

IRSTI 16.01.33

<https://doi.org/10.55956/DYGJ8982>

Ү.Б. Kuchumidze * 

Student

M.Kh. Dulaty Taraz Regional University,

Taraz, Kazakhstan

mykuchumidze@gmail.com

К.Ж. Jolchibekova 

PhD, associate professor,

M.Kh. Dulaty Taraz Regional University,

Taraz, Kazakhstan

jolchibekovakulandam@gmail.com

GAME TERMINOLOGY ANALYSIS BASED ON LEAGUE OF LEGENDS 2022 WORLDS CHAMPIONSHIP FINALS

Abstract. *In the ever-evolving world of online gaming, the development and adoption of specialized terminology play a crucial role in enhancing communication, strategy, and understanding among players and spectators. The League of Legends World Championship, commonly known as "Worlds," stands as one of the main events in the esports calendar. This paper delves into the intricate world of game terminology, with a specific focus on the unique videogame vocabulary used in Worlds 2022. The terminology applied during this event was explored with the aim of unravelling the multifaceted layers that make up the language of esports. Throughout this article, the origins, meanings, and impacts of key terms associated with League of Legends, were analysed, focusing on the intersection of language, technology, and culture in the realm of competitive gaming.*

Key words: *lexicology, terminology, videogames, shortenings, composition, conversion.*

Introduction. In the last couple of decades, E-Sports, short for electronics sports, has become a big influence on contemporary culture. It is a massive phenomenon which fosters a vibrant community of players, enthusiasts, and professionals. Familiarity with game terminology facilitates effective communication within this community, enabling gamers to connect, strategize, and share experiences.

Conditions and methods of investigation. Linguistic and content analysis were used while referring to the case study of Worlds 2022. Additionally, we have conducted a sociolinguistic survey.

Analysing game terminology provides insights into gaming strategies, cognitive processes, and decision-making within competitive environments. This knowledge can extend beyond gaming to broader discussions about strategy and decision-making in various contexts.

To prove this point, we worked on research, which was based entirely on a single match of League of Legends. It was one of the final games of the Worlds Championship 2022, where two best-performing teams T1, formerly known as SKT T1, and DRX faced each other in a series of combats. We have encountered an overwhelming number of terms throughout this match. Interestingly enough, a big chunk of them was unfamiliar to me, even after having invested 5 years into this game. That makes one of the reasons why I decided to work on this topic: to broaden my own knowledge and essentially share my findings. So, from here on I would like to explain how the game works by showcasing common terms from the match, all of them are going to have time stamps, which allow you to trace the exact “locations” of each word in the video.

A typical match of League of Legends can be divided into several phases. In my opinion, the most concise solution would be to lead the narration in consideration with these game phases.

The Draft Phase (12:26) in League of Legends is a crucial pre-game stage where teams select their champions and strategize for the upcoming match. The word Draft was borrowed from general English and adopted in gaming to represent the preparation phase before the match, which allows teams to build their *comps* (23:25) and *counter* (14:53) their opponents.

It typically consists of two stages: *Ban phase* (13:33) and *Pick phase* (14:31). Each team gets a set number of bans (commonly five bans per team). Teams strategically ban champions to limit the opponent's options or remove *powerful/meta* (13:19) *champions* (15:23). The words associated with this stage include numerous terms formed by compounding, for instance, *to target ban* (16:00), *to force a ban* (16:22).

When it comes to the pick phase of the game, teams take turns selecting champions

for their composition (three picks per team after bans). Champions considered strong in the current meta (clipped from "metagame," denoting the prevailing strategies, champions, or tactics in the current state of the game) are often chosen early. Players may select champions for different roles, maintaining flexibility in their composition. Teams might aim for a balanced composition with *a top laner* (26:05), *jungler* (11:58), *mid laner* (16:49), *ADC* (20:55), *support* (15:21). Teams adapt their picks based on the opponent's choices and bans. Some teams intentionally *hover over* (32:18) or highlight certain champions to mislead opponents or force specific bans.

Some other terms that can be attributed to the concept of drafting are *to outdraft* (12:26), *lane* (06:45), *laner* (07:02), *champion pool* (15:24), *to expand one's pool* (16:27), *pivot* (19:35), *first pick* (19:36), *to pair* (19:36), *insta lock* (19:37), *blind pick* (20:41), *powerhouse pick* (21:38), *short-ranged* (23:04), *long range* (22:54), *control mage* (21:35), *solo laner* (23:17), *side lane threat* (23:19), *frontline* (23:25), *melee* (24:20), *power pick* (01:02:19) and many others.

The early game (58:59) phase in League of Legends or *the laning Phase* (38:41) is a compound term indicating the early phase of the game where champions focus on their respective lanes and *farming* (50:19). The term farming was borrowed from general English, it is used in gaming to describe the action of gathering resources or gold by defeating minions or monsters. Another term for it is CSing. *CS* (35:06) is an abbreviation used to represent the number of minions or creeps a player has successfully slain for gold. Efficient CSing is crucial for itemization and *levelling* (48:58) *up*.

Laners *engage* (53:19) in short exchanges or *trades* (35:19) to chip away at opponents *HP* (54:31) which is an abbreviated form used to represent a

champion's or unit's health. Ranged champions often use *auto attacks* (55:59) or abilities to harass opponents.

Players maintain awareness of the map to avoid enemy *ganks* (37:19). Ganks in League of Legends refer to surprise attacks or ambushes by a player or a team's jungler usually on an enemy laner. These attacks aim to create a numerical advantage in a specific lane by catching an opponent off-guard, with the goal of *securing a kill* (28:01) or forcing the enemy to *retreat* (32:44). Its origin is believed to be a blend or alteration of "gang kill" or "gang attack."

Securing the Scuttle Crab provides *vision* (25:53), *river control* (34:31), and bonus gold. *Contesting* (28:34) or securing Scuttle often involves *skirmishes* (35:04). Skirmishes in League of Legends refer to smaller-scale fights or engagements that occur between small groups of champions from opposing teams. Here we usually find just a few champions involved, unlike in what is referred to as *team fights*, where both teams show up in full to beat each other up. These smaller skirmishes happen a lot more often and in different parts of the map, often times more by happenstance of a few enemies randomly crossing each other's paths. The term skirmish is borrowed from English, whereas skirmishers are lightly armoured, fast-moving soldiers, that can sneakily hit the enemy and quickly escape again.

Players need to constantly adapt their *item builds* (38:45) based on which champions, tactics, advantages and many other factors their own teammates and the enemies have. These items provide various *stats* (short for statistics) (58:04) and other types of abilities and effects, that can greatly change the strengths and weaknesses of the champion they play, making them win certain matchups that they might otherwise lose. As items come with different prices and cost effectiveness it is crucial to keep in mind when these

items will come online. So, you cannot just simply build the most expensive and best items all the time but might sometimes have to buy certain items first to make sure you stay competitive.

After the early-game comes to an end, we approach the *mid-game phase* (23:04). It lasts until the later stages of the game, in which players have bought many items and are nearing their final power stages. The biggest difference to the early-game is the much more active map movements of all players, in which many *team fights* (06:43) happen. Objective prioritization and strategic decision-making will determine the winners of this phase.

Teams prioritize objectives like Dragons, Rift Herald, and outer *turrets* (27:56) to gain map control and secure advantages. Turret is a term borrowed from general English, used to describe the defensive structures in the game. They serve as key objectives and play a crucial role in controlling map pressure, defending lanes, and providing gold for the team that destroys them.

There are several strategies associated with turrets: lane priority, *siege* (47:14) and *defence* (54:28), rotations, objective control, and *snowballing* (26:12). The last term uses the metaphor of a snowball growing larger as it rolls, describing the process of gaining momentum or advantage that increases over time. The term was formed by conversion as originally the word snowball is a noun.

Champions begin completing core items, leading to *power spikes* (40:27) that influence team fights and skirmishes. Power spikes in League of Legends refer to specific points in the game where a champion becomes notably stronger due to item purchases, level advancements, or skill enhancements, giving them a temporary advantage over opponents. Examples of Notable Power Spikes include Level 6 for champions with impactful *ultimates*

(30:06), completion of first major item for ADCs or mages, champions with significant scaling reaching certain levels (e.g., level 16 for some champions), specific level-ups that enhance key abilities (e.g., level 11 for two points in ultimate).

The late game (50:19) in League of Legends typically refers to the phase of the match that occurs after the mid game and extends towards the final stages, where champions have reached higher levels, completed core item builds, and teams are vying for decisive objectives to secure victory. By the time the late game arrives, champions will have reached higher levels, unlocked additional abilities, and maximized their *scaling* (25:37) potential. The term to scale was converted from the noun "scale" to describe a champion's progression in power over time. It's about how well a champion's abilities, stats, or itemization improve relative to the game's timeline.

Teams decide between *split-pushing to pressure* (01:00:23) multiple lanes or grouping for team fights based on their team compositions. While the team ahead looks to close out the game by securing *inhibitors* (07:13), breaking into the enemy base, and aiming for the *Nexus* (55:10), a team behind might look for opportunities to stall the game, secure pickoffs, or contest objectives to mount a *comeback* (50:08). Judging from my personal experience, comebacks are extremely rare. A comeback did not occur in the first match either. T1 kept their winning position throughout the game even though eventually they lost the championship after the *series* (07:57) of matches were completed.

Now that we've explored how the game works, let's transition to another fascinating aspect—game terms created through shortening. For instance, the term *esport* (05:37) was formed by shortening "electronic sports"; *ACE* (06:45) stands for "All Champions Eliminated," used to

describe when a single player eliminates the entire opposing team; *2v2* (15:25) abbreviated form representing a two-versus-two scenario, usually referring to matchups in the bottom lane; *CC* (23:50) is an abbreviation for "Crowd Control," representing abilities that hinder or control opponents' movements; *OP* (01:00:28) abbreviated form used to refer to a champion, strategy, or item that is considered excessively strong or dominant; *exp* (26:20) shortened form of "experience," denoting points gained to level up champions; *RP* (27:14) abbreviated form of "Riot Points," the in-game currency in League of Legends; *supers* (49:11) clipped form of "Super minions," referring to powerful minions that spawn after an inhibitor is destroyed; *TP* (28:52) abbreviated form of "Teleport," a summoner spell allowing players to move across the map instantly.

As you can see, gaming experience comes accompanied by numerous terms. This raises a question of their importance in the context of in-game performance. We have conducted an online survey to explore the link between game terminology knowledge and in-game performance. We asked my fellow League of Legends enthusiasts two fairly simple questions. In the first question, they were presented with a short list of game terms, consisting of words created through different means: shortening (ADC, AP, CC, KDA), composition (backdoor, snowballing, counterpick, vision denial, base race, waveclear, trading stance), conversion (bait, engage, sustain, burst), affixation (debuff, jungler, pentakill, kiting), and blending (gank). Their task was to choose the ones they are familiar with. The second question was as follows: 'What is the highest League of Legends rank you have ever achieved?'

Before looking at the analysis of the survey results, let's take a moment to understand how League of Legends ranking

system works. This system is designed to categorize and match players of similar skill levels in competitive play. The ranks are Iron, Bronze, Silver, Gold, Platinum, Emerald, Diamond, Master, Grandmaster, and Challenger, being the highest rank. To reach challenger you need to be one of the best 200 players in your own region. It generally takes thousands of hours of game time to achieve it, but even then, most players have still never reached it.

59 gamers took part in this survey, of which 3 have actually managed to reach the Challenger rank. Let us take a look at their replies to the first question, in which I had asked them in a list of terms which ones they know. The Challenger players stated 18, 19 and 20/20 respectively, meaning they know 90 to 100% of the in-game terms. The two terms unknown were trading stance and vision denial.

To create a better overview I placed each rank into one of three Elos: high, medium and low. Elo, named after its

creator Arpad Elo, is a system used for measuring the relative skill levels of players in competitive games, particularly chess, and later adapted to various other competitive games, including League of Legends. Ranks associated with high Elo are Diamond, Master, Grandmaster, and Challenger. Medium Elo consists of Gold, Platinum, and Emerald ranks. And low Elo, which is the Elo I belong to, includes Iron, Bronze, and Silver players.

Overall, 22 % of the participants belong to high Elo (excluding Challengers), 28% to medium, and 44% to low. High Elo players, on average, were familiar with 97,5% of the terms I provided. Medium Elo Players with 75%, and low Elo players only knew around half of the 20 terms.



Picture 1. Question 2. Please select videogame terms you are familiar with

Research results and discussion. The results of this survey make me believe that game terminology knowledge can affect one’s in-game performance in "League of Legends" and other video games. While it's definitely not the only factor determining

success, understanding, and using game terminology can provide several advantages, like allowing you to communicate more efficiently with your team, which can lead to better teamwork and coordination; enabling you to make

informed decisions during a match; helping you master champions more quickly; giving you an opportunity to recognize and respond to opponent strategies and tactics more effectively as well as providing educational resources like guides, tutorials, and coaching, which can accelerate your improvement.

While game terminology knowledge is valuable, it's important to note that it's just one aspect of becoming a skilled player. Mechanical skill, map awareness, teamwork, and decision-making are also crucial factors in determining in-game performance. Combining these elements, including a good understanding of game terminology, can help players become more effective and successful.

Conclusion. To conclude, throughout the first match of the Worlds 2022 finals, we came across 200 videogame specific terms: 95 of them were formed by composition, 30 by conversion, 24 by shortening, 6 by affixation, 35 words were borrowed either from other languages or general English, and 10 were formed by other means like metaphorical extension and alphabetism. These numbers prove how diverse videogame language is, it

encompasses words used in our daily lives as well as unique terms, unfamiliar to non-gamers.

The significance of studying this diverse video game language becomes apparent as the influence of gaming on mainstream culture continues to grow. Video games are no longer confined to niche communities; they have become a global phenomenon, shaping narratives, influencing art, and connecting people across borders. As the gaming industry expands, so does the richness of its language, reflecting the diverse genres, narratives, and experiences offered by an ever-expanding array of games.

As we acknowledge the importance of this linguistic diversity, it becomes evident that understanding video game language is not merely an academic pursuit but an important aspect of modern cultural literacy. Ultimately, the study of video game language invites us to recognize and appreciate the ever-expanding dimensions of this influential medium within the broader range of our cultural evolution.

References

1. Babich G.N. Lexicology: a current guide. - Moscow: Flinta, 2016. - 201 p.
2. DRX vs. T1 | Finals | 2022 World Championship | DRX vs. T1 | Game 1 (2022) [Electronic Resource]. - Access mode: <https://www.youtube.com/watch?v=72SGbK1u8SE&list=PLcypEVobSi9dww387KwDXPimRtv-IP7jM&index=2> Access date: 06.11.2023 [in English]
3. League of Legends [Electronic Resource]. - Access mode: <https://www.leagueoflegends.com/en-gb/> Access date 15.10.2023 [in English]
4. League of Legends: a beginner's guide [Electronic Resource]. - Access mode: <https://www.techradar.com/how-to/league-of-legends-a-beginners-guide> Access date 22.10.2023 [in English]

Material received on 14.03.24

Е.Б. Кучумидзе*, К.Ж. Джолчибекова

Таразский региональный университет имени М.Х. Дулати, Тараз, Казахстан

АНАЛИЗ ТЕРМИНОЛОГИИ ВИДЕОИГР НА ОСНОВЕ ФИНАЛА ЧЕМПИОНАТА МИРА ПО ЛИГЕ ЛЕГЕНД 2022 ГОДА

Аннотация. В непрерывно развивающемся мире онлайн-игр разработка и внедрение специализированной терминологии играет решающую роль в улучшении коммуникации, стратегии и взаимопонимания между игроками и зрителями. Чемпионат мира по League of Legends, широко известный как «Worlds», является одним из главных событий в календаре киберспорта. В этой статье мы погружаемся в сложный мир игровой терминологии, уделяя особое внимание уникальной лексике видеоигр, используемой в финале чемпионата мира 2022 года. Изучая терминологию, применяемую во время этого мероприятия, мы стремимся раскрыть многогранные слои, составляющие язык киберспорта. Мы проанализировали происхождение, значение и влияние ключевых терминов, связанных с League of Legends, сосредоточив внимание на пересечении языка, технологий и культуры в сфере соревновательных игр.

Ключевые слова: лексикология, терминология, видеоигры, сокращения, композиция, конверсия.

Е.Б. Кучумидзе*, К.Ж. Джолчибекова

М.Х. Дулати атындағы Тараз өңірлік университеті, Тараз, Қазақстан

2022 ЖЫЛҒЫ LEAGUE OF LEGENDS ӘЛЕМ ЧЕМПИОНАТЫНЫҢ ФИНАЛДЫҢ НЕГІЗІНДЕГІ ВИДЕООЙЫН ТЕРМИНОЛОГИЯСЫН ТАЛДАУ

Аңдатпа. Интернеттегі ойындардың үнемі дамып келе жатқан әлемінде арнайы терминологияны әзірлеу және енгізу ойыншылар мен көрермендер арасындағы коммуникацияны, стратегияны және түсіністікті жақсартуда маңызды рөл атқарады. League of Legends әлем чемпионаты, әдетте «Әлемдер» деп аталады, киберспорт күнтізбесіндегі негізгі оқиғалардың бірі болып табылады. Бұл мақалада біз 2022 жылғы әлем чемпионатының финалында қолданылатын бірегей бейне ойын сөздік қорына назар аудара отырып, ойын терминологиясының күрделі әлемін зерттейміз. Осы оқиға кезінде қолданылған терминологияны зерттей отырып, біз спорттілін құрайтын көпқырлы қабаттарды ашуды мақсат етеміз. Біз бәсекеге қабілетті ойындардағы тіл, технология және мәдениеттің қиылысуына назар аудара отырып, League of Legends байланысты негізгі терминдердің шығу тегі, мағынасы мен әсерін талдадық.

Тірек сөздер: лексикология, терминология, видеоойындар, аббревиатуралар, композиция, конверсия.

Cite the article:

*Kuchumidze, Y.B. Jolchibekova, K.J. Game terminology analysis based on League of Legends 2022 Worlds Championship Finals // Bulletin of Dulary University. – 2024. – No.3. – P. 8-14.
<https://doi.org/10.55956/DYGJ8982>*