LANGUAGE CHARACTERISTICS OF THE INTERNET LANGUAGE

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The essence of communication is to exchange and share information. Nowadays, media of communication have various forms and states, especially the network medium. But no matter how special it is, the nature of network mediated by computers is transmitting information and sharing it.

Computer–mediated communication is just a new form of human communication with all the former kinds of communication features included.

Internet is a system architecture that has revolutionized communications by allowing various computer networks around the world to interconnect. Internet has introduced many ways to communicate online, which have greatly affected the languages and styles we use to communicate. Among these media are e-mail, instant messaging, blogging, etc. Internet has brought along its own language and culture. The language of the internet mirrors the new communications technology – it is unpredictable, unrestricted and it evolves at an incredible speed.

Now, what is the framework for deeper understanding of computer–mediated communication? CMC in general and the language of chat communication, as well as, internet slang in particular are relatively new fields of study that require deeper understanding of their properties.

Computer – Mediated Communication

Computer–mediated Communication (CMC) is defined as any human communication that occurs through the use of two or more electronic devices. (McQuail, Denis 2005:45). While the term has traditionally referred to those communications that occur via computer-mediated formats(e.g., instant messaging, email, chat rooms, online forums, social network services), it has

also been applied to other forms of text-based interaction such as text messaging. (Thurlow, Lengel & Tomic 2004:27).

Today means of sending a message to someone are of such a great variety that very often it takes us a longer time to figure out what method to use to send the message than to send the actual message!

In fact CMC is a more concise term that applies to all the ways of communicating with someone from a distance via a computer.

Communication occurring within a computer-mediated format has an effect on many different aspects of an interaction. Some of these that have received attention in the scholarly literature include impression formation, deception, group dynamics, relationship formation, etc.

CMC is examined and compared to other communication media through a number of aspects thought to be universal to all forms of communication, including (but not limited to) synchronicity, persistence or 'recordability' and anonymity. (Jiang, Bazarova & Hancock 2011: 38)

Thus, there are several types of computer-mediated communication, and all these types of CMC can be grouped according to 2 different criteria.

1. First of all, does the communication in question involve immediate feedback, or is it dependent on someone checking for messages? We call this synchronous and asynchronous communication.

2. The other division we can make between types of computer–mediated communication is the type of message. Text-based messages have been around the longest and range from emails and instant message to social media posts and texts. On the other hand video messages are something relatively new. While email has been around for a few decades, video conferencing has only recently become something very popular.

There are many advantages to computer – mediated communications. The most obvious of which is that it saves time and resources.

Thus CMC works effectively through time and space.

Throughout its more than twenty years of existence since 1990 the internet has seen and orchestrated many differences in the way people communicate, including the language they use, the style with which they write, the way they learn new languages, and the format in which they write.

Language Peculiarities in CMC

Internet Slang

Internet linguistics is a sub-domain of linguistics advocated by David Crystal. It studies new language styles and forms that have arisen under the influence of the Internet and other New Media, such as Short Message Service text messaging (Crystal 2005:92). Since the beginning of Human-computer interaction leading to computer-mediated communication and Internet-mediated communication, experts have acknowledged that linguistics has a contributing role in it, in terms of web interface and usability. Studying the emerging language on the Internet can help improve conceptual organization, translation and web usability. This will benefit both linguists and web users (Del Pozo, Angels 2005: 55). There is number of possible designations for the language of the Internet: Internet slang, Internet short-hand, Cyber-slang, netspeak or chatspeak. They refer to a variety of everyday languages used by different communities on the Internet.

It is difficult to provide a standardized definition of Internet slang due to the constant changes made to its nature. However, it can be understood to be a type of language that Internet users have popularized.

Internet Slang is the typical form of language people use on chats, forums, Facebook, twitter, blogs and sometimes even in mails. Of course, this type of language is mainly used by the young generation. It is mainly a mix of acronyms. Smileys, misspelling, etc. in order to express feelings and communicate in a faster way. Internet users try more and more to write the way they speak. But it can also become a trend that young people follow in order to be "cool".

Of course many people don't like the way some netizens are using internet slang. Some think people use it too much, and others make fun of its incomprehensibility.

Internet English is characterized by changes in spelling and grammar and widespread use of acronyms and abbreviations. The reason for this is to accelerate the communication, but it also takes time for the receiver to understand the message. Informality is a typical feature of Internet slang. Neologisms are created primarily by affixation, blending and compounding. Some other productive ways of creating new words in Internet slang are changes of word classes and meaning. Specific use of punctuation and capital and lower-case letters and distinctive features such as emoticons or the use of

non-alphabetical characters are employed in Internet slang in order to enhance the means of expression. Internet English reflects the general trend towards the economizaton of language and illustrates the playfulness and originality of the Internet users.

Many people are afraid that the internet slang would make the rules and grammar of a language disappear. But if we consider that kids, teenagers and young adults follow a normal education, this risk should not be taken into account. In a professional or official area, people make the effort to write correctly and to erase mistakes.

Nowadays, more and more forums try to prohibit this kind of language and want a return to real English language conversation.

A good question is to wonder if the internet slang could really reflect a lack of education, grammar and spelling mistakes, or if it is just an evolution of the language that we need to take into account.

The Language of Chat

Chat language can be justly described as the result of the worldwide impact of Internet and Cosmopolitan culture. Chat language refers to the whole range of abbreviations and smileys which have become an integral part of the process of chatting.

The usefulness of chat language is well illustrated by the overwhelming acceptance of the language. In fact, chat language is one of the most commonly used medium of communication among the youngsters. Chat language is mostly used by the people living in big cities where the impact of the Internet is more profound. Chat Language has simplified and speeded up the process of transmitting messages. It is easily acquired, simple and less time consuming.

In chat language (as a variety of CMC) certain contractions and purposeful misspellings are of frequent use (this is called "leet-speak").

Interlocutors in this medium can only retrieve information about each other from the text itself. Furthermore, this of course may not be an entirely accurate representation of the truth as the medium provides anonymity. Most notably the ability of chatters to graphically express emotions (lurking, emoticons) and simulate speech-phonology (through phonetic spelling), certainly gives the potential for gesturally and linguistically created social-

tension to exist. There is also clearly a lot of scope for the development of a prestige language variety.

This could be determined grammatically, through syntax, ellipses, punctuation etc, lexically through relexicalisation and through phrasal covert norms.

Participants use all types of shortened forms simply to combat the limiting conditions of the medium itself. The use of syntactically-reduced forms: acronyms, symbols, word clippings are therefore purely for practical reasons-they reduce the time and effort necessary to communicate, (relexicalisation as defined by Halliday 1978 and overlexicalisation as defined by Werry 1996).

Good examples of saving time are acronyms simulating laughter: lol (laughing out loud), omg (oh my god), gtg (got to go) and so on.

Having a look at the previously brought examples it can be stated that Internet Relay Chat is an antilanguage (as defined by Halliday 1978) and not the speech of an immense community (sometimes called antisociety) that employs different language varieties for purely practical reasons (Stevenson 2005: 43). Many people may not like this and they may be quite right but the fact is that the mode of technology imparts something of its nature to public experience; the extra linguistic reality is dictating its new rules and norms to the language.

Now let's dwell upon some peculiarities of chat language.

Nicknames

The use of nicknames is a phenomenon characteristic of chat. One of the reasons why people feel so free in the virtual world is that they can choose a name under which they appear in cyberspace, therefore obtaining a new identity. There are two things which represent us in a chat room- the way we "speak" (i.e. our manners, vocabulary and readiness) and the nickname we use. The choice of the nick can tell us a lot about its user. In real life it is our appearance and body language that (together with the way we speak) create the first impression. In chat it is the nick that conveys the message according to which users form the opinion of their partners. The nick can consist of one word (linzi) but it can also be formed of a whole sentence (addicted 2_pain), it can include numbers (Kayuza720), non-alphabetical symbols (+ *bat*+) or smileys (adam:O)), it can be a combination of capital

letters and lower-case letters (cOrAL_gIRL), some part of the nickname may be retained and other part may be dropped. Often several variations can be used, (e.g. xmas) with each user choosing their own variant. The most frequent types of nicknames can be divided into several categories:

- Legitimate names of the users (or their variants). Lisa32, marty, Jonesy, **L@uReN**(names are more likely to be seen on small chat sites with open access).
- Short characterization of the user (can include user's age, sex, location, physical or character description):19_m_scotland, angel_@_heart, Cardiff_Chick, maverick, honey, brown_eyed_girl, THE_CHARMER, mad4it.
- Names of famous people or characters: Bridget_Jones, Dave_Gahan, father_xxxmas, DON_JUAN, ozzy, nixon (nicknames of this kind work on the principle of a carnival mask; the other users JUAN are always keen to join the game and play pretend since it is a productive topic.)
- Animals, flowers, objects: mr_mole, queen_bee, petal, snow_flake, perfume, The Big Cheese.
- Many nicks are ambiguous and are difficult to classify.

Greeting and addressing

The etiquette of salutation on chat does not correspond to the greeting rules in etiquette. Chat greeting is rather optional; it depends on personal liking. Many users take greeting as an opportunity to draw the attention of the others, to point out that they have entered the room.

Chat is an informal means of communication that is carried out in an informal environment, therefore there are no rules distinguishing various kinds of greeting on chat, e.g. huggybear, sexy_irish_male

A common practice is for the newcomer to write some kind of a general greeting (such as 'hello room' or 'hi every I')

Generally, saying goodbye is more likely to take place than saying hello. Lurkers are those who hold private conversations and hardly ever say goodbye.

When chatting at work, the users often have to leave the room abruptly. In these cases a common practice is to inform the others they are

coming back later (the acronym brb = be right back or afk = away from keyboard are used).

Turn-taking

 Turn – taking is another type of chat.

 The principles of turn-taking in electronic conversation differ from those in face-to-face communication. In chat the situation is, for technical reasons, rather different and it moves the chat conversation away from speech. The users need to be very patient. Often it takes several seconds before the submission appears on the screen. Due to the lack of visual contact we do not know whether our submission has already appeared on our partner's screen or not, likewise, we do not know whether we have not received the answer due to a system error, because the partner has decided not to react or because they have not yet finished writing their response. This is why everybody carries on writing and does not wait for the answer to come. We shall now examine the principles of e-turn-taking on a short example of a chat conversation:

 Vicky > where u from leeanne
 Leeanne > , so wot we all chatting bout now
 Leeanne > Im from Bristol Vicky, you?
 Vicky > not much
 Vicky > Bolton
 => Jesse has joined the room
 Leeanne > kool

 Clearly, chat violates the organization of conversation into adjacency pairs. *Vicky* attempts to start a conversation with Leeanne but before she finishes writing her question (or more precisely before the question appears on the screen), Leeanne decides to address the room in order to strike up a conversation with any member of the room. *Vicky*'s submission appears on the screen after Leeanne has sent her contribution. Both Leeanne and *Vicky* then answer their partner's question, Leeanne being the first to send her response. *Vicky* then replies to Leeanne's second question and Leeanne reacts to it.

 Thus, the lack of either visual or auditive contact as well as time lag that brings up a different conception of turn-taking in e-communication.

Despite the fact that chat violates the pragmatic rules of turn-taking, its users do not seem to mind the chaos that reigns this kind of communication. On the contrary, chat users most undoubtedly enjoy this linguistic anarchy.

Acronyms

The need to keep the messages short, requires the widespread use of acronyms in chat.

The most frequent acronyms are <u>lol</u> and <u>pml</u>.

In some cases the acronyms express either contempt or approval or they are meant to display that user does not take the statement seriously,(e.g. ffs – for fuck's sake, wtf – what the fuck). The majority of the purposeless acronyms contain swear words and are thus abbreviated not only in order to save time, but also to avoid rejection from the room.

Swear words and aggressive behavior

Anonymity of chat allows people to freely express their fantasies and desires, they are more open and able to discuss problems they are not willing to talk about in real life. It is common knowledge that it is easier to discuss personal problems with someone we do not know and are likely never to meet again.

Although a considerable part of the swear words used in chat is not of primarily abusive character, there are still too many which are connected with some of the aggressive techniques known in chat.

The practice which makes use of swear words to a great extent, is called **flaming.** A flame is an offensive message usually aimed at one particular user. The aggressor hopes to initiate *a flame war*-an emotional discussion consisting of insulting and provocative postings. To be a flame, the message must be both meant and viewed as abusive.

Spamming

The user sends an excessive number of contributions that promptly follow one after another which precludes the other users from their conversation. In order to be able to send the messages as quickly as possible, these usually contain only one word (sense or nonsense), sometimes one letter.

Trolling

It is the process of sending provocative comments in order to irritate the others. The more heated responses the user receives, the happier they are.

Spoofing

Spoofing is a practice similar to trolling. A spoof looks like a troll with the difference that the others do not know who has sent it. In order to expand the scope of one's knowledge about chat language, one can make use of the handy and easily understandable Chat Dictionary, which provides with an entire list of abbreviations that are used in chat and are easy to remember.

However, technology's role in our life is astonishing. Human has closer connections with CMC system. Human is also part of the social system which forms the border of CMC systems. Consequently, human is a bridge between these 2 systems.

The Internet Language that is a natural human language variety is and will be in everlasting developing process, therefore being a living organism it will undergo newer changes – challenging new researches.

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ՎԱՐԴՈՒՀԻ ՂՈՒՄԱՇՅԱՆ – ՀԱՄԱՑԱՆՑԱՅԻՆ ԼԵԶՎԻ ՅՈՒՐԱՀԱՏԿՈՒԹՅՈՒՆՆԵՐԸ

Տվյալ ուսումնասիրությունը նվիրված է համացանցային լեզվի յուրահատկությունների բացահայտմանը, որն այսոր արդիական և հրատապ նշանակություն ունի:

Մեր օրերում զանգվածային հաղորդակցության միջոցներն ունեն զանազան տարատեսակներ, և այս առումով՝ առանձնանում են հատկապես համացանցային հաղորդակցական միջոցները: Այդուհանդերձ, հարկ է առավել կարևորել լեզվի՝ որպես հաղորդակցման միջոցի գլխավոր գործառույթը, այսինքն՝ տեղեկություն ստանալն ու փոխանցելը:

Համակարգչային միջնորդավորված հաղորդակցությունը մարդկային հաղորդակցման նոր ձև է, հաղորդակցման իր բոլոր նախկին տարատեսակների բնութագրական գծերով հանդերձ: Համացանցն իր հետ բերել է իր սեփական լեզուն և մշակույթը: Համացանցային լեզուն ճանկախատեսելի է, անսահմանափակ և զարգանում է անհավանական արագությամբ: Համացանցային լեզվաբանությունը՝ որպես

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լեզվաբանության բաղկացուցիչ մաս, ուսումնասիրում է նոր լեզվական ոճեր և ձևեր, որոնք առաջացրել են համացանցի ազդեցության ներքո:

Հոդվածում նաև փորձ է արվում ներկայացնելու՝ համակարգչային միջնորդավորված հաղորդակցության լեզվական առանձնահատկությունները:

Համակարգչային միջնորդավորված հաղորդակցություն ընդհանուր առմամբ, չատ հաղորդակցության լեզուն, համացանցային ծածկալեզուն մասնավորապես, ուսումնասիրության համեմատաբար նոր բնագավառներ են, որոնք պահանջում են նրանց հատկանիշների ավելի խորը հասկացում:

ВАРДУИ ГУМАШЯН – ХАРАКТЕРНЫЕ ЧЕРТЫ ИНТЕРНЕТ - ЯЗЫКА

В настоящей статье делается попытка выявить наиболее интересные характерные черты интернет-языка.

Сегодня средства массовой комуникации имеют разные формы и условия деятельности, и это особенно касается средств интернет коммуникации. Для данного исследования выявление особенностей интернет-языка имеет важное значение, однако, первостепенную роль следует придать основной функции языка как средству общения, то есть функции передачи и принятия информации. Компьютерная опосредованная коммуникация является новой формой человеческого общения со всеми его раннее существующими особенностями.

Интернет зародил свой собственный язык и культуру. Фактически язык интернета отражает новые виды онлайн общения- он непредсказказуем, неограничен и развивается с невероятной скоростью. Интернет лингвистика как составная часть языка знания изучает новые языковые стили и формыкоторые возникли под влиянием.

Итак, в статье предпринята попытка выявить языковые особенности СМС. Компьютерная опосредственная коммуникация в целом- язык общение чата и интернет слэнга в частности, относительно новые области исследования, которые требуют более глубокого понимания их свойств.