

Appendix 1: Questionnaire questions

Section 1

1. How many hours of CS:GO have you played?
2. How regularly do you play?
 - a. Once a month
 - b. Every other week
 - c. Once a week
 - d. 2-3 times a week
 - e. 4-5 times a week
 - f. Every day
 - g. I am no longer playing
3. Do you play with a premade team?
 - a. Yes
 - b. No
4. Where do you communicate your team? *
 - a. Discord
 - b. In game chat
 - c. In game voice
 - d. Other
5. If you do not play with a premade team, do you still communicate with your team?
 - a. Yes
 - b. No
6. How do you communicate with your team? *
 - a. In game voice
 - b. In game chat
 - c. Other

Section 2

7. Via chat, what phrases or abbreviations do you use?
 - a. When changing positions
 - b. When attacking
 - c. When defending
 - d. When communicating information about your enemies
 - e. Before the round
8. Via voice, what phrases or abbreviations do you use?
 - a. When changing positions
 - b. When attacking
 - c. When defending
 - d. When communicating information about your enemies
 - e. Before the round

Section 3

9. Are you a native speaker of English?
 - a. Yes
 - b. No

10. What would you say is your level of spoken English knowledge? *
1 (not fluent) – 4 (fluent)
11. What would you say is your level of written English knowledge? *
1 (not fluent) – 4 (fluent)
12. Where did you learn English?

	0%	25%	50%	100%
School				
Books by myself				
Language learning app				
Watching media				
Playing multiplayer games				

Section 4

13. How difficult was it to learn the phrases used in CS:GO?
- Very easy
 - Easy
 - Hard
 - Very difficult
14. Why do you think it was easy? *
- No complicated grammar
 - Simple, short phrases
 - Simple words
 - Knew gaming language from other games
 - Other
15. Why do you think it was difficult to learn? *
- Too fast-paced
 - Too specific to the game
 - Hard to understand the phrases
 - Completely new to gaming language
 - Other

Section 5

16. If you have any comments, write those here

Note:

The questions with * are visible only when a certain answer was given in a previous question.