



General Gaming Terms

Core Concepts

MMO/MMORPG	Massively Multiplayer Online (Role-Playing Game). Games with large numbers of players in a persistent online world.
FPS	First-Person Shooter. Games where you view the action through the eyes of your character.
RTS	Real-Time Strategy. Games where players manage resources and units to defeat opponents in real-time.
RPG	Role-Playing Game. Games where players assume roles of characters in a fictional setting.
MOBA	Multiplayer Online Battle Arena. Session-based games combining RTS and RPG elements, focused on team-based combat in a defined arena.
Indie Game	Independently developed and published games, often characterized by unique gameplay and artistic styles.

Multiplayer Terminology

Team Dynamics

Carry	A player who is skilled enough to significantly influence the outcome of a game, often by dealing high damage or making critical plays.
Support	A player who focuses on assisting their teammates by providing healing, buffs, or utility.
Tank	A character designed to absorb damage and protect teammates.
DPS	Damage Per Second. A character whose primary role is to deal high amounts of damage.
Gank	A surprise attack by multiple players on a single enemy, often to gain an advantage.
Feeding	Repeatedly dying to the enemy team, giving them a significant advantage.

Esports & Streaming Terminology

Professional Play

Esports	Organized competitive video gaming, often involving professional players and teams.
Meta	Most Effective Tactic Available. The current dominant strategies and character choices in a game.
Scrim	Scrimmage. Practice matches between professional teams.
LAN	Local Area Network. A network allowing players to connect directly for low-latency gaming, often used in tournaments.
Tier List	A ranking of characters, items, or strategies based on their effectiveness in the current meta.
Comp	Short for 'Composition'. Refers to the specific combination of characters or units used by a team.

Technical Terms

Game Mechanics

Grinding	Performing repetitive tasks in a game to gain experience, resources, or items.
Buff/Debuff	A buff is a positive effect applied to a character or unit. A debuff is a negative effect.
Kiting	The tactic of attacking an enemy while staying out of their attack range by using superior speed or ranged attacks.
Nerf/Buff (verb)	Nerf means to reduce the power or effectiveness of something. Buff means to increase the power or effectiveness.
Lag	Delay in response time between a player's action and the game's reaction, usually due to network issues.
Aggro	A monster's willingness to attack a certain player, often based on damage dealt or proximity.

Player Interactions

GG	Good Game. Commonly said at the end of a match as a sign of sportsmanship.
WP	Well Played. Similar to GG, indicating respect for the opponent's skill.
Noob/Newb	A derogatory term for a new or unskilled player.
Smurf	An experienced player using a new account to play against less skilled players.
Troll	A player who intentionally disrupts the game or provokes others for their own amusement.
Flaming	Insulting or verbally abusing other players, often in chat.

Streaming & Content Creation

Streamer	An individual who broadcasts their gameplay live over the internet.
Lurk	Watching a stream without actively participating in chat.
Sub/Subscriber	A viewer who pays a monthly fee to support a streamer and gain access to perks.
Donation	Money voluntarily given by viewers to support a streamer.
PogChamp	A Twitch emote used to express excitement or surprise. Often replaced due to controversy, but the sentiment remains.
VoD	Video on Demand. A recorded stream that viewers can watch after the live broadcast.

Graphics & Performance

FPS (Frames Per Second)	The number of frames a game renders per second, impacting smoothness. Higher FPS is generally better.
Resolution	The dimensions of the game's display, measured in pixels (e.g., 1920x1080).
Ping	The time it takes for data to travel between your computer and the game server, measured in milliseconds (ms). Lower ping is better.
FOV	Field of View. The extent of the observable game world that is seen on the screen at any given moment.
Anti-Aliasing	A technique used to reduce jagged edges in 3D graphics.
V-Sync	Vertical Synchronization. A graphics option that synchronizes the game's frame rate with the monitor's refresh rate to prevent screen tearing.

Modding & Development

Mod	Modification. Alterations to a game made by players or developers, often adding new content or features.
SDK	Software Development Kit. A set of tools that allows developers to create software applications, including game modifications.
Alpha/Beta	Alpha is an early stage of development. Beta is a later stage where the game is tested by a wider audience.
Early Access	Releasing a game to the public while it is still in development, allowing players to provide feedback and support the development process.
Patch	An update to a game that fixes bugs, adds new features, or balances gameplay.
DLC	Downloadable Content. Additional content for a game that can be purchased and downloaded separately.