

Abstract

This bachelor's thesis deals with the issue of using swear words while playing computer games. The question of whether playing computer games influences the use of profanity in youth language will be answered.

The work will be watching selected "Let's Players" who play and comment on computer games, of which they make a video recording, which they later publish on, for example, YouTube or similar online platforms. On the basis of these videos, research into the speech used will be carried out.

In this work, video recordings will be analyzed with an emphasis on the use of few words. Individual dirty words will be analyzed using the Duden dictionary. The possible influence of the English language on the use of profanity in the German language will also be investigated.

Key words:

Swear words, computer games, let's play, colloquial speech, youth speech