

Abstract
Graduation Level of Proficiency Paper
(Master's degree)

The topic of the thesis: «Structural and stylistic features of the texts of English and Spanish-language game discourse on the example of publications in social networks».

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Relevance of the topic of research. The modern information space as a medium of communication is constantly developing. This is due to the development of information technologies and the Internet. The development of the Internet is connected not only with the emergence of new ways of creating, storing, and processing information, but also with the development of new ways and forms of communication. The Internet itself acts as a medium of communication, which includes many forms and features of human communication. Within the framework of the information and communication space of the Internet, new forms of communication are emerging, related to social networks as spaces of information existence and interaction in the structure of the information universe. The discourse within the framework of Internet communication has new characteristics, the forms of interaction of participants-communicants, the means and specifics of communication, the style of communication, communicative norms undergo transformations, and many are created spontaneously from communicative practices, reflecting the modes and specifics of communication in the network.

Computer games are widely used, which become a specific cultural phenomenon that reflects many layers of modern and historical reality. Games can be considered not only as entertainment for children and teenagers, but also represent important elements of game discourse - around them, the semantic and communicative media space that forms its basis arises.

Modern computer games generate manifestations of game discourse in the Internet space within the framework of various popular networks, on the platforms of which communication related to various aspects of games unfolds.

These factors determine the interest in this topic: the study of game discourse on the material of publications in social networks, which requires proper linguistic analysis.

Purpose of the work. The aim of the work is to identify and compare the structural and stylistic features of the texts of the English-language and Spanish-language game discourse on the material of publications in social networks.

Tasks:

1. To analyze the specifics and structural and stylistic features of the Spanish-language and English-language game discourse.

2. To consider the stylistic features of the representation of game-discourse texts in various social networks (Instagram, Facebook).

3. To identify the structural, syntagmatic and pragmalinguistic features of the publication in social networks as a unit of game-discourse.

4. To analyze the nature and specifics of computer video games, and their impact on the features of Spanish-language and English-language publications in social networks.

The theoretical and practical significance. The theoretical significance of the work consists in a comprehensive analysis of game discourse, its features, the specifics of Internet communication, trends in the development of the iconic device of the virtual information environment, the features of the representation of game discourse in various social networks, taking into account their specifics, forms of presentation and circulation of information. The conclusions which were obtained in the research can make a certain contribution to the theory of discourse, the relevant fields of the science of signs, the theory of communication, and the fields of the theory of intercultural communication. The practical significance of the study is the possibility of applying the conclusions obtained in the study in the development of general and special courses on the stylistics of Spanish and English, the theory of intercultural communication, in the development of special courses on the theory of discourse for undergraduates, undergraduates and postgraduates. In addition, the research materials can be used to develop information databases of lexical units of game discourse. These databases can be implemented in the educational process and scientific research.

The results of the study.

1. Game discourse is a special sphere of discourse with its inherent features that transform the norms, process and nature of Internet communication.

2. The structural and stylistic features of the texts of the English-language and Spanish-language game discourse depend on the type and orientation of the social network, the characteristics of the audience.

3. English is represented in the structure of game discourse to a greater extent than Spanish in terms of vocabulary, abbreviations, special terms and jargon due to the fact that English has historically been the main language of the Internet and the first computer games, the language of communication of gamers.

4. Currently, there is a phenomenon of a certain "discursive inertia", in which the English language dominates also for reasons of marketing nature and features of search algorithms – search engines are focused on English-language text arrays, the use of English increases the "visibility" of publications within social networks.

5. Game-discourse has some built-in mechanisms of self-regulation, which allow limiting the information influx to a certain extent. They are represented by algorithms that block publications with a large number of hashtags, the "echo chamber" effect, which restricts the spread of the English segment of game discourse.

Recommendations. The database of lexical units of game discourse which is developing on the basis of the materials of research will be used in the educational process (bachelor's, master's, postgraduate) and scientific research.