

Gaming language stratification: Genre-based vocabulary specialization Supplementary file – questionnaire

Preface

This file contains the questionnaire used in the study reported on in the paper *Gaming language stratification: Genre-based vocabulary specialisation* in the extent presented to the respondents, including peritexts. Questionnaire items in the first part allowing for selection of multiple options are marked with a *{multiple options}* tag to the right; open-ended questions are labelled by an *{open-ended}* tag to the right. All items providing an *Other* option were accompanied by a field for filling in a specification to that answer. All items in the second part inherently allow for selection of multiple options.

At the same time, this file presents the canonical key to the lexical comprehension part of the questionnaire – semantic components considered a part of respective lexical items' meaning complex are presented in bold; components considered not to be a part of the meaning complex are left unmarked. Note that the order of components was randomized with each questionnaire generation.

For questions regarding the design, interpretation and use of the questionnaire, contact [Patrícia Kubišová](#).

Gaming Language

Hey, gamers! We appreciate your willingness to contribute to our research on gaming language. You are about to participate in a questionnaire built by two linguists, Martin – assistant professor dealing with TTRPGs and translation of sci-fi, fantasy and supernatural horror, and Patrícia, a PhD candidate whose research centers on sociolinguistics and linguistic landscape. Both are based at *Constantine the Philosopher University* in Nitra, Slovakia. This questionnaire is designed to collect data for linguistic research on English language gaming vocabulary. It consists of three parts and a total of 42 questions. The first and second parts anonymously collect background data and information on gaming practices to help evaluate whether there is a link between these factors and the use of the researched words. The third part checks how respondents understand specific words of the gaming vocabulary, covering a number of game genres. **Remember, there are no correct or incorrect answers—words mean only what people think they mean, and we are interested in discovering what meanings gamers attribute to the words we are asking about.** We kindly ask that you answer all questions truthfully and to the best of your ability. Your honest responses are essential for the accuracy and validity of this research. Thank you!

What is your gender?

Female

Male

Other

How old are you?

Under 18

18–24

25–34

35–45

45+

What is your highest grade of education completed?

Compulsory education.

Apprenticeship.

Graduated from high school.

Bachelor's degree.

Master's degree.

Doctorate.

What field do you work in?

I am a student.

Accounting.

Banking.

Commerce.

Economics.

Educational system.

Engineering

Finance.

Gaming industry.

Government Management.

Healthcare.

Human Resources.

Information Technology.

Journalism.

Law.

Management.

Manual work.

Marketing.

Services.

Social media.

Social media management.

Tourism.

Translation and Interpreting

Other

What is your first, native language?

(If you are bilingual, pick the language which you use more actively in general.)

Afrikaans	Greek	Polish
Amharic	Hausa	Portuguese
Arabic	Hindi	Punjabi
Armenian	Hungarian	Romanian
Azerbaijani	Indonesian	Russian
Basque	Italian	Serbian
Belarussian	Irish	Slovak
Bengali	Japanese	Slovene
Bulgarian	Javanese	Spanish
Chinese	Khazakh	Swahili
Croatian	Korean	Swedish
Czech	Latvian	Tamil
Danish	Lithuanian	Telugu
Dutch	Malagasy	Thai
English	Malay	Turkish
Estonian	Marathi	Ukrainian
Filipino	Mongolian	Urdu
Finnish	Norwegian	Vietnamese
French	Oromo	Other
German	Pashto	

Do you play video games or have you played them in the past?

Yes.

No.

How long have you been playing videogames?

Less than 1 year.

1–5 years.

5–10 years.

More than 10 years.

List up to three games you have been playing recently.

{open-ended}

Do you consume game-related content?

(e.g. watch streams, watch YouTube shorts and videos, read articles, etc.)

Yes.

No.

Do you have any favourite content creator(s)? {open-ended}

Which language do you use for your User Interface (UI) language?

English.

My native language (if not English).

Other

Which language do you *regularly* use for communication with other players?

{multiple options}

English.

My native language (if not English).

Other

What kind of genres do you play? {multiple options}

Action (Platform, Shooter, Fighting, Stealth, Survival, Rhythm, Battle Royale games).

Action-adventure (e.g. Survival Horror, etc.).

Adventure (Text, Graphic adventures, Visual novels, Interactive movie).

Puzzle (Logical games, Exploration, Hidden object game, e.g. Sudoku, etc.).

Role-playing (Action and Tactical RPG, CRPG, MMORPG).

Simulation (Construction and management, Life and Vehicle simulations).

Strategy (4X game, RTS, RTT, Tower defence, TBS, TBT, Wargame).

Sports (Racing, Competitive, Sports-based fighting).

MMO (Massively multiplayer online game).

MOBA (Multiplayer online battle arena).

Online Board Games.

Other

How many hours per week do you typically spend playing video games?

Less than 5 hours a week.

5–10 hours per week.

10–20 hours per week.

More than 20 hours a week.

Do you make money from playing games?

{multiple options}

No, I do not.

I have been a streamer.

I have partaken in e-sport tournament(s).

I have designed, developed or playtested the video game(s).

Other:

Imagine you're browsing a game store. Would you be more likely to pick a game based on its genre (like RPG, FPS, or adventure) or its mechanics (like puzzle-solving, exploration, or combat)?

Genre.

Mechanics.

Which platforms do you use to have conversations about the games?

Select all that apply.

{multiple options}

Discord.

Twitch.

YouTube.

Reddit.

NeoGAF.

Steam/Origin or other communities.

Facebook groups.

X (formerly Twitter).

In person.

In-game.

I do not talk about the games at all.

Other forum webpages.

With whom do you usually play games?

{multiple options}

Primarily with IRL friends.

Mostly within my community established in-game (guild, clan, ...)

Players I know online.

With random players online ("PUGs").

I play alone.

Gaming Terms

In this section, you will be presented with a list of forty-two common gaming terms. For each term, you will see a list of the so-called *semantic components* – elements of meaning. Mark all the elements that you associate with the given term. You can mark more than one component. Please choose the components that best reflect your understanding and usage of the term. If you are not sure, just take a guess – try to estimate the word's meaning like you would in a conversation.

*E.g.: dog: + [canine] + [domesticated] + [carnivore] -[bird] -[slow-moving]
(that is, you would only select the three marked with a + sign that apply for dog)*

Instance

- [timed]**
- [repeatable]**
- [reward-based]**
- [outside of the open world]**
- [unchanging]

Raid

- [multi-player]**
- [cooperative]**
- [action-oriented]**
- [simple]
- [low-reward]

Ninja looting

- [dishonourable]**
- [deceptive]**
- [bannable]**
- [fair-play]
- [roll-determined]

Sharding

- [copy]**
- [load-balancing]**
- [player distribution]**
- [performance degradation]
- [player-driven]

Aggro

- [hostile]**
- [combat initiation]**
- [proximity-based]**
- [friendly]
- [passive]

Mob

- [NPC]**
- [enemy]**
- [combatant]**
- [quest giver]
- [player-controlled]

Kiting

- [combat strategy]**
- [skill]**
- [running away]**
- [close-range]
- [mob action]

Aim down sights (ADS)

- [weapon-related]**
- [precision]**
- [view change]**
- [wide-angle]
- [melee]

Flash / to use a flashbang

- [explosive]**
- [bright]**
- [disorientation]**
- [lethal]
- [long-lasting]

Crosshair

[aim-related]

[customisation]

[precision]

[position indicator]

[health bar]

To spray

[continuous fire]

[low-accuracy]

[resource-demanding]

[silent]

[high-precision]

Site

[location]

[resource]

[combat zone]

[attribute]

[time-based mechanic]

Killsteal (KS)

[exploitation]

[unfair advantage]

[gain of experience]

[cooperative action]

[fair-play]

iFrames

[temporary]

[defensive]

[environmental]

[random occurrence]

[offensive]

Lane

[combat zone]

[path]

[objective control]

[random]

[non-combat]

Jungle / Jungler

[defraud]

[map-related]

[objective control]

[safe area]

[defensive]

Attack damage carry (ADC)

[high-damage]

[late-game]

[resource accumulation]

[early game]

[defensive]

Crowd control (CC)

[incapacitation]

[enemy silence]

[disruption]

[permanent]

[damaging]

Creep / Minion

[source]

[objective control]

[computer-controlled]

[player-controlled]

[spellcaster abilities]

To feed

[frequent]

[disadvantage]

[skill issue]

[skilful]

[strategic]

Herald / Baron / Dragon / Roshan

[powerful]

[team-based objective]

[source of buffs]

[individual quest]

[random spawn]

Combat loop

[repetitive]

[persistent]

[enemy response involvement]

[infinite duration]

[linear]

Cinematic moment

[dramatic effect]

[storytelling device]

[gameplay disruption]

[common]

[random]

Inventory puzzle

[trial]

[problem-solving]

[contextual]

[single-item action]

[randomisation]

Examine mode

[detailed]

[information obtaining]

[interactive]

[random outcome]

[automatic]

Quick-time event (QTE)

[timed]

[high-pressure]

[key-pressing]

[frequent]

[low-stake]

Pixel hunting

[visual acuity test]

[game design]

[hidden object]

[transparent]

[quickly solvable]

Inventory management

[item-related]

[decision—making]

[limited]

[infinite]

[item use]

Micromanagement (micro)

[unit-level control]

[real-time strategy]

[tactical advantage]

[AI-driven]

[simple execution]

Actions per minute (APM)

[measure of skills]

[competitive]

[frequency]

[insignificant]

[low-skill]

Walling

[defensive]

[tactical]

[counter-strategy]

[offensive]

[movement-related]

Tower rush

[aggressive]

[surprise attack]

[high risk-high reward]

[defence]

[late-game]

Zerg rush / zerging

[massive volume]

[attack]

[slow]

[steady]

[individual unit strategy]

To tech up

[advancement]

[unit upgrading]

[investment]

[strategy]

[immediate]

Macromanagement (macro)

[economic]

[long-term]

[resources management]

[short-term]

[unit control]

Downtime

[turn-related]

[intentional]

[planning-related]

[continuous play]

[active]

Analysis paralysis (AP)

[decision-related]

[excessive action]

[selection-related]

[quick]

[optimal]

Kingmaker

[game outcome]

[decision-making]

[game-changing impact]

[invincible]

[passive]

To tap

[temporary]

[component activation]

[card]

[permanent removal]

[random]

Dice roll modifier (DRM)

[circumstantial]

[game balance aid]

[dice]

[randomness-enhancing]

[choice]

To proc / To trigger

[conditional]

[secondary effect]

[reaction-related]

[manual activation]

[synergy-related]

Pips

[dice]

[number representation]

[universal]

[letters]

[modern]

And lastly, for data verification purposes: a ham sandwich

[ham]

[sandwich]

[food]

[vegan]

[soup]

You have reached the end of the questionnaire! Thank you.

If you have any last comments before sending your answers, you can write them here.

{open-ended}

Additionally, if you would like to help us in the future as well, you can provide us with your e-mail in a separate survey – to keep this one fully anonymous. You can do so via this link:

[inactive link]

Your contact data will not be shared with anyone and will only be used to contact you regarding our future research projects.