Abstract

This work focuses on comparative corpus analysis of gendered English language, specifically comparing video games and movies/television shows that are of fantasy/sci-fi genre and were published from 2010 to the present. For movies, an already established corpus, corresponding to said criteria was chosen, while the corpus for video games is built specifically for this research. This is done by obtaining the dialogue from a set of games, either by extraction from computer files or by transcription. This process is based primarily on *Language, Gender and Videogames* by Frazer Heritage (2021).

This research focuses on several phenomena, and is again partially based on the methodology presented in *Language, Gender and Videogames*, but applied to a larger amount of data and extended by the comparative aspect. We analyse the frequency of the nouns *woman* and *man* (in both singular and plural form) and the pronouns *she* and *he*. Another focus are the collocates of *man* and *woman*, and keywords referring to male and female names, and denoting male and female social actors. These phenomena are compared between video games and movies/TV shows, and the analysis aims to test the hypothesis that these media, within the chosen criteria, are both linguistically androcentric.

The paper is written in English.

Keywords: corpora, comparing corpora, collocates, quantitative linguistics, gender, pop-culture, video games, cinematography