

General information

- Title of the record: Exploring the Nature of Gaming Language Through A Multi-Layer Semiotic Analysis of Gaming Lexemes
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- Type of data: Tables
- Language: English
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- Abstract:

This data is connected to the named paper investigating the characteristics of gaming language, the nature of its complexity, and its relationship to player interaction and player experiences. This paper adapts a multi-model lexical analysis framework found in Digital Humanities to the exploration of the semiotic nature of lexemes found in gaming scenarios in live gaming sessions of five selected titles. The analysis highlights the complexity of isolating tokens indicative of game events, objects, characters, and environment in virtual spaces, and the actions of players within those spaces. Lexeme frequency, word class, semantic field, and semantic tags of the isolated tokens are discussed and presented using data visualization techniques. The relationship between the nature of player interactions, player backgrounds, and language practices is also discussed. The results of the analysis highlight the necessity of interdisciplinary, multi-layered lexical analysis of player experience and virtual gaming spaces.

- Reference:

Vawter, L. (2026) 'Generations in Love: An Introspection on Gaming Culture and Communities', *European Conference on Games Based Learning*.

Vawter, L. (2025) 'Media in Pink and Blue: Gender Identity Performance in Twitch Gaming Communities', *Pedagogika Społeczna Nova*, 5/9: 43-60.

Vawter, L., & Schulte, M. (2024) 'Media at a Crossroads: Where Streaming, Games, Culture, and Learning Meet', *European Conference on Games Based Learning*, 818-828.

- Objective/Problem Statement:

This collection of data and multi-layered analysis was designed to investigate the linguistic practices of multilinguals in gaming spaces.

- Description:

The linguistic data were collected during live gaming sessions of *Final Fantasy XIV*, *Minecraft*, *Stardew Valley*, and *Divinity Original Sin II* at the University of Rostock.

- Data Format: .xlsx
- Archive Structure: NA
- System Requirements: NA
- References/Bibliography:

Vawter, L. (2026) 'Exploring The Nature of Gaming Language Through A Multi-Layer Semiotic Analysis of Gaming Lexemes', *Digital Scholarship in the Humanities*.