

LINGUO-STYLISTIC PECULIARITIES OF COMPUTER DISCOURSE

The following types of computer discourse are under analysis

- Email
- IM (instant messaging)
- Forums
- Chats
- Blogs
- Online games
- Sms

Linguo-stylistic peculiarities of computer mediated discourse may vary depending on the type of discourse. The range of linguo-stylistic peculiarities of computer discourse can be compared with the peculiarities of ordinary discourse.

Speaking about functional varieties of speech used in computer discourse we can observe the use of different speech styles. For example:

Email – epistolary style, which in its turn can be divided into business and private correspondence. Here we can come across the vocabulary of either a style of official documents or lexical elements inherent to the colloquial style, including jargonisms, slangisms and so on.

Instant Messages or chats – belong to the typical colloquial style. All the varieties of slangisms and jargonisms are used in them. The low-flown vocabulary prevails.

Forums – the speech style depends on the theme of a forum. Thus again it can be a scientific style, where users can discuss various scientific articles, or something connected with a definite branch of science. A newspaper style if it is a forum of some online newspaper. It can even be colloquial, because there are forums just for such communication such sections of forums sometimes can be called flame, where people communicate with each other, on different topics.

Blogs are online diaries, where people can write any information (e.g. text, music, images, video), concerning private or social life of a person. It can be accessible for everybody or for a close circle of people, for example friends. So in this type of computer discourse we come across auto-communication, an inner dialogue of a person. Ego Alter Ego (Karl Jung). So here we can come across various styles from low colloquial to epistolary or belle letters style. Very often emotions depicted in blogs may be sustained with some music files, attached to the post. It is interesting, that at present time blogs are very popular among the majority of internet users, so this can show the variety of potential speech styles in this type of computer discourse.

Online Games

Linguo-stylistic peculiarities of online games depend on the type of game. (e.g. RPG – role-playing game, RTS – real-time strategy, FPS – first-person shooter). Speech style depends on the speed of a game. Thus, while people can exchange just a few short messages or smiles playing an FPS-game, players of RPG can exchange even a few sentences.

Short Message Service (SMS)

Sms is not a new technology as it appeared in 1985 as a means of sending messages to and from GSM mobile handsets. But nevertheless it remains one of the most called-for way of communication through mobile devices. One of the most peculiar features of this technology is that it has a limitation in a number of symbols within one message. A single sms message can't be more than 160 characters. So people use various tricks to send as much information as possible. It can be either abbreviations of most-commonly used word combinations, shortenings, replacement of some letters by a similar symbol, very often abolishment of any punctuation, and so on. *Smiles* are also a characteristic feature of this computer discourse type. They transmit communicants emotions.

First of all, the vocabulary of the texts of the computer discourse is characterized by the richness of possible reductions and abbreviations.

Among the terms used in the computer discourse, the following abbreviations are widely presented: *PC – personal computer; IRC (Internet Relay Chat) – dialogue in real time; WAN (Wide Area Network) – any network covering more than one building; WWW (World Wide Web) – the world information environment, etc.*

The analysis of reductions has allowed us to distinguish a number of their functions in the computer discourse:

1) Economy of time spent on-line

As the participants of the computer discourse are modern people and, consequently, familiar with mathematics, they transfer the use of formulas and various symbols to the computer discourse, that allows compressing it as much as possible. For example: *IMHO – In my humble opinion, ROTFL – Rolling On The Floor Laughing, LOL – Laughing Out Loud, AFAIK – As Far As I Know, BTW – By The Way, AKA – Also Known As, RTFM - Read The Following Manual, TNX – Thanx, FAQ – Frequently Asked Questions, PLZ – please; PM me – send me a private message, etc.*

2) Increase of expressiveness of the text

As the computer discourse is mainly accomplished in writing, alongside with usual unusual forms of strengthening expressiveness are also used. For example: *U instead of you (in examples CU instead of See you, Canu? Instead of Can you?); 2 instead of too, to; B instead of be; 4 instead of for; 2B instead of to be; B4 instead of before, 4U instead of for you, 2U instead of to you, 1 instead of one in combinations every1 or e1 instead of everyone, any1 instead of anyone, R instead of are, How r u? Instead of How are you?, etc.*

3) The limitative function

Limitativeness is a social function, which aims at limiting the circle of the participants the discourse. In my opinion, abbreviations in computer texts can be named "code" since they are known only to the participants of the discourse in the computer environment and turn to a gibberish language for an outsider.

4) Any obscene expressions and any insults of the participants are forbidden in chats. And for not observing the rules of behaviour in chats, such as the use of obscene expressions or insulting its participants, you will be turned out from the chat, and your IP will be brought in the black list that will make your presence in this chat impossible once and for all.