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DEPARTMENT OF FOREIGN LANGUAGES
ÚSTAV JAZYKŮ

IMPACT OF MOBILE PHONES ON ENGLISH
VLIV MOBILNÍCH TELEFONŮ NA ANGLIČTINU

BACHELOR'S THESIS
BAKALÁŘSKÁ PRÁCE

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Bakalářská práce

bakalářský studijní obor **Angličtina v elektrotechnice a informatice**
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NÁZEV TÉMATU:

Vliv mobilních telefonů na angličtinu

POKYNY PRO VYPRACOVÁNÍ:

Mobilní telefony se staly nedílnou součástí každodenní komunikace a bezpochyby ovlivnily způsob použití jazyka i jazyk samotný. Cílem práce je prozkoumat dostupné zdroje informací o této problematice, identifikovat hlavní vlivy na jazyk a prezentovat je v ucelené, řádně strukturované formě.

DOPORUČENÁ LITERATURA:

Ling R.: The Mobile Connection: The Cell Phone's Impact on Society (Interactive Technologies), Morgan Kaufmann Publishers Inc.; 3 edition, 2004, ISBN-13: 978-1558609365

Herring, Susan C.: "Computer-Mediated Communication: Linguistic, social, and cross-cultural perspectives (Pragmatics & Beyond New Series)", 326str., John Benjamins Publishing, 1996, ISBN-13: 978-1556198038

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ABSTARACT

This Bachelor thesis is aimed at detection of all the important aspects that reflect the impact of the mobile telephones on the English language. In addition, thesis will depict all changes that are caused by this inventions, exemplified in various phenomena, invented in 21st century and have influenced the world of modern communication.

KEYWORDS

Mobile phones, English language, impact, communication technologies, modern communication, development, 21st century.

ABSTRAKT

Táto bakalářska práce je zaměřena na zjištění všech důležitých aspektů, které odrážejí vliv mobilních telefonů na anglický jazyk. Práce ukáže všechny změny a příklady různých jevů, které způsobil ten přístroj, jenž byl vynalezen v 21. století a ovlivnil svět moderní komunikace.

KLÍČOVÁ SLOVA

Mobilní telephony, Anglický jazyk, vliv, komunikační technologie, moderní komunikace, rozvoj, 21 století.

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PROHLÁŠENÍ

Prohlašuji, že svůj semestrální projekt na téma Vliv mobilních telefonů na angličtinu jsem vypracovala samostatně pod vedením vedoucího semestrálního projektu a s použitím odborné literatury a dalších informačních zdrojů, které jsou všechny citovány v práci a uvedeny v seznamu literatury na konci práce.

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                                                              (podpis autora)

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1. INTRODUCTION

John 1:1 "In the beginning was the Word…" [1]

In the modern world people are unable to live without communication, they spend most of their time being socially active at work, in the office, family or with friends. People have created language in order to communicate in effective and saturated way. Any communal activity is impossible without using it, what makes language a living and flexible organism. In addition, there are plenty of occupations where communication skills are urgently needed. Life demands and technology grow so rapidly that it is almost impossible to imagine that they would not affect human interaction skills. As a result, new words emerge, old ones disappear or acquire new meanings. Language cannot be constrained, it is a living organism where everything comes naturally. The flexibility of the language absorbs everything that the human society experiences on everyday basis.

During the last decades modern humanity has entered into the age of 'digital communication', which gave a huge impulse to the development in professional, technical and popular scientific vocabulary. The advent of digital technologies is a natural evolutionary process and also it appears to be a revolutionary one. Due to the fast technological breakthrough related with the development of automated systems, the improvement of processors and the digital technology combined with nanotechnology has dramatically changed the vector of engineering and industrial production. Recently people and technologies have been interacting more frequently, as various modern gadgets became an essential part of everyday routine. Mobile telephony is the fast - developing industry that gives users a huge scale of opportunities. Mobile phones are compact devices that allow users to call a person from another country or continent, write a message (SMS) and arrange a meeting or use the Internet via diverse amount of phone applications. Meanwhile technology does not stop - it expands. As a result of this expansion, so called 'smart phones' are spreading widely. Powerful operating system of a phone allows it to be called 'smart'. It allows gadget to possess functions such as: GPS module (satellite navigation), video browsing/calling and easy documents editing. Lately, two main operating systems iOS and Android have gained a very big popularity. iOS is an American invention presented and released in 2007 by Steve Jobs, Apple Inc. founder. iOS can only be applied on Apple Inc. products [2]. Android is a Google Inc. operating system that was launched in 2008; it operates on devices of top companies in the field, such as HTC, Samsung, and Sony etc. [3].

Significantly, English has been used in the development of the Internet and communication technologies development since it became lingua franca [4]. Due to historical events of the 20th century, ubiquitous globalization was spread all over the planet. Consequently, intercommunication has inevitably influenced language, added some words, structures and expressions that serve various spheres of business, technology and everyday life contacts. In the nineties, when the Internet was already knocking at the door, mobile phones were gradually becoming more accessible, sprang a new form of communication Short Message Service, SMS in short, was introduced and gained instant popularity globally [5]. Because language itself do not ceases to develop, mobile language has firmly established in everyday use. SMS expressions, internet slang are now threatening the grammar and spelling of modern English.

Lately, humanity has been accommodating itself to a new communication technology that has a potential to seriously impact the future. All prospective changes will form a new generation of people. Ultimately, people will interact and communicate using more wide range of words, maybe even different English is about to appear.

This thesis will include analysis of the indicated literature and it will be followed by several chapters about new communicational phenomena of the 21st century, such as: Twitter and applications for English language learning that influenced the modern world of mobile communication and the nature of English language generally. In addition, it will depict the influence of the modern mobile technologies on the English language. In the era of universal implementation of the mobile phones, using reductions of words/expressions/sentences becomes crucial. As life pace accelerates, need for fast communication also increases. Furthermore, texting became totally different with invention of mobile applications that allowed to communicate more frequently and instantly. Messengers made the process of texting more convenient and interactive with use of emoticons. Mobile technologies entered the everyday life and strongly impacted the communication process, as a result, people use mobile slang not only in texting but also while calling or talking face-to-face. In conclusion, all aspects that impact modern English language from the sphere of mobile telephony will be listed and commented.

2. LITERATURE ANALYSIS

This chapter will include the analysis of recommended literature. There were three books presented, all of them are connected by the same topic - English language and technology. The main purpose of analysis is to understand the point of view of professionals on the stated topic. Moreover, this chapter will be the basis of the whole thesis with addition of information from other sources, found during the whole writing process.

2.1 Ling R.: The Mobile Connection: The Cell Phone's Impact on Society.

Richard Ling (1954) is an American scientist, Doctor of Philosophy, researcher, co-editor of Oxford University Press on mobile communication and writer. He received Ph.D. degree at University of Colorado in 1984, lectured at the University of Wyoming, at IT University of Copenhagen and at Nanyang Technological University in Singapore. In addition, Ling has spent more than twenty years living and working in Scandinavia. His field of research is social consequences of mobile communication. Moreover, Ling has written several books on this topic [6].

The book 'The Mobile Connection: The Cell Phone's Impact on Society.' was written in 2004 and consists of eight chapters. It describes the results of the worldwide research, including thousands of interviews and observations that analyze the impact of Mobile telephony on people and various spheres of everyday life [7].

First chapter reveals the history of Mobile Telephony as a global phenomenon, due to the fact that people all around the world are able to surf the Internet, text, call and share images etc. Ling gives rise to such topics as: 'Impact of the mobile phone on everyday life; adjusting to devices; accessibility; safety; teen use of mobile telephony'. The author is going into details, providing the reader with statistics of worldwide distribution of mobile phones. It shows that by year 2002 there were 18,8 mobile phones per 100 person of the world (ITU). Introduction of the book is finished by more exact explanation of the books content (Ling, 2004, p.12-17).

Second chapter deals with Interaction between Technology and Society. The author sets the tone to chapter by stating a question: 'Technology shapes society or vice versa?' He depicts process

of "domestication" of the technology by suggesting a few approaches: 'Imagination, appropriation, objectification, incorporation and conversion'.

1. <u>Imagination</u> allows to realise existence of the technology.
2. <u>Appropriation</u> lets person to understand how technology can fit into his/her life.
3. <u>Objectification</u> gives an opportunity to personalize the technology and apply all its functions on everyday basis.
4. <u>Incorporation</u> is more related to the technology functions, especially to the functions, which are applied by the user itself. Conversion deals with broader understanding and acceptation of the fact that technical item has its social effect, depending on user's activities and needs (Ling, 2004, p.21-22; p.26-28).

Chapter three deals with safety and security issues. The author describes several examples, where people got into various life-threatening accidents and due to the mobile phones they were able to call and ask for help and be safe. As a result, the majority of phone users 'are never alone in an emergency' (Ling 2004, p.36). This is very important advantage of this technology development because now, for example, retired people can easily go mountain skiing without fear of being injured or freeze to death, but call to the Air Ambulance and stay alive. However, the author describes not only advantages of the mobile telephony in security sphere, he also mentions several aspect related with its disadvantages. Ling provides the reader with a sad example of terrorist attacks all over the world, where mobile technology helped to detonate explosive devices remotely or be the reason for car accidents. The author admits both advantages and disadvantages of mobile telephony: "Phone can provide for safety, at the same time it can facilitate malicious events" (Ling 2004, p.37).

Chapter four deals with the coordination of everyday life. Mobile phones have started the change of organizing everyday routine, planning and coordinating. The author mentions a very important point by describing how easy modern people can make or cancel an appointments just by clicking several buttons without depending on geographical position of themselves or their recipient, as it was in distant eighties/nineties, when people only had landline phones and no other opportunities for fast communication (Ling, 2004, p. 61-62; p.76).

Chapter five depicts the interaction between mobile phones and teenagers. During the last decades, teenagers very quickly adjusted to the mobile phones, they use them for communication, studying process and entertainment. The author exemplifies several answers of

interviewed young people, who were asked: 'Why do you think young people are so interested in mobile phones?' and the subsequent answers followed: 'The more extreme your mobile, the cooler you are', 'Mobiles are like status', 'Mobiles have become trendy and hip' (Ling 2004,p.85). In addition, owning a mobile phone is an essential part of teenagers' emancipation from parents. Due to the wish to be independent from parents, teens own mobile phone and feel very free in communication, exchange sexual images and in all possible ways explore social interaction skills.

Last two chapters deal with intrusive nature of mobile telephony and popularity of texting. The author describes how strongly mobile telephone has entered human reality and helps to build various types of interpersonal relationships. In addition, Ling mentions the popularity of different kinds of texting, such as individual or group texting. Furthermore, the author approves that: 'Texting allows to be expressive even in situations where other forms of communication are not appropriate' and provides the reader with several examples: 'people can text while sitting in the bus, in the classroom or under the covers late at night' (Ling 2004, p.147). Concluding this topic, the author affirms that future of texting is bright with no doubt. As 'more advanced and faster mobile networks' will appear, texting also will go through the process of development and future messaging systems will include 'broader functionality' and allow users to rise the quality of communication (Ling 2004, p.166).

Taking all information of this book into consideration, it is possible to make the following statements: Richard Ling is an author, who has made an outstanding work by writing this book. The author goes through detailed descriptions and results of several studies by giving an opportunity to the reader to learn more about the mobile telephony and its main features. The book is written in a simple and understandable language-that allows students, vaguely familiar with the field, to get acquainted and understand the world of mobile phone and its development. Ling wrote the informal history of the mobile telephone use and has described many advantages and disadvantages of the sphere by providing the reader with various examples taken from life of industry professionals or ordinary people. The book is based on research that was made all over the world and personal experience that was collected from the interaction with international companies specialized in the mobile telephony.

2.2. Susan C. Herring.: "Computer-Mediated Communication:

1. Linguistic, social, and cross-cultural perspectives".

Susan Herring is an American linguist and communication scholar. She has been working as a professor of Information Science and Linguistics at Indiana University since 2002. [8]

  Susan Herring has been studying the field of "Computer Mediated Communication", shortly CMC, and wrote a book that includes 4 topic sections that are spread in 14 chapters and describe all main points of CMC in details [9].

1. <u>Section one</u> deals with on the Linguistic Perspectives of the CMC. It represents three approaches: corpus linguistics, conversation analysis and text linguistic. Main point of this section is in comparison of CMC with other language modalities.

2. <u>Section two</u> is about Social and Ethical Perspectives. It deals with conflicts of interest between groups, individuals or society in cyberspace. Main feature of this section is its theoretical research about people and culture that create computer-mediated communities.

3. <u>Section three</u> deals with Cross-Cultural Perspectives. It depicts three case studies of computer-mediated communication between members of different cultures. Sections main idea is about cultural mutual understanding and CMC's part in it.

4. <u>Section four</u> is based on CMC and Group Interaction. Its concern is in the reasons of how electronic communication helps to build relationships and construct the group identity by communities of users (S.C. Herring 1996, p.6-7).

The main concern of the book is Computer Mediated Communication and its problems. CMC is a communication that takes place between human beings and computers (S.C. Herring 1996, p.1). The author claims that the book only deals with text-based CMC, where people interact by means of written word, for example by typing the message that will be seen on the screen of recipient (S.C. Herring 1996, p.1). In addition, the book includes 14 chapters written by different scholars who describe various topics, connected with CMC. For example: lexical and grammatical features of a large corpus of CMC; synchronous/asynchronous modes of CMC; phenomenon of virtual sex (VSex); 'cyber feminism'; cross-cultural CMC; community protest in cyber; etc. (S.C. Herring 1996, p.7-9).

In practice, CMC implies the presence of certain skills, such as keyboarding, proper use of various computer programs, technologies and the Internet. Moreover, one of the important features of CMC is a potential ability of the communication by anyone, anytime, anywhere, and

individual or group communication, depending on the accessible gadgets. Furthermore, in the field of CMC, it is possible to distinguish two main groups of texts:

1. Specific texts and its genres that existed in the pre-computer era. For them, computer environment is simply a new form of existence. For example, text is placed in an electronic library or e-book, or scientists place their articles on personal Internet pages. Dictionaries and encyclopedias that were published earlier in paper form, now formatted into electronic form and are accessible online.

2. New specific texts and its genres that were invented in the computer era. For example: e-mail, synchronous interpersonal communication (chat rooms, etc.), asynchronous interpersonal communication (guest books, etc.), virtual worlds (MOO, MUD, etc.), Internet diaries, blogs and vlogs (video blogs) [10].

The book "Computer Mediated Communication: Linguistic, social and cross-cultural perspectives" allows the reader to understand all the importance of such kind of modern communication. It still develops, as communication via all the latest inventions of the technology such as smartphones and computers became a part and parcel of everyday life. In addition, English language that appears to be an essential part of cross-cultural communication is a very important instrument in CMC communication, as all technologies and various programs were created in English. CMC is the field of interaction between the language and technology. The author gives the reader a detailed description of this interaction in every chapter of the book and proves that only complex approach and consideration of all factors (linguistic or technical), that influence the process and results of CMC allow to get the most objective and full image of the researched phenomenon - CMC.

2.3 Abbasi M., Hashemi M.: "The Impact/s of Using Mobile Phone on English Language Vocabulary Retention, International Research Journal of Applied and Basic Sciences".

Every person who faced with learning a new language knows how the vocabulary is important. For its proper memorization were invented various tricks, such as writing new words on the couple of colorful stickers and placing them all over the room or computer screen and by glancing at it while doing another things he/she can easily memorize certain vocabulary. But nowadays communication technologies reached a very high level of development and appear to be productive helpers in educational process.

For checking the level of productivity, two Iranian scholars Moghtada Abbasi and Masoud Hashemi have conducted the study that is called: 'The Impact of Using Mobile Phone on English Vocabulary Retention' [11]. This research is based on two main questions : "Does using mobile phones by intermediate EFL (English as a foreign language) learners have a significant effect on the learners' vocabulary retention? And is there a significant difference between male and female intermediate EFL learners in vocabulary retention while using mobile phones?" (M.Abbasi, M.Hashemi 2013, p. 541). For the experimental research were randomly selected 111 students (56 male, 55 female) aged from 16 to 18, who were studying in grade three of Iranian high school. Students were divided into four groups: two experimental groups (male/female) and two control groups (male/female). The research itself consisted of 4 tests: pre-test, post-test 1, 2 and 3. The pre-test of the study was the researcher-made vocabulary test that was given to all participants for clarifying their level of vocabulary knowledge. The post-test 1 again consisted of the researcher-made vocabulary test, but apart from the pre-test it was based on the vocabulary exercises that all participants were given in the school classes during two weeks. Before the post-test 2 students of experimental and control groups received the vocabulary exercises as the outside activities. All participants of the experimental group received their tasks via SMS during the two weeks period, whether control group had their tasks written on the paper during the same period of time. As a result, post-test 2 was based on the results of the vocabulary knowledge, obtained out of the classroom. Post-test number three was conducted after one month from the post-test 2. Its aim was to measure the amount of vocabulary that was memorized by both experimental and control groups. (M. Abbasi, M. Hashemi 2013, p.542-544)

As a result, the researchers have presented 3 tables, which show all the consequences and findings of all performed tests. The outcome of all the tests depicted that use of the mobile

phones have a strong effect on the learners' vocabulary retention and there is no big difference between male and female learners in vocabulary retention while using mobile phones.

In conclusion, the authors provide the reader with discussion that includes results of several projects in same field that were made by different scholars. It shows various opinions on the problem, but M. Abbasi and M. Hashemi finish their study by stating that mobile phone is an essential tool for studying that help to re-cycle a large amount of the materials. (M. Abbasi, M. Hashemi 2013, p.546).

Thus, mobile phones have to be used for studying purposes. They are able to provide student with quick access to informational and educational materials in the classroom. In addition, due to the mobile diminutiveness, it is very convenient for the student to learn or read any study material whenever and wherever he/she needs it. What is important, mobile devices allow students to choose their own level of complexity of tasks and materials. Significantly, students are able to gain knowledge by choosing his/her own personal pace. Moreover, the mobile phone allows each student to learn the material in the most convenient way by especially setting up the gadget according to the personal preference. In terms of standardization of education mobile technologies can be a chance to save the personal approach to the learning process and to prove the statement that 'the whole life is a studying process'.

This chapter includes the analysis of recommended literature. All three materials mention different phenomena somehow connected with interaction of English language and mobile technologies. R. Ling describes the details of mobile telephony and its influence on people's life, S. Herring observes the phenomena of CMC and its impact on the English language and modern communication and papers of Abbasi, Hashemi discuss the language learning process via use of mobile phones. All of the introduced literature provides the reader with all contemporary information about the interaction of mobile technology and language. Due to the variety of opinions about the topic and wide range of information, any reader can form her opinion on the basis of the both linguistic and technical factors.

As the main observed phenomena of this thesis is the language, the next chapter will deal with the linguistic aspects that were influenced by the mobile telephones and its wide spreading in everyday life communication.

3. LINGUISTIC ASPECTS

It is a common fact that language is a frequently changing system. Lexis is a total stock of words in the language and when it comes to language transformation, lexis changes first (in comparison with other linguistic fields). This chapter will deal with basis of English language – lexis and several modern phenomena (Slang, Emoticons) that influenced and changed the language during last decades.

3.1 LEXIS

Due to the large number of speakers and a wide area of distribution, English has rich vocabulary with a variety of synonymous words. Lexis includes most volatile part of the English language and the language as a whole - vocabulary (lexical) stock. Words of the language are always dynamic and gradually fill up the language, become obsolete or just stop being used. Various spheres of human activity can affect lexis: science, technology, culture of other nations, etc. Currently, the industry of communication technologies renders a big impact on the vocabulary of the English language.

English lexis can be divided in two main parts:
1) Active - the active vocabulary, the one that is currently used in any field of speech.
2) Passive - its use is limited due to:
    a. Features of designated events
    b. Certain lexis known only to native speakers
    c. It is used only in special language style: book, colloquial, etc.

In addition, lexis can be divided into several classes:
1. Neologisms - new words.
2. Archaisms - obsolete words.
3. Synonyms - a word with similar meaning but different in spelling.
4. Opposites - words of opposite meaning.
5. Homonyms - a word that has several meanings.
6. Paronyms - words that partially similar in sounding but different in meaning.
7. Monosemantic words - words that have only one meaning.
8. Polysemantic words - words that have more than one meaning. [12]

From the beginning of the 21st Century world has entered the age of 'communication shift'. It results in the objective necessity of ubiquitous use English language as lingua franca.

Consequently, more than a billion people (Crystal, 2003) from all over the globe now work and communicate using English as a second language. In addition, English is known as language that has borrowed thousands of words from biggest number of another languages, specifically from 350 (Crystal, 2003). This process and language flexibility has lead to a new change. After acquiring new words, people were creating new ones from elements and parts of old ones [13].

David Wilton in his work "How Many Words Are There in English?" [14] stated that English included 616.500 words. According to the Global Language Monitor (GLM), by the 1st January 2014 English consisted of 1.025.109 words [15]. All that statistics allows to make one straight conclusion - till the 21st century English was expanding by borrowing words from Latin French and Germanic languages, but now it is flourishing through technology and intercommunication development. Significantly, a large number of newly appeared words is related with mobile technologies or connected to slang.

3.2 SLANG

According to the <u>oxforddictionaries.com</u>, "slang is a type of language consisting of words and phrases that are regarded as very informal and more common in speech than writing, typically restricted to a particular context or group of people" [16]. It exists in the majority of languages and appears to be the part of its natural language evolution. All modifications in the language that are associated with the emergence of slang are based on understanding and simplifying speech. Slang is a very dynamic and vibrant system that can be applied to a wide variety of human activities.

As far as linguistics is concerned, slang is considered to be one of the language styles that is in opposition to the official, formal, language style. It is understood to be on the very last stage of all currently existing forms of linguistic communication, and includes a variety of speech forms that help people to establish themselves in the social or cultural groups. However, the phenomenon of slang plays a very important role in the recognition of personalities, linked to a specific set of interests.

Slang is influenced by the age and occupational characteristics of the speaker and his/her belonging to a particular social environment. Same person can master several norms or rules of pronunciation, existing in the language, and use them depending on different situations.

Main factors that characterize the slang are:

1) <u>Originality</u>: all slang communities use and widen the slang according to the different spheres and contexts, as a result, slang is a very diverse and emotionally colored lexis.

2) <u>Novelty</u>: teenagers or young generations mostly use slang. As these communities use all the latest technologies and inventions, their life pace is getting faster, consequently, teens borrow various words from their modern environment and create new slang expressions.

3) <u>Concision</u>: written slang with its short words/expressions forms and emotionally colored content allows to reduce the time on texting and makes the whole conversation fast and productive.

4) <u>Imagery</u>: diversity of spheres, where slang is used gives an opportunity to use imagination and apply it on the creation of a new slang words/collocations/sentences.

5) <u>Wit</u>: implies certain knowledge of the particular subject that is used in conversation for understanding the slang and its proper use [17].

In addition, SMS slang has gained a foothold in modern communication. SMS slang is recognized worldwide, professor David Crystal called it 'The greatest opportunity for the development of the English language since the invention of the typewriter.' European scientist Jonathan Green, while creating a dictionary of slang called 'Chambers Slang Dictionary', confirmed the impact of the mobile jargon on everyday speech. His research provides an example: in Britain, the numbers 35 or 11 mean "no money" or "expired". It turns out, that if the electronic payment card is used in the London bus, these numbers will inform the customer about the lack of money on his/her account. Without hesitation, mobile users of the UK capital began to use "bus" values of the numbers 35 and 11 in communication with each other.

Furthermore, there are some methods of forming SMS language [18].
These methods were shaped shortly after SMS became widespread phenomenon. Mostly SMS slang is based on the abbreviations that help to save time in the era, when the amount of information increases every day. The following methods allow to identify all benefits and convenience of the SMS language:

1) Initialization - word reduction, formed from the initial letters of each word in a phrase, same reduction may correspond to different phrases: lol = laugh out loud or lol = lots of love.

2) Capitalization - writing short form of expressions/collocations in capital letters: KIT = keep in touch, IMO = in my opinion, MYOB = mind your own business, BYOD = bring your own device.

3) Shortening/ Omission - skipping vowels: dctnry = dictionary, kybrd = keyboard, txt = text, or a reduction of long words: dino = dinosaur, fab = fabulous, crim = criminal, doc = doctor, demo = demonstration.

4) Pictogram – an expression that contains a picture of letters and numbers (similar to rebus): "i <3 u" = I love you.

5) Use of digits - the replacement of full word by a digit(s): to or two = 2, for= 4 , ate=8; replacing words or phonemes by digit(s): tomorrow = 2mrw, today = 2day, tonight =

2nite, before = b4, forget = 4get, for you = 4u, wait = w8, skater = sk8r, great = gr8, late = l8, mate = m8, thank you = 10q.

Moreover, being in touch with all up to date slang words allows English speaker to feel free in any conversation, but mobile phone users went further to the topic and created several slang expressions that describe various situations that occur while using the cell phone [19].

1) <u>To cell yell</u> - the situation, when person is speaking on the phone very loudly, thinking that it is very difficult to hear him/her and without any bothering about the violation of peace and quite of people around.
Example: Please, don't cell yell! You are louder than a train is!

2) <u>To pretext</u> – the situation, when person is deliberately feigning as if he/she is writing a message to somebody. Probably, many phone users were in such situations when they met people, who they do not want to communicate with, so their gadgets simply saved the day.
Example: I didn't want to speak with him, so I was pretexting during 5 minutes before he went out.

3) <u>To ghost call</u> - random call, carried out by telephone, which is not blocked, or in the pocket. Sometimes the phone can deliberately put the owner in an awkward situation. Another ten years would pass, and the children will be asking the question, "Is it true that there were phones with buttons, or is it - a fantasy? ".
Example: I'm sorry, I ghost called you yesterday evening.

4) <u>Halfalogue (half+dialogue)</u> - the situation, when person becomes an unwitting listener of the telephone conversation, but hear only one interlocutor.
Example: I was only hearing a halfalogue, but I guess Anna will get married soon.

5) <u>To phone - yawn</u> – the situation that happens in a company, when one person takes the phone and start checking something and after other group members start to check their cell phones, as if it was a chain reaction.
Example: As he decided to check new e-mails using IPhone, everybody became phone-yawn and check their phones too.

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6) <u>Stage - phoner</u> – a person trying to impress others by the fact of talking on a cell phone. The presence of a mobile phone can nowadays surprise, perhaps, the inhabitants of a remote village in Central Asia or Africa. However, some people still use this cheap trick to increase his/her own importance.

Example: Stage-phoners use free mobile phone connection. Kidding.

7) <u>Drunk dial</u> – phone call of a drunken person to a former boyfriend/girlfriend that is fraught with next morning regrets about what was done yesterday.

Example: I will take his phone away from his pocket before he repeats drunk dialing one more time.

Currently slang is an essential part of language. Occur different views about the role of slang in linguistics and the various approaches to the study of this language formation, such as already mentioned: initialization, capitalization, shortening/omission, pictograms and use of digits. Slang develops and changes very fast. Certain words belonging to the slang may appear as easily as disappear. All these changes are taking place in order to simplify and help the spoken language to be understood. Slang is very dynamic. It is used in various fields, it has its own characteristics and gives a certain freshness and liveliness of language. People face the slang all the time, and for understanding what has been said, they should be very familiar with this concept, and with the words that are considered to be slang. The relevance of this topic is determined by the fact that the system and semantic features of common slang of the English language is still insufficiently investigated. This information allows to make a conclusion that slang is another language formation that probably will never disappear due to it's fast developing and re-creating in various spheres of people's lives. The sphere of mobile technology is relatively new, so it's interaction with English language sphere promises to be long and productive in the field of creating new words and developing language opportunities. One of such creating resulted in appearance of emoticons, the true phenomena of the 21st century.

3.3 EMOTICONS

Emoticons are the graphical images that allow to express feelings and emotions in a written form. In the previous decades, handwritten letters did not allow to express all wide range of emotions, using any additional tools except from words. Nowadays emoticons perform this important function very successfully, so people are able to communicate in a more effective way and express themselves clearly. Emoticons are the true phenomenon of the 21st century.

Furthermore, ubiquitous globalization and mobile telephony spread led to transformation of many items in the communication process, including the accompanying and supporting elements, for example, emotions and feelings - love, grief, sorrow, joy, and much more. Consequently, there was a need for additional network tools that help objectively, quickly, clearly, and emotionally reflect emotions and feelings in transmission of the messages through computer technology. That was a step for a change in the traditional language of communication and formation of its special shape, which inevitably evolves along with society. In this new form of communication, words, collocations and even whole sentences with the expression of the emotional state are replaced with conventional, standard set of letters, phrases, or graphic images using special characters – smilies, that can be used by members of the same communicational group.

Smilies are stylized graphic image, or a set of specific symbols expressing any emotion inherent in the people. Modern people refer to calling all the icons reflecting the mood of the author as 'emoji'. Their use is particularly prevalent in the Internet and SMS communication. Emoticons (smilies) can be used and understood by all mobile phone users, all over of the world. Each of the smilies represents a certain emotion or the well - known object or concept. Expression 'Nothing stands still.' can be easily applied to smile.

Nowadays, it is common to communicate fast, as a result – mobile phone users invented special tools - easily formed of the keyboard icons to express emotions, using punctuation marks, mathematical and other signs. Technology development led to improvement in quality, amount and categories of smilies.

Despite the fact that words emoticons and emoji express same term of a 'representation of a facial expression such as smile etc.' and seem to be synonymic, it is not totally true. With reference to theguardian.com, 'an emoticon is a typographic display of a facial representation, used to convey emotion in a text only medium e.g., ;-)' [20], while 'emoji is an actual picture of everything from a set of painted nails to a slightly whimsical ghost'. Furthermore, each company provides its devices with various interpretations of the same emotion. For example: 'dancer'

emoji made by Apple Inc. is depicted as female flamenco dancer, while Google Inc. emoji looks like 'weird blobby thing' with a flower in its mouth. It is important for message addresser to know which device his/her recipient use to avoid confusion or misunderstanding.

Moreover, all emoticons/emoji can be classified by several features: 'Frequency of use ; method of image ; purpose' [21].

1) <u>Frequency of use:</u> constantly applied / rarely applied. It depends on the users personality. His/her positivity and positive perception of environment will be reflected in happy and colorful smilies. Calmer or less positive people will use dark - colored images with restrained emotions.

2) <u>Method of image</u>: imaged by signs; imaged by symbols; animated emojis. This category banks on the age of the user, his/her occupation, interests or model of device.

3) <u>Purpose</u>: emoticons reflecting feelings, actions; features of human appearance; occupation; animals; various items; etc. Purpose of the conversation may vary, as a result, emoticons may also vary according to the context or relevance.

3.3.1 Is it possible to consider Emoticons as syntactic and lexical unit?

Despite the fact that the emoticon is composed of punctuation marks, it is neither the syntactic nor semantic unit. Smiley is an icon, and hence should refer to the extra – linguistic sign system as its graphic form directly expresses the meaning of word/expression/sentence. Emojis perform a supporting function in the speech. On the one hand, smiley represent state, emotion or thing in extra linguistic reality. On the other hand, it covers all other verbal context, expressing intonation and facial expressions - as it could be pronounced aloud, so simultaneously smiley can be acknowledged as non verbal. All items listed above allow to make the following inference: Smile is a unique linguistic phenomenon that has a potential to be developed into a new language system and influence all further communication development.

Mobile telephone changed sense of time and the whole character of communication. During last decades texting became the main mean of communication. Language is the first cultural subsystem of communicative technology. It inevitably will be changed by the spread of mobile technology. This changes result in innovative modifications in the lexis of English language, such as creation of SMS slang and emoticons. The following aspects explain why the newly appeared phenomena appeared and how they were influenced by the mobile phone [22]:

1) Text compression.

   Size of the SMS is limited to 160 characters. It makes phone user think about the text minimization. He/she should create a synonymic expression that will contain fewer symbols, make abbreviations and skip the vowels or even spaces. In general, user should put the maximum of content into minimum of signs.

2) Need for fast response.

   Nowadays, texting represents a modern form of dialogue. Typing on a keyboard of mobile phone is not that fast as, for example, on the PS's keyboard. Demand in fast communication caused the creation of various abbreviations. On the Internet pages, people can find vocabularies of SMS abbreviations. They consist of the most frequently used expressions (e.g. LOL, IMHO etc.) and allow to avoid failure of communication.

3) <u>Animated texting.</u>

Nowadays, texting represents a modern form of dialogue. Typing on a keyboard of mobile phone is not that fast as, for example, on the PC's keyboard. Frequently, people who text via using the mobile phone, skip the grammar or orthography rules. Basically, they neglect all rules. It leads to the replacement of letters by punctuation marks and results in use of emoticons and animated smileys. They allow the text to be more emotional and reflect the feelings of the author.

Development and spread of new communication technologies discover different opportunities for the future of humanity. Modern way of communication is able to change the reality, create new cultural and linguistic phenomena and modify the language and change along with it. The newly appeared interaction of culture and linguistics can be called as the culture of real virtuality. It can be explained by the fact, that mobile phone communication has influenced many spheres of everyday life and everyday communication. Mobile applications are another platform, where interaction of language and mobile phone can be observed. This phenomenon will be described in the following chapter.

4. MOBILE APPLICATIONS.

Nowadays, communication process frequently transpires via mobile phones. Mobile application - a program or piece of software designed to fulfill a particular purpose. Due to the high demand among the users of smartphones, applications are installed into every model and there are particular applications divided into the theme topics (entertainment/news/social networking). In addition, mobile applications help and provide the user with all the necessary tools for communication (social networks, vocabularies, educational applications). This chapter will describe all of these phenomena and will reflect the impact of applications on English language.

The starting point for the creation of mobile applications is the emergence of the mobile phone screen [23]. Consequently, the first phone software represented a set of pre - installed applications that were designed to perform specific functions of the phone (phone book, alarm, etc.), they were installed in the device by the producers themselves. The first mobile application, in addition to the software, directly responsible for the operation of the phone, was the phone book - the part of the device software that organized the user's contacts. The very first phone books were able to save just name and number. Later, list of items that phone book can memorize was expanded significantly. By the end of 1990s, mobile communication began to enter lives of millions of people worldwide - that was the time, when mobile applications began to appear. New applications represented an addition to the already existed pre - installed ones. Besides the most basic applications, manufacturers installed supplementary software. Generally, it was a variety of multimedia applications   small arcade games, ringtone editors, calculators, calendars, etc.

By the beginning of 21st century the market of mobile devices have become progressively won by smartphones and communicators. With more features and performance, they differed from ordinary mobile phones by the presence of more advanced operating systems (Windows Mobile, Symbian OS, RIM, Android, Mac OS) that were opened for the development of third - party software, as opposed to the software environment of conventional mobile phones, which was closed to third - party developers. It should be noted that the installation of additional applications can significantly improve the functionality of smartphones and communicators. In addition, modern smartphones are provided with more powerful processors what allow programmers to create applications with almost unlimited range of functions and multimedia

features. Disadvantage of applications is that each operating system requires the installation of the relevant application that is created specifically for particular operating system software.

According to the prognosis of PwC (PricewaterhouseCoopers - an international network of companies offering professional services in the field of consulting and auditing), the next generation of innovative solutions in the field of mobile technology will be aimed at the identification and modeling of the contextual situation of the consumer. As it was mentioned in the PwC report, contextual intelligence in mobile devices will obtain situational information from three main sources, including:

1) Data on the device (for example, a power source, the operating system, data storage, etc.);
2) Data on the physical environment (location, weather, etc.);
3) User data (ID, application information is stored, etc.).

Three main parameters - physical location, virtual and social environment of the user will be the main resource that will allow creating new mobile applications.

Applications can be divided into paid or free of charge. Subsequently, mobile applications can be classified as entertainment (multimedia), communication, navigation and background ones. This categorization gives an opportunity to use all of the applications in various spheres of life. First of all, mostly people are keen on being social and communicate with others. For example, ordering a meal/taxi/clothes, purchase of a flight ticket, listening to the music, bank operations via wide range of mobile apps – are all included in a daily routine of an average cellphone user. Every application allows to access various services in a wink of an eye. That fact can be easily explained by the fast growth in people's life pace and development of technology. Consequently, the main instrument of communication, the language, changes rapidly. Due to the need for fast purchase/message/notification, programmers shrink the language by using of various word reductions, slang (in applications on a specific topic) or even abbreviations. Moreover, even the word 'application' is nowadays mostly used in a brief form as 'app' [24]; also on the screen of every smartphone a lot of application's names are depicted in a reduced form, for example popular Russian social network 'VKontakte' has just abbreviation 'VK' on its application image [25]. As the world is changing, modern technologies impact a wide range of life spheres. As a consequence, the language, the main tool of human interaction, is also changing. The need for fast communication can not only be described by people's desire for brevity, but also the lack of

time does not give them any opportunity to think about the longer forms of utterance/message/tweet.

Furthermore, interaction of language and mobile applications can sometimes go to utterly different level. In 2011 in Britain "The World's Shortest Recipe Book" was published [26]. The small booklet includes 50 "twecipes" collected from the simple Twitter application users, who converted various instructions for starters, main meals, desserts, drinks, and snacks into tweets that consist of 140 classical twitter symbols. Tweets represent a combination of words created by mix of numbers, signs and letters. More detailed influence of Twitter on the English language will be described in the next subchapter.
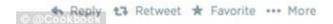

Fig. 1: Twecipe. [27]

4.1. TWITTER

Twitter, as it was already mentioned, is microblogging service, where each registered user can write short messages in their news feed. Any other user, who subscribed to that news feed can read all 'tweets' from it and respond to them. Users of this platform can subscribe to any kind of accounts, whether it can be a friend, news portal or a famous person.

According to Noam Chomsky, American linguist social activist and political writer, self-expression and communication in Twitter - a social communication at the micro level. The inevitability of the post message with length not more than 140 characters makes a person think briefly, concisely and very clearly articulate thoughts. Moreover, the active use of the service automatically transforms thoughts into the "pattern of Twitter", and as a result, the habit of brief and clear articulating thoughts appears. However, Chomsky notes that, this habit is accompanied by a flat and mediocre way of thinking, as the person has a setting to avoid really serious linguistic communication. On the contrary, Ben Zimmer, an analyst at the New York Times, is certain that discourse in format of tweet is far from ideal, within a traditional meaning of the text. It has already become an important tool for the evolution of language and cannot be ignored. Sociolinguists are able to research Twitter and understand how communication process flows and track the current trends, appearing in the English language. Furthermore, linguists from Pennsylvania State University have conducted a research, where they compared the average length of a word in the well - known work "Hamlet" by William Shakespeare, and the same index in the tweets of regional American newspapers. Turned out that in "Hamlet" average word length was 3.99 characters and in the regional newspaper tweets - 4.8 symbols.

Despite the fact that many linguists criticize Twitter's influence on modern literary language, scientists understand that its development - a natural process, and microblogging service appears here as an indicator of the most important linguistic processes. Today Twitter is a platform where researchers can collect the greatest amount of material for the study of development of language trends than anywhere else [28].

In this chapter the phenomenon of mobile applications was described. Nowadays, technology has come up with applications that influence people's lives crucially. The language is an essential part of people's life, so it has to be influenced by existence of mobile applications. As life pace gets faster, cell phone users need a fast access to the information and mobile applications, nowadays, successfully achieve it. Users get an immediate access to the news, entertainment,

business and education. Language that is used in these applications varies according to the target audience. This aspect determines whether it is a formal language or informal. For example, Twitter users average age varies from 15 - 25, that explains all the slang and abbreviations that are used even in the accounts of serious organizations [29]. Business and economics news application Forbes has a target audience aged from 30 to 40 years, what makes its language more formal and specific. This example shows that mobile applications and English language interact actively, as mobile technology spread and develop and improve its functions. As a result, English language, not unlike a living creature, changes and reflects all the realities of the modern world.

4.2. MOBILE APPLICATIONS FOR LANGUAGE LEARNING.

Mobile applications can be very helpful in the language learning process. Exist a lot of various applications that allow anyone to start or improve level of English language. These applications can educate anyone through various forms of activities. Moreover, applications should be chosen with reference to the type of personality [30].

1) Visuals - people who can learn by seeing images (diagrams, graphs, symbols, etc.)

2) Auditories – people who learn best by listening to others (lectures, audio recordings etc.)

3) Kinesthetic – people who learn in a "hands - on" way (experimentation, building, creating).

As a result, knowing that information about himself/herself, mobile phone user can choose the right application and get better results from educational process. As a personality types, apps can be also divided into the following categories [31]:

 1) Audio applications: this group of applications allows to learn English language by listening to audio books, lectures or improve pronunciation via voice records of native speakers.
Example: "Sounds" is the application, created for students and teachers by Macmillan Education (one of the most famous publishers of English language materials). Furthermore, it has a library of texts that user listens, after he/she listens the same texts in indefinite, continuous, perfect and perfect continuous tenses. Such audio practice lets to gain a good level of grammar and pronunciation knowledge and improve already obtained one.

 2) Image/Video applications: this class of applications gives an opportunity to learn the language via visualization of materials, associations. It is a very useful tool in a process of learning vocabulary, while user sees the picture, he/she has a certain association, what allows to memorize a lot of new material.
Example: Application 'Anki' lets its users to choose the topic, download the set of images related to the topic and learn the words via associating the images with vocabulary.

3) <u>Game applications</u>: this type of applications is more informal, but the process of language learning gets much more animated and fun. User can learn new vocabulary, make grammar exercises by simply playing the game.

Example: Lingualeo app has a game character. Earned points allow user to move through the levels. There is an opportunity to learn the words and phrases, make up own dictionary with voice acting, train grammar and develop communication skills with other users of app. On the basis of the initial test, application offers recommendations that will help to restore the gaps in knowledge, identified by the test.

4) <u>Apps, based on the certain topic</u>: such applications are divided on the various topics. They are created and designed for a particular audience, who need certain information that will help to improve the knowledge of only lexis/grammar/rules of English language.

Example: bright example of this type of applications is 'Learn English for Taxi Drivers'. This app is English language learning course. It consists of set of concrete lexis and rules that allow taxi drivers to learn English language and communicate with clients, using the proper expressions and phrases.

Generally, apps used for learning English language are very helpful tools in all senses. They save a lot of time and money because users do not have to spend hours on getting to certain language courses class or buy various expensive and heavy books and carry them. Significant profit of mobile applications is that they are very affordable and accessible. Anyone, from kid to senior citizen can download certain application and learn the language in comfortable pace, at any time and place.

Messengers are another platform, where each user can improve the level of English by texting or talking. English lectures via Skype are practice of many years for now. That is why the topic of Messengers will be described in the subsequent subchapter of the thesis.

4.3. MESSENGERS.

Nowadays, communication process frequently transpires via mobile phones. Mobile application a program or piece of software designed to fulfil a particular purpose. Due to the high demand among the users of smartphones, applications are installed into every model and there are particular applications divided into the theme topics (entertainment/news/social networking). In addition, mobile applications help and provide the user with all the necessary tools for communication (social networks, vocabularies, educational applications). This chapter will describe all of these phenomena and will reflect the impact of applications on English language.

In the early days of mobile telephony, text messaging was provided only by service of short SMS messages. With the development of technology, MMS (Multimedia Messaging Service) became available, and later, when mobile phones were more advanced, the IM (Instant Messenger) applications began to emerge. For the information transfer IMs use Internet, what is much more profitable in comparison to the expensive tariffs for SMS. In addition, Wi-Fi (Wireless Fidelity) spots prevalence also contributes to the popularity of instant messengers. There are many messengers that are created for various purposes and this chapter will cover the most popular ones with its advantages and disadvantages [32].

1) SKYPE

One of the oldest messengers that remains popular to this day. At the moment, its audience is 560 million users. Initially, this program was intended only for personal computers, and its capabilities were limited to voice communication. Later, the application possibilities became much wider, and were created Skype versions for mobile platforms.

The current version of Skype (4.0) has a very advanced functionality, which is more than enough to cover the needs of the average user. Among the main features, Skype includes: the ability to make calls and send SMS to mobile and landline phones, file transfer support, video messaging and video conferencing. The advantages of the application, of course, necessary to mention a huge user base (more than 600 million) and supported by a large number of platforms (Skype even installed in latest TV models). There are two disadvantages of this program: high power consumption and lack of support for background operation, which is why during the Skype communication, user should run the application because otherwise she would not see received messages.

2) VIBER

Viber is a client for instant messaging, very similar to Skype, but does not require registration, as identifier this messenger uses simply a mobile phone number. It helps to find friends/relatives online by just knowing the mobile phone number, no nicknames required. In addition, the application even sends the notification to the user when someone from his/her phone book starts to use Viber app. Viber user base exceeds 600 million people, which is clearly indicative of the high quality and relevance of the application. This application supports a high quality of sound and voice, Push notifications and has a client for PC. Moreover, Viber has a big collection of various animated emotion icons that allow the user to diversify the communication process.

Disadvantage of this messenger is the lack of support for calls to landline numbers.

3) WHATS APP

This application represents a typical instant messenger that supports both voice and video communication. Despite the obvious functionality of the competitors, WhatsApp's popularity is very high. This application has more than 800 million users, and the amount of bandwidth is estimated tens of billions of messages per day. The amount of money that mobile operators, counting the lost profit fail to earn can only be imagined. Pros of this messenger are that it is very easy to use, it supports Push notifications and has a very high popularity. The main disadvantage of WhatsApp is that it can only be used for free during the first year, the following time users have to pay 99 cent per year.

4) FACEBOOK MESSENGER

This application allows Facebook users to send instant messages through a convenient interface, without being disturbed by various notifications from the timeline of the social network. It economically spends battery power and memory storage. This messenger allows to exchange texts, photos and voice records. In addition, it supports Push notifications, what helps every user to know about incoming messages even if the application is not used.

5) LINE

Line is an application with advanced functionality. Besides the standard messenger functions, it allows to send SMS, make calls, send files and data about location. Users can register via telephone number, but it is also possible to specify the e-mail address. Line is created by Korean developers and very popular among Japanese and South Korean population. Messenger has StickerShop, where users can purchase Line emotion icons, and

it has client for PC. As for the disadvantages, Line does not have separation in contact list for online and offline ones, so for reaching somebody online, user should search between both on/offline users. In addition, voice quality in 2G networks does not correspond to the quality of competitors.

All the messengers mentioned above have different interface, set of functions and target audience, but their main purpose is to allow instant almost real - time communication. The main communicative tool is the language. Interaction of this type of modern technology and language will necessarily lead to changes. Expression "See You!" considered to be a standard phrase used for farewell, but nowadays communication process is endless and people just say 'Bye, message me'. Consequently, the spoken communication process start to interact with written one and result can be called as "spoken language with a specific features". While spoken language is accompanied by gestures, emotions and intonation, written language, with invention of online texting, has adopted and it resulted in emerging of smileys. Nowadays, smileys is a universal tool that can help and diversify the communication process even if people, involved in a conversation do not speak the same language. In addition, smileys and stickers, used in online messengers, replace functions of punctuation marks and help to reflects all emotions in animated way, what makes the communication process more alive. During the last decades, people are facing the communicative revolution, it has reflected in the language and caused radical changes. English went through a long way of conversions in lexis and speech etiquette. These transformations would be impossible without messengers - massive tool for everyday communication.

5. CONCLUSION.

The main aim of my Bachelor thesis is to identify the major impacts of mobile phones on the English language. In my personal opinion, mobile technologies have created a special communicative environment and previously non - existent scope of implementation of the language. Even more, they have brought a new ways of communicating, the speech stereotypes of behavior and the existence of new forms of the language. Benefit of the mobile phones has increased rapidly during the last decades. People have spread functions of mobile telephone to all spheres of everyday life - from setting the alarm clock to booking the hotel room via various mobile applications, from reading books to making photos or recording videos of the highest quality etc.

My thesis began with the analysis of the recommended literature, which allowed me to set the tone of the entire work and introduce the points of view of the professional linguists. Then, all chapters that were mentioned after the analysis include the facts and phenomena, included in the analyzed books. Finally, after examining the whole research, I assume that the field of mobile technology has influenced English language in the following aspects:

1) <u>Lexical aspect.</u> It is impossible to change any language without changing its vocabulary. English language grows at a rate of about one new word every two hours [33]. With expansion of the mobile technologies, a lot of terminology has been created and people start using this new vocabulary and add some variations of the same words due to their cultural features. Sometimes such words gain a worldwide popularity. For example, according to the oxforddictionaries.com, word "emoji" is a small digital image or <u>icon</u> used for expressing an idea or emotion in electronic communication. Whole modern English - speaking community is using this term on every day basis while texting. However, word emoji has Japanese roots, from e 'picture' + moji- 'letter, character'.

2) <u>Compression of the communication</u>. Life pace gets faster, people are always in a hurry, and as a result they tend to communicate faster. Consequently, slang and different types of abbreviations have been created. People use reductions of words/collocations/sentences in their texts (SMS/chats). Slang at this point simplifies the whole speech and accelerates the conversation. Due to the fact, that slang users are mostly members of the same communicational group, they use same slang expressions and understand each other in much faster and more effective way.

3) <u>Emoticons</u>. Nowadays almost every user of various social networks use smileys in texting. During the last decades it gained such a huge popularity, that oxfordictionary.com have chosen a pictograph that is officially called "Face with Tears of Joy" emoji as a Word of the Year 2015 [34]. This fact is very curious due to the point that instead of a word an image was selected. It proves that emoticons have already firmly adjusted themselves in the chatting communities and have a very strong position as a very helpful tool that makes a communication process more amusing and diverse.

4) <u>The invention and development mobile applications and their 'relative'- a messenger.</u> This software caused revolutionary changes in the English language and the whole modern society. Nowadays, mobile phone performs the function of conductor for the language in the sphere of communication. In recent years, people have embedded phones in their lives, but after some time, they find themselves under the influence of the technology with totally different communicational habits and preferences. The way how people interact now, where they communicate and how they use the language totally changed with the appearance of mobile telephony. Communication process turned into endless action, when cell phone user just need to click several buttons in any messenger and her message would be sent anywhere in the world in several seconds. Moreover, neither of the communication participants has to know the address or location of the another one, e-mail or phone number are sufficient. All the above mentioned facts allow to conclude that development of technology and its interaction with the language move the humanity to series of profound changes, which result in significant and unprecedented modification of modern communication process.

I suppose that the impact of the mobile telephones on the English language is impossible to overestimate. Mobile telephony is a sphere that develops rapidly and renders its influence on all scopes of life of modern generation. In my personal opinion, people cannot exist without communication. People need to constantly interact with each other. Language is the best tool for it. In the second Millennium – English language is the winner. Most of the mobile technologies, programs and special applications were created using English language. The world in general became global and people use English in such fields as business, travel and entertainment. In the last decades everything has become dependent on communication technologies. Making an appointments, buying travel tickets or applying for a job is impossible without simple e-mail or phone call. English language and mobile telephone are very interesting couple of phenomena, whose interaction became revolutionary in the modern world of communication. It definitely has

a potential to influence, possibly even more spheres of life and is likely to leave its "trace" in the history of modern generation. In conclusion, development and extension of communication technologies hide various opportunities for the humanity. They are able to create new linguistic phenomena, modify the language and change together with it. Modern generation of people live in era of communication revolution and only time will show how interaction of humans with their technology will change the future of the communication process.

GLOSSARY

- **Blog** - a regularly updated website or web page, typically one run by an individual or small group, that is written in an informal or conversational style.
- **E-mail** - messages distributed by electronic means from one computer user to one or more recipients via a network.
- **Lingua franca** - a language that is adopted as a common language between speakers whose native languages are different.
- **Mobile application** - a program or piece of software designed to fulfil a particular purpose (entertainment/news/social networking).
- **Operating System** - is the software platform on top of which other programs, called application programs, can run on mobile devices.
- **Push Notifications** - is the delivery of information from a software application to a computing device without a specific request from a client.
- **Software** - general term for the various kinds of programs used to operate (run) the mobile phone.
- **2G** – a digital mobile communications standard allowing for voice calls and limited data transmission.
- **3G** – a mobile communications standard that allows mobile phones, computers, and other portable electronic devices to access the Internet wirelessly

ABBREVIATIONS

- **APP** - an 'application', especially as downloaded by a user to a mobile device.
- **CMC** – ' Computer Mediated Communication in Technology', communication that takes place through, or is facilitated by, computers.
- **EFL** – English as a Foreign Language.
- **GML** - Global Language Monitor, company that records, evaluates and tracks trends in language usage worldwide, it particularly works with English language.
- **GPS** - Global Positioning System, an accurate worldwide navigational and surveying facility based on the reception of signals from an array of orbiting satellites.
- **IMS** – Instant Messengers, a system for exchanging typed electronic messages instantly via the Internet or a cellular network, using a shared software application on a personal computer or mobile device.
- **iOs** - an operating system used for mobile devices manufactured by Apple Inc.
- **MMS** - Multimedia Messaging Service, a system that enables mobile phones to send and receive color pictures and sound clips as well as text messages.
- **PC** - Personal Computer.
- **SMS** - Short Message Service, a system that enables mobile phone users to send and receive text messages.
- **Wi-Fi** - Wireless Fidelity, a facility allowing computers, smartphones, or other devices to connect to the Internet or communicate with one another wirelessly within a particular area.

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