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COMMUNICATION IN ONLINE VIDEO GAMES
(on the example of Elite: Dangerous)

Graduate Thesis

ABSTRACT

Speciality 1-23 01 15 Social Communications

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ABSTRACT

The object of the study is the communication between the players of the MMO project and its developers. The subject of the research is communication and its peculiarities. The aim of the work is to analyze how communication takes place in online video games; how actors react to certain events in the game and messages on related sites. Sociological and general scientific methods: questionnaire survey, content analysis, as well as deductive and inductive methods formed the methodological basis of the thesis.

As a result of the study the specific features of communication, allowing the effective transfer of information through text and voice chat were identified. In the process of writing the thesis the following results were obtained: the key features of communication in the online game were defined, the unique for the community speech structures and own jargonisms were identified, the main forms of interpersonal and intergroup communication in the game were determined and the players were surveyed to identify the characteristics of communication practices in the online game Elite: Dangerous. The scientific novelty of the study lies in the fact that the features of communication in online games as such have been little studied and there is little understanding of how slang is formed and takes root in MMO games. Knowledge of the features of communication in games will help to build the most effective communication strategy and, as a consequence, to increase the positive impact on young people.

Keywords: online games, communication, game theory, slang, video games, language, MMO, game.