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**Topical Importance:** the relevance of this study is due to the popularization of ESports and gaming both among young people and among the adult generation. In a short period of time, esports has grown from games into a serious hobby, to which many devote years of hard training and work. But, unfortunately, at the moment lexical units of this type are not regulated, and there are no official sources.

**The main goal** final qualifying work is an analysis of the features of the functioning of e-sports vocabulary among gamers and other subcultures

In accordance with this goal, the following **tasks** are solved:

- 1) to study the concepts of “sociolect” and “jargon” in linguistics;
- 2) to highlight research areas in the field of sociolinguistics;
- 3) to study the concepts of jargon in english and russian languages;
- 4) to analyze the structure of jargon;
- 5) to highlight the semantic and stylistic features of jargon in the e-sports environment

**The theoretical and practical value** of the work lies in the fact that this diploma work contributes to the study of the cognitive justification of the semantics of the emergence of new lexical units in the subculture of e-sportsmen and gamers. The main provisions of the work can be used in teaching lexicology of

the English language, a practical course of the English language; in the course of general linguistics, when writing student term papers and dissertations on this and related topics, reading relevant special courses.

**Results:** thanks to the analysis of e-sports vocabulary, the lexical and semantic features of e-sports vocabulary were identified, the most popular word formation trends in this sociolect were highlighted

**Implementation advice:** diploma materials are acceptable for use in textbooks. The main provisions of the work can be used in courses of cognitive linguistics, lexicology, semantics, in practical classes in English