

Graduate Thesis Assessment Rubric (Methodology, Linguistics)
 Department of English, Faculty of Education, University of West Bohemia

Thesis Author: Dominik TESAŘ

Title: ANALYSIS OF GAMING NEOLOGISMS AND THEIR UTILIZATION IN EVERYDAY
 VOCABULARY

Length: 57

Text Length: 45

<i>Assessment Criteria</i>	<i>Scale</i>	<i>Comments</i>
1. Introduction is well written, brief, interesting, and compelling. It motivates the work and provides a clear statement of the examined issue. It presents and overview of the thesis.	Outstanding Very good Acceptable Somewhat deficient Very deficient	See "Final Comments and Questions"
2. The thesis shows the author's appropriate knowledge of the subject matter through the background/review of literature. The author presents information from a variety of quality electronic and print sources. Sources are relevant, balanced and include critical readings relating to the thesis or problem. Primary sources are included (if appropriate).	Outstanding Very good Acceptable Somewhat deficient Very deficient	See "Final Comments and Questions"
3. The author carefully analyzed the information collected and drew appropriate and inventive conclusions supported by evidence. Ideas are richly supported with accurate details that develop the main point. The author's voice is evident.	Outstanding Very good Acceptable Somewhat deficient Very deficient	See "Final Comments and Questions"
4. The thesis displays critical thinking and avoids simplistic description or summary of information.	Outstanding Very good Acceptable Somewhat deficient Very deficient	See "Final Comments and Questions"
5. Conclusion effectively restates the argument. It summarizes the main findings and follows logically from the analysis presented.	Outstanding Very good Acceptable Somewhat deficient Very deficient	See "Final Comments and Questions"
6. The text is organized in a logical manner. It flows naturally and is easy to follow. Transitions, summaries and conclusions exist as appropriate. The author uses standard spelling, grammar, and punctuation.	Outstanding Very good Acceptable Somewhat deficient Very deficient	See "Final Comments and Questions"
7. The language use is precise. The student makes proficient use of language in a way that is appropriate for the discipline and/or genre in which the student is writing.	Outstanding Very good Acceptable Somewhat deficient Very deficient	See "Final Comments and Questions"

<p>8. The thesis meets the general requirements (formatting, chapters, length, division into sections, etc.). References are cited properly within the text and a complete reference list is provided.</p>	<p>Outstanding Very good Acceptable Somewhat deficient Very deficient</p>	<p>See "Final Comments and Questions"</p>
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Final Comments & Questions

The undergraduate thesis deals with a very specific topic focused on the world of the internet games where a very specific language is used by what the author labels "gaming community".

The introduction of the work provides basic technical information necessary for understanding the issue itself. Chapter 2 (Introduction to Neologisms) is well organized and from the point of view of the relevancy of the contents, this chapter is quite satisfactory. Nevertheless, at the beginning of the work it is quite difficult to distinguish citations from paraphrases (e. g. page 3 in the very first chapter – Introduction: Ensslin (2017, p. 172) citation or paraphrase? 2010, p. 17,491) the identification is precise, but there is no citation, only some information taken from the source, and thus no specification of the page is necessary, page 4: in Behera's description of the life cycle of a neologism again it is not clear if it is a paraphrase or exact citation). Particular words mentioned as examples of neologisms should be typed in italics (page 3 "testicle", "under transition"; p. 5 the results of individual word-formation processes).

Chapter 3 (Introduction to Communication) is divided into three subchapters, each dealing with specific aspects of the issue – the development of communication, technological advancements and the language of the internet. Especially the last subchapter seems relevant for the following practical part, the analysis of the individual examples of the communication in the world of the internet (and even more particularly, within a specific group of the internet users).

The author also provides information of the development of the video game industry, quite relevant for the orientation in this area (chapter 4 – Communication in virtual worlds).

Chapter 5 (Analysis of Collected Recently Encountered neologisms) is well organized, providing screen shots of the communications subject to analysing. Individual neologisms are identified and analyzed from the point of view of word-formation processes, spelling and semantic meaning. The following graphs summarize the results obtained from the analysis.

The Conclusion (Chapter 6) proves the author's ability to deal with the information obtained from technical literature, apply it to the actual analysis and draw relevant conclusions from the obtained results.

The language of the work is at a very good level, except for the problem with the citation at the beginning of the work (as mentioned above) the work is very good.

The suggested evaluation: "very good" (velmi dobrý)

Supervisor/Reviewer: PhDr. Jarmila Petřliková, Ph.D.

Date: 16 August 2022

Signature: