



English loanwords and French equivalents in a corpus of esportscasts

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Abstract: In line with a number of studies on the influence of digital technology on language, this paper studies the frequency of English loanwords and their French equivalents in several types of French videogame discourses, a research subject too little studied in linguistics. It is shown that, like French players, French casters of professional videogame games massively use English loanwords despite having French equivalents at hand.

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