# Documentation
# Gaming Language Database

EXPLORING PLAYER PERFORMANCE THROUGH MULTI-LAYER SEMIOTIC ANALYSIS OF GAMING LEXEMES

Laura Vawter

## 1. General Information

Dataset title: EXPLORING PLAYER PERFORMANCE THROUGH MULTI-LAYER SEMIOTIC ANALYSIS OF GAMING LEXEMES.

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Type:    Database

Language:    English

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## 2. Objective/Problem Statement

The published paper connected to this database utilizes a multi-layer analysis of gaming language to explore the nature of its complexity and its relationship to the play-time and game experience of players.

## 3. Description

This database is from a semiotic exploration of lexemes from live gaming sessions of Minecraft, Final Fantasy XIV, Divinity Original Sin II, and Stardew Valley.

## 4. Data Format

The data is available in cvs. format.

## 5. Archive Structure

The document „word_frequency_class" organizes the found lexemes by word class (adj., noun, etc) and their corresponding frequencies. The document "language_game" organizes the lexemes by game title and language (English or German). The document "class_tage_code" organizes all lexemes

in the first document as belonging to the word class noun by game title. Each lexeme is then coded with its sub-class (anthroponym, oikonym, etc.) and characteristics ( single or multi-word units), as well as assigned a semiotic tag (quest, character, etc).

## 6. System Requirements

Must be able to read .csv documents.

## References/Bibliography

To be Published.