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### *Sociolect of classical role-playing game players*

#### Summary

A point of interest of ludology – the discipline that studies games and plays – is, among others, classical role-playing game (so-called classical RPG). This is a type of game based on imagination and performance of a role of a fictional character. It is meant for a group of players and the Game Master. Every player imagines a character settled in a fictional world (which is described in a guide book) and plays his role. The Game Master is the author (or adaptator) and storyteller of a story that takes place in that fictional world. This is a story about a group of players' characters. The Game Master describes the game world and the plot of adventures. The actions of players' characters are described by the players themselves. Actions rely on different characteristics (for example physical or mental attributes, skills, abilities). Participants use dice to check an effect of their decision, comparing the characteristics with the result on the dice. If it is positive – the action of character is successful, if not – the action does not bring a-desired result.

The main aim of this dissertation was to prove that the players of the classical role-playing games are the members of the speech community that creates and uses a sociolect (commonly defined as a variety of language associated with a social group). In order to prove that claim the author studied official terminology and non-official lexis presented in the game guide books and related professional texts. The author focuses the research on analysing the language of communication between players, for example conversations conducted during the game sessions and on the Internet forums. The author follows Grabias' approach, thus studied the structure of the sociolect, the sources of lexis (for example English borrowings, official terminology and abbreviations), considered the semantic categories associated with the role-playing game and the linguistic picture of the world reflected in the discussed sociolect.

The results of this research were considered the support to the main claim of the thesis. The variant of language used by classical role-playing games' players is based on the standard version of national language combined with the classical role-playing games' official

terminology and non-official lexemes. The structure of the sociolect in communication of participants of analysed group depends on contexts. The discussed variant of language enables its classification as a professional sociolect.

**KEYWORDS:** classical role-playing game, ludology, professional sociolect, sociolect