetspeak grammar than females. More than sixty percent of respondents are familiar with such words of Leetspeak as *n00b* or *pwn*. Generally, a lot of participants did not know anything about Leet grammar. In addition, there is one important fact. Everybody who knows at least something about Leetspeak uses it in both Internet chats and in his/her spoken conversations. Tellería's research demonstrates the results in the field of Leetspeak research and its influence on the language. If he suggests a questionnaire about any other type of Internet slang to the students, it will become obvious that any of those types affect the English language similarly. Moreover, smileys and emoticons are basic signs of Internet slang and they are frequently used by almost every respondent of Tellería's questionnaire.

Another type of Leetspeak that was highlighted previously is "LOLcat". There is no doubt that memes have firmly impacted the Internet users. They will just log on any social network and numerous memes will appear on the timeline immediately. Several memes were put in this thesis before (see appendix).

"Flaming" is another example of Netspeak. The reason why it occurred in this chapter is not to highlight negative development of cyber bullying which appeared with the advent of the Internet. However, the main purpose is letting know that something like cyber bullying changes the language and adds new words to the dictionary. For instance, the expression "flaming" was known as an activity for fire before the Internet expansion.

When the Internet started to spread, new language types such as Leetspeak and Flaming appeared.

Those types started to facilitate verbalization, save time and accelerate the communication process. As Crystal points out: “If the Internet is a revolution, therefore, it is likely to be a linguistic revolution”. (10) In modern times, humanity still succeeds in making new creations and every one of them is a result of an organized interaction. During this interaction, all people have to communicate for reaching the common goal. It means that the creation and communication processes go hand in hand with a successful outcome. The Internet nowadays is the strongest tool for influencing not only people, but also the language they use. Therefore, taking into consideration all information of this work about Netspeak or Internet language, it can be stated that this phenomenon has influenced not only written or spoken language, but the whole language structure and its vocabulary.

6 Conclusion

The aim of this Bachelor's thesis is to make an analysis of Internet slang (Netspeak) and approximate its impact on the English language. The development of Internet slang and the newly appeared terminology were described in the first chapters. According to the Internet sources and articles (Remi Coin), the main terms (LOL), features (emoticons) or the groups of the Internet users (Trolls) were mentioned. All these items are the basic examples of all important stages in the development of Internet slang.

It was crucial to define the linguistic aspects such as level of discourse, form or substance for making the analysis complete. Therefore, the next chapter continued with the general definition of language from linguistic framework. With respect to mentioned definition, the new specific Netspeak signs, which were reflected in the levels of linguistic framework, were gradually defined. The chapter about the levels of linguistic framework served as the theoretical basis for overall analysis of impact on the English language.

Then, I concentrated on the main features of Internet slang. Graphological, lexical, grammatical, phonological and discourse features were characterized and there was also exemplified how Netspeak changed the features of common language. The bulk of my thesis is based on the quotes from works of linguist David Crystal, due to whom various linguistic aspects were defined. His book *Language and The Internet* also helped me to understand the new features of language that appeared with the advent of the Internet. Additionally, it was analyzed the book *Language, Discourse and Literature. An Introductory Reader in Discourse Stylistics* written by Ronald Carter and Paul Simpson, who described such general definitions as discourse and grammatical functions. Moreover, The Internet sources (*Oxford Dictionary*, *Wikipedia* and various other articles) allowed me to better interpret the Netspeak's extralinguistic features and specific written types such as *Meme*, *Leetspeak* and the others.

In the final part of my thesis, it was specified the individual types of Internet slang and its distinctive signs which are based on the knowledge of Eric Raymond who published the book *The New Hacker's Dictionary* where he tried to gather known terms used in the computer area. There was also considered the research paper of Juan María Tellería as a very useful tool for my conclusion. He dedicated his work to the specific Netspeak's type *Leetspeak*, described its functions and made a questionnaire for students about this type of knowledge that helped me a lot in accomplishment of my thesis. The

results of questionnaire showed that young people use the signs of *Leetspeak* not only in written, but even in the spoken language.

After examination of all modern elements of Netspeak (written and spoken) and characterization of new features of the English language, I can conclude my thesis with the following points:

- According to the recommended literature and its description of new features, it is obvious that the changes occurred in written form of language. The figures used in my Appendix can serve as the example. Similar signs with incorrect grammar and other slang functions (abbreviations, emoticons etc.) are used in every Internet chat, email and other types of Internet communication.
- The next point is the new terminology. In the last two decades, linguists have registered the increase in the growth of a new vocabulary. Proof of that can be found in such dictionaries as *Oxford Dictionary*. At least eighty percent of newly added words came from the computer area, where they firstly appeared, for example, in chat of multiplayer game or in a funny meme. Actually, today these new terms are also common in the spoken language.
- My final point is that the spoken language was also influenced as well as the written language. In fact, several mentioned signs of the written language nowadays have been transferred into the spoken language. I can base this argument on Tellería's questionnaire. It states that the most of respondents uses signs of Netspeak's specific type (*Leetspeak*) in the spoken conversations.

With regard to all the information mentioned above, I finish my Bachelor's thesis. On the basis of all observed chapters of my work, I conclude that the language of Internet users was influenced by changes, which are enabled by the computer technologies. It has to be stated that the English language itself changed a lot. Finally, after all researched facts in the topic of Internet slang –Netspeak, I conclude my study with the statement that the observed phenomena influenced the modern English a lot and in the future, with the development of modern technology that influence would grow.

7 Bibliography

Brophy-Werren, Jamin. "Modest Web Site Is Behind a Bevy of Memes." *The Wall Street Journal*. Dow Jones & Company, Inc., 9 July 2008. Web. 4 Dec. 2015.

Carter, Ronald, and Paul Simpson, eds. *Language, Discourse and Literature. An Introductory Reader in Discourse Stylistics*. London: Routledge, 1995. Print. Chandler,

Robert C. *Meme World Syndrome: A Critical Discourse Analysis of the First World Problems and Third World Success Internet Meme*. Malibu: Pepperdine University, 2008. Print.

Coin, Remi. "Trolling for Slang: the Origins of Internet Werdz." *The UNDERenlightened*. 2 Oct. 2012. Web. 20 Oct. 2015.

Crystal, David. *Language and the Internet*. Cambridge: Cambridge University Press, 2004. Print.

"Netspeak: An Analysis of Internet Jargon." *Novelguide*. n.d. Web. 17 Nov. 2015. *Oxford Dictionaries*. Oxford University Press. n.d. Web. 30 Nov. 2015.

Raymond, Eric S., ed. *The New Hacker's Dictionary*. Cambridge: MIT Press, 1996. Print.

Tellería, Juan M. English and Leetspeak: "A Step Towards Global Nerdism." *Fòrum de Recerca* 17 (2012): 653-668. Print.

8 List of Figures

- Fig. 1. "Spelling and Grammar Is Important (20 Photos)." *The Chive*. 21 Aug. 2013. Web. 4 Dec. 2015.
- Fig. 2. "Spelling and Grammar Is Important (20 Photos)." *The Chive*. 21 Aug. 2013. Web. 4 Dec. 2015
- Fig. 3. "Textpectation (3/68)." *Bored Panda*. 1 Sept. 2013. Web. 4 Dec. 2015
- Fig. 4. "How to Understand Chat Acronyms." *WikiHow*. n.d. Web. 4 Dec. 2015.
- Fig. 5. "Stop Correct Me." *SmartphOWNED*. n.d. Web. 4 Dec. 2015.
- Fig. 6. "Yoda." *Pinterest*. n.d. Web. 2 May 2016.
- Fig. 7. "Fail Sex Talk." *Strangers Face*. n.d. Web. 4 Dec. 2015.
- Fig. 8. "Get Your Daily Dose of Laughter From These 30 #Funny #Memes." *TwinsNailz*. n.d. Web. 4 Dec. 2015.
- Fig. 9. "Funny Cat Meme." *Pinterest*. n.d. Web. 4 Dec. 2015.
- Fig. 10. "Ice Berg." Tellería, Juan M., "English and Leetspeak: A Step Towards Global Nerdism." *Fòrum de Recerca* 17 (2012): 653-668. Print.

9 Appendix



Fig.1



Fig. 2

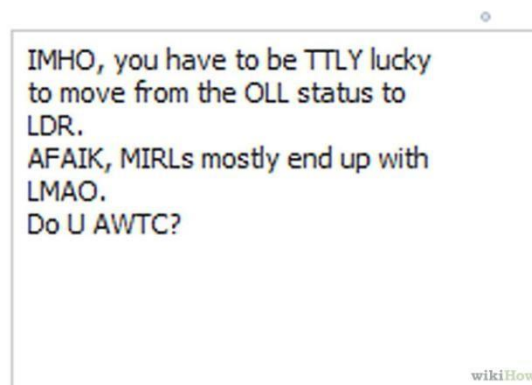


Fig. 3



Fig. 4



Fig. 5



Fig. 6



Fig. 7



Fig. 8

