ANALYST
An expert that has a deep knowledge of specific esports title, the teams involved and current strategies. An analyst tends to feature on a panel (see definition).

Auto Attack
An auto attack typically costs no resources, it's enabled by pressing a particular button or mouse click to make the character automatically attack its target over and over again.

Aggro
Aggro can refer to either a style of play where you play more aggressively, aiming to cause more pressure than your opponents, or the mechanic in some games that causes non-player characters to attack players (i.e. to 'take aggro').

AoE
Stands for Area of Effect. This is usually a spell or attack that hits anyone standing in its vicinity.

A form of attacking the opponent's base, commonly found in MOBAs or RTS games, where the enemy is not aware of your presence or you have already cause a lot of damage before they can react. A successful backdoor usually results in a win.

BAN
A ban occurs during the draft (see definition) stage of an esports event, teams ban which heroes/champions/characters they don't want the other team to play in that match.

BUFF
A gaming term for a spell, ability or effect that strengthens a character's abilities. Buff is a word commonly used in MOBAs, MMORPGs and RPGs.

Blink/Flash
A Blink or Flash is a form of movement where a character disappears and reappears a short distance away.

BM
Stands for Bad Manners. Used when players are insulting each other in game.

Brush
Sometimes called bushes. These are areas of the map that block vision of a particular area. Players can usually stand in the brush to remain hidden from the enemy, unless there a ward or spell has revealed vision. If an enemy player also steps into the brush, any opposing players in there will be revealed.

Buff
This can refer to a power increase given to a character, either temporarily mid-game or permanently as part of a developer content update.

Build
A build is how your character or base is improved through items, abilities or other upgrades. Different builds can focus on different areas, such as attack damage or defense.

Burst damage
When a lot of damage is dealt in a small amount of time
**Carry**
MOBAs (see definition) contain a role called the 'carry'. A carry is traditionally vulnerable early in a game but becomes the main source of damage. The phrase comes from carrying the team to victory.

**Caster (ALSO CALLED A SHOUTCASTER)**
The gaming term for a commentator in a live event. Carry
A carry is a player usually protected by the rest of the team in order to deal the most damage to the opponents.

**Casting**
This has two definitions. In game, it is the period where an ability is being charging up before being used. Second, 'casting' is a definition that can also be used to describe someone casting (aka commentating) an esports match.

**CC (Crowd Control)**
These are abilities that limit control of a character. Some common CCs are:

- Knockback – the character is pushed back or moved somehow.
- Root – when a character cannot move but can still use abilities.
- Stun – when a character is unable to act or move.
- Blind/Silence – the character cannot attack or use abilities respectively.

**Channel**
An ability where the character casting it cannot perform any other actions during the spell's casting animation.

**Cheese**
A playstyle that revolves around using unknown, 'cheap' or 'non meta' mechanics or characters to gain an edge over the opposition.

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**Cooldown**
This is the period after using an ability in which the ability can not be activated again.

**Comp (Composition)**
A composition is simply a specific group of in-game characters chosen to form a team. This can be specialised with certain goals in mind.

**CS (Creep score)**
Creep score is the amount of non-player characters players have defeated in the game. These are usually weak easy-to-kill 'minions'.

**CIRCUIT**
When referring to esports, a circuit is used as a word to discuss all the events in that year. For example, for Dota 2, there a circuit would include all Majors, Minors, charity events and The International.

**COD**
CoD stands for 'Call of Duty', a popular first person shooter.

**CONSOLE**
Console refers to a piece of technology that is used to play games other than a Computer. It is primarily used to talk about an Xbox or PlayStation.

**CS:GO**
CS:GO stands for 'Counter Strike: Global Offensive', a popular First Person Shooter (see definition).

**CWL**
CWL stands for 'Call of Duty World League', this is the primary League for Call of Duty esports.
**Draft**

Certain esports titles have a period before a match called the ‘draft’. The draft consists of two teams picking (see Pick definition) and Banning (see Ban definition).

**Denying**

Denying is when you use your character to stop your opponent from attacking non-player characters, or when your character protects friendly characters so your opponent cannot. For example, you can 'deny' the enemy a kill.

**Dive**

Diving is when a character moves aggressively into an unsafe position, such as where they are outnumbered or where the enemy is heavily defended, usually to pick up a kill or score.

**DPS**

Stands for ‘Damage Per Second’. It’s used to describe a character that is predominantly a damage-dealer.

**Drafting/Picks and Bans**

The period before a game where both teams will decide which characters they will play and which characters they will ban from the game.

**DQ**

stands for disqualified.

**ESPORTS**

Esports stands for electronic sports. The word ‘esport’ is used to describe and video game that has a professional competitive scene. The most popular esports are League of Legends, Overwatch and Counter Strike: Global Offensive.

**F2P**

F2P stands for ‘free to play’. Instead of making money on upfront purchases, the game publishers (see definition) provide the entire game for free with optional in-game purchases to enhance the playing experience.

**Farm**

Farming is the act of acquiring virtual money throughout the game, normally by killing neutral targets to amass a high creep score.

**Feeding**

Feeding is when a character dies repeatedly to the same enemy or team. This normally results in the enemy being more powerful than the rest of the players in the game, and can result in them being labelled ‘fed’.

**FF**

Stands for Finish Fast, a way to tell the other players in the game that you think you can finish the game now. Also can be used as a way of admitting defeat by asking the opponents to finish fast.

**Flaming**

The act of harassing other players, usually via in-game chat.

**Fog of war**

Fog of war is a term used to describe an area of the map which is hidden from view. This is normally due to your character being too far away or if their view is obstructed.

**FPS**

This stands for First Person Shooter, a genre of games which include the likes of Overwatch, Call of Duty, CSGO and Battlefield.

**Frag**

An alternative term for picking up a kill in-game.
GAME DEVELOPERS
The people that construct the game from start to finish.

Ganking
Ganking is the act of surprising an opponent, typically from behind, and aiming to take advantage of them while they are unprepared.

GG (Good Game)
This is a message normally sent when the game is ending to show sportsmanship. It can also be used to show you concede, an act that is popular in Dota 2 and StarCraft. Salty players may often say BG instead.

Glass cannon
A type of character who provides a large amount of damage while being fragile.

GLHF
Stands for ‘Good Luck Have Fun’ and is sometimes said before a game begins.

Gold advantage
Commonly used to show which team has the most gold in a game, casters will refer to this after teamfights or objectives to give the viewers an idea of how important they were. In certain games, gold can be spent on acquiring new items or powers.

Griefing
Playing with the intent to annoy or anger other players.

GAME PUBLISHERS
The people/companies that are responsible for marketing and selling the games.

GG
GG stands for ‘good game’, this is used after a game to acknowledge that a game was well contested from both teams.

Harass/Poke
A strategy which involves staying at range and dealing small amounts of damage to your opponent over time, forcing them into a disadvantage.

IEM
IEM stands for ‘Intel Extreme Masters’, this is a series of international tournaments for multiple game titles held countries around the world.

Initiating
The act of starting a fight/gank.

Inting
Short form for intentional. Used when somebody is intentionally feeding the enemy players or intentionally trying to lose the game. The verb is to ‘int’.
**JERSEY**
The official t-shirt an esports team wears at an esports event; it contains sponsors and organization (see definition) logos.

**JUKE**
Juking is when you trick your opponent to move or attack in a direction away from yourself. It can also be used to describe baiting someone into an attack or move that misses.

**Jungler**
A character who focuses on attacking neutral NPCs and providing support for their team. Jungling is the act of clearing an area (or jungle) of NPCs, while occasionally ganking the enemy players.

**Kappa**
A popular emoticon on the Twitch streaming platform, usually used to convey sarcasm or a joviality. Other Twitch emotes can be found here: https://twitchemotes.com/

**KDA**
Stands for Kills, Deaths and Assists. A typical in-game scoreboard.

**Kiting**
Kiting is when a character is moving away from a character who is chasing them while staying at a relatively safe distance.

**LEAGUE**
League refers to the game ‘League of Legends’.

**LOL**
LOL stands for the ‘League of Legends’, a popular Multiplayer Online Battle Arena (see definition).

**Laning**
This is a term used in MOBA games to describe the process of moving down a particular ‘lane’ in order to farm, push and engage with the enemy players. It’s usually in the early and middle portions of the game where characters are focused on gaining gold/experience for later on in the game.

**Last hit**
When your character deals the killing blow. In some games this provides a bonus to the gold and experience acquired from an NPC.
MASSIVELY MULTIPLAYER ONLINE ROLE-PLAYING GAME
An evolution of the classic RPG. In this style of game players immerse themselves into the role of a character. The difference between MMORPG's and RPG is the interactive online component; players share an open world style of game with other people around the globe. These styles of games tend to include both cooperative questing and a PVP element. Games include titles such as World of Warcraft and Guildwars.

Meta
Meta is short for metagame. This describes the way a game can be played in a certain way, usually in a particularly effective style. This can be applied to characters, play styles and team compositions. For example, it might become the norm to pick two particular characters in a certain game, simply because they are currently strong together in the recent meta.

Minions/Creeps
A common term for non-player characters.

META
A common word used across various esports meaning; the most dominate strategies, card combinations, champions/heroes and builds in online multiplayer games. The 'Meta' changes when game developers provide ingame updates and patches.

MICROTTRANSACTIONS
Microtransactions refer to small in-game purchases that either enhance the experience or cosmetics in a game title.

MMO OR MMORPG
See ‘Massively Multiplayer Online Role-Playing Game’ definition.

MULTIPLAYER ONLINE BATTLE ARENA
Multiplayer Online Battle Arenas (MOBA) are singular map action games, usually consisting of 5v5, 3v3 or 2v2. They are fast paced and team oriented; each player on a team plays a specific role. The major objective of MOBAs are to destroy the enemies base before they destroy your team’s. MOBAs include League of Legends, Dota 2 and Smite.

NERF
When the game publishers provide a game update, often items/characters/skills get tinkered with to create an even playing field. A nerf occurs when a certain item/character/skill was considered too strong, the word ‘nerf’ refers to something being reduced in effectiveness.

NPC
Stands for Non Player Character. These are characters in a game who are not controlled by humans.

NOOB
Noob describes a player that is new to a certain game title.

NPC
NPC are ‘non playerable characters’ that are controlled by ingame artificial intelligence.
**OCCG**
See 'Online Collectible Card Game' definition.

**ONLINE COLLECTIBLE CARD GAME**
Online Collectible Card Games (OCCG) are much like traditional collectible card games. Players collect, trade and battle using a vast range of strategies and card combinations. Popular titles include Hearthstone and Magic Online.

**Objective**
Objectives can refer to certain goals or targets in a game which provide an advantage to your team, such as a destination, a tower to destroy or a large neutral monster that provides a buff or other benefit to your team.

**OOM**
Stands for ‘Out Of Mana’ and is used to tell other players that you cannot use your abilities.

**OP**
A term meaning ‘overpowered’, this is used to described an item/character/skill in a game that is too strong and needs to be changed/nerfed.

**ORGANIZATION**
Organization refers to an umbrella company that houses teams (see definition) over multiple game titles.

**OW**
OW stands for ‘Overwatch’. OW is a character-based first person shooter, each character has unique skills and abilities as well as a weapon.

**OWL**
OWL stands for ‘Overwatch League’, this is the primary North American competition for Overwatch.

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**PANEL**
Before and after an esports match a group of experts, called the panel, will discuss all aspects of the of the match.

**Peel**
Peeling is when you are aiming to save one of your teammates. This is usually done when a character stops fighting their current target and instead uses their abilities to help their teammate.

**Proc**
A proc is when an ability/item with a random chance activates.

**Push/Split-push**
Split pushing is the act of focusing on dealing damage to your opponent’s base/towers. Normally this is used to split your opponent’s resources between your character and the rest of your team. Pushing is also a term used to command a team or players to attack or move forward to a particular area.

**PICK**
A pick occurs during the draft (see Draft definition) stage of an esports event, teams pick which heroes/champions/characters they would like to play in that match.

**PRO**
A pro refers to a professional esports player.

**PUBG**
PUBG stands for ‘Player Unknown Battle Ground’, a popular shooting game where players start with nothing and have to search the map finding guns and killing each other.

**PVP**
PVP stands for ‘player versus player’. PVP refers to a game that has an element of fighting against other players online.

**QQ**
Meaning either “go quit” or “go cry”. On Blizzard’s Battlenet platform, you could press ALT+Q+Q to exit. This is normally used as an insult against angry players. It’s commonly mistook as a pair of crying eyes.
REAL-TIME STRATEGY
In Real-Time Strategy (RTS) games, players control entire armies rather than singular characters. These are played through birds eye view allowing the player to have a complete oversight of the terrain, buildings and units they control. Most RTS games are war based such as Star Craft 2 and Warcraft 3.

REGION
Esports competitions/leagues tend to group countries based on geographical locations (North America, South America and Eastern Europe etc.).

Recall/Teleport
When a character uses an item/ability to teleport to their base/another part of the map.

RNG
Stands for random number generation. This is used when a game has an element of randomness included in it, for example Hearthstone.

Rotation
Rotation can be used to describe a team's movement from one area of the map to another. It can also be used as the optimal order in which abilities should be used.

RTS
This is short for ‘Real Time Strategy’, a game genre that includes titles like StarCraft, Warcraft III and Command and Conquer.

Rush
An action or style of play where you or your team attack the opponents quickly before they can defend.

REKT
A colloquial word used to described the act of beating someone with ease.

ROLE-PLAYING GAME
A single player game in which players immerse themselves into the role of a character. These are usually adventure style games which a large element of character progression. Games include Fallout, The Witcher and Skyrim.

RPG
See ‘Role-Playing Game’ definition

RTS
See ‘Real-Time Strategy’ definition.

STRAT
The word ‘strategy’ shortened. It is used to describe a play style that is used in a game.

Salty
This is a term used to describe a player who is particularly agitated, upset or annoyed at something.

Shotcaller
Refers to the player who decides what tactics will be used during the game. In short, they call the shots.

Shutout
When a team prevents the opposing team from scoring or winning a round.

Skillshot
An ability which follows a path manually directed by the player.

Smoke
An ability/item which limits the opponent's vision.

Snowball
When a player or team has become more powerful than their opponents can deal with at that time.

Stack
A group of players playing together, or the act of keeping your team/units very close together to hide from your opponent better. It can also be used to describe a particular effect stacking multiple times, for example if an item proc increases your attack speed by 2% and can stack, after five stacks your attack speed will have risen by 10%.

STREAMER
A streamer is someone that plays games and shares their screen online so others can view them playing. This is a massive aspect of the gaming community. Popular streaming platforms include Twitch, Facebook and YouTube.

SUPPORT
The term ‘support’ is featured in various esport titles; it refers to a play style that is very self-sacrificial for the good of the team.
TANK
The term ‘tank’ is featured in various esport titles, it refers a play style that is very aggressive. A tank is a durable character that is used to absorb large amounts of damage and aims to shield other team members.

Tilt
When a player is playing badly or without confidence, usually due to anger or frustration, they are 'on tilt' or 'tilted'. This term comes from the 'tilt' feature in pinball.

TEAM
A team refers to the group of professional players that compete together in an esports title.

THE INTERNATIONAL
Dota 2's main event, it traditionally occurs in August every year. It holds the record for the highest tournament prizepool.

TWITCH
The most popular streaming platform for gamers, it is filled with amateur streamers (see definition) and professional esports events.

Ultimate
A character's most powerful ability. It's normally on a long cooldown and is often referred to as an 'ulti'.

Vision
How much of the map your character or team can see.

Wards
Consumable items that are used in the fog of war to gain vision of a particular area.

WCS
WCS stands for „StarCraft II World Championship Series“, this is the premier circuit for StarCraft II.

Zerg
A method of play involving early and cheap aggression.

Zoning
When your character uses aggressive tactics to force an opponent to leave an area. Normally this is used to give your team an advantage by holding a more safe area.
Molly = Molotov / incendiary grenade
lo3 = Live on three restarts

eco round = „saving round“ where players buy pistols, grenades, or nothing in an attempt to save.
anti-eco - know enemy team is going eco, so you buy weapons specialized for making money (smgs, shotguns).
Totem = to stand on another player and defend an area.
counter flash - throw flash after enemy flash.
lit - damaged.
wall banging = shooting a player through a surface that allows bullets to penetrate.
walling = hacking and being able to see through walls.
nade stacking = when players throw a sequence of grenades in a particular direction.
stacking = when more players than usual defend or rush a particular bomb site.
ESEA = counter-strike e-sports. place for competitive match-making other than the in-game option available on GO.
Strat- strategy. Usually called by a team leader in mid-to-high-level play.
Deco- eco round with deagles.
Save/Save round- another name for an eco round. Little to nothing is bought for the purpose of saving money to buy guns in the next round, if possible.
to boost = jumping on a teammates back to get to places where couldn't on your own.
caller = the guy who calls the strats.
„need drop“ = common to say when you cant afford a decent gun, and your teammates have more cash than you.
ninja defuse = defuse like a ninja.
demo= the replay file of a match.
mr15 = max rounds 15 (most common competitive game mode).
lo2 = lotto (being lucky).
l2p = learn to play.
pcw = personal clan war. And some quick chat terms:
GG: good game.
„RWS“ Round wins shared - the current „skill“ stat used by esea
„Bottom frag/top frag“ = Lowest amount of kills/highest
live = match has started and is on-going
TK: Team Kill'er
FF: Friendly Fire
PUG: Pick Up Game
GH: good half.
WP = well played
GLHF: Good luck, have fun.
**SHORT TERMS**

**buy out** = To buy as many things as possible because it's the last round of the half or game. Usually used as a command, e.g. „Last round of the half, guys. Buy out!“

**drop a X bomb** = To get at least a certain number of kills in a single game. X is usually 30, but sometimes 20. Some people say X for every 10 kills, others for every kill. e.g. „He dropped a 3 bomb last game“ or „He dropped a 30 bomb last game“ could both describe someone getting 30+ kills.

**KD** = Kill to Death ratio. e.g. 1.5 KD or 2.0 KD

**pick, get a pick** = Used to describe a kill when both the T and CT are staying in fairly static defensive positions and taking pot shots at each other.

**rotate** = For a player to leave the area he's defending or attacking and go to another area.

**glhfmb** = (good luck, have fun, make babies)

**Prefire** -> shooting where you expect someone to be before actually seeing them (you heard them/etc.), sometimes through the wall

**ns** -> „nice shot“

„our gear is packed and ready to go “