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## ESPORTS TERMINOLOGY

Esports terminology encompasses a range of specialised terms and phrases used within the gaming community. Understanding these terms is essential for effective communication and engagement in the world of esports.

**Auto Attack** – Your champions/hero will automatically attack.

**Aggro** – This is normally used when you get the enemy to focus on trying to attack you.

**Aggressor** – An aggressor in a gunfight is in motion to start the fight.

**AD / Attack Damage** – This normally exemplifies an item or character. Attack damage is one type of damage that can be done to enemy champions. Others include Ability Power, True Damage etc.

**AoE** – Area of Effect

**Arm Aiming** – Primarily using one's arm to move the mouse, instead of their wrist.

**Buff** – Gain something to have a power spike, this could be increased damage, speed or defense.

**Bait** – A type of play where one player engages in a fight only after their ally has been fragged.

**Caster** – Being the commentator for a game, normally there are two casters to a match.

**Call out / Calls** – Teammate communication about enemy locations or specific plays for the team to execute.

**CC / Crowd Control** – This is an ability that normally does an area of effect and holds or slows a group in a position.

**Cheese** – Using easy tactics, or exploits in the game to get an advantage over the other team members.

**CS / Creep Score** – The amount of enemy minions that they have killed during that match.

**Dive** – Normally a team compensation tactic is to rush the enemy team.

**DPS** – Damage per second

**Farm** – Kill minions or enemy champions to get stronger.

**Feeding** – Doing a misplay and dying to the enemy champions

**FF** – Stands for finish fast, Normally this is when people want to quit the game as they believe it is a loss.

**Flaming** – This is harassing others players in the game.

**FPS** – First Person Shooter is a game genre, Games like counter strike global offence, Call of Duty.

**Frag** – Term for picking up a kill in some first person shooter games.

**Gank** – The act of surprising an opponent, typically coming in from the side or behind the opponent

**GG** – Stands for good game, It is normally used as a sportsmanship term when you have finished a game. It can be used as a sarcastic remark if a game didn't go well.

**Glass cannon** – Champion/Hero that can deal out a lot of damage but is not able to take a lot of damage. Normally this is Attack damage characters.

**GLHF** – Good Luck Have Fun

**Griefing** – This is a term of abusing other players

**Harass** – This term is used to attack the other player in game.

**Inting** – This is a reference to “intentionally feeding”

**Jungler** – This is a champion that roam the map in MOBAs and doesn't have a fixed lane

**Kappa** – A term used for joking abusing someone online, It's a way people have banter together

**KDA** – Kill, Death, Assist

**Kiting** – This is a term used to hit the enemy and then move to a position and shoot them again. Always staying out of the enemies attack

**Last Hit** – The last hit on a enemy player or enemy minion. This is normally the death kill.

**Macro** – Short for macromanagement is everything linked to the economy. This includes gathering minerals and building up your buildings and upgrading them.

**Meta** – The strongest tactics currently being played.

**Micro** – The ability to control units individually. This term is normally used in RTS games.

**MOBA** – Multiplayer Online Battle Arena

**Nerf** – To make something less strong

**NPC** – Non Player Character

**OOM** – Out of Mana

**Peel** – To pull a player away from the group so they can be attacked

**Proc** – To activate an automatic ability

**Push** – To move forward

**QQ** – This term is used to tell people to just quite because they are not skilled

**Rank** – A player's rating based on points accumulated through wins and in-game performance. Most esports titles use some form of bronze, gold, platinum, diamond and master ranks. While rank is not an objective measure of ability, higher-ranked players are typically able to win games and obtain a higher rank. Ranks do not change quickly and normally takes months to move up ranks.

**Recall** -To teleport back to base

**RNG** – Random Number Generation. It conveys the random aspects of the game

**Rotation** – To move around the map

**RTS** – Real Time Strategy

**Rush** – To push the enemy team or objective quickly

**Salty** – Someone being unpleasant in game

**Shotcaller** – The person calling the tactics and what the team are doing

**Skillshot** – A ability that needs to be aimed to used

**Snowball** – A the team or champion gets strong they are able to kill more and keep getting stronger

**Tank** – A defensive champion/hero that can take a lot of damage but normally are not able to put out a lot of damage.

**Tilt** – When someone gets annoyed at the game and they think that they are going to lose

**Ultimate** – Normally the strongest ability of a champions/hero

**Wards** – What you can see on a map, this term is normally used in RTS and MOBAs

**Wards** – These are items that you can place on a map to give you vision

**Zoning** – This is blocking the enemy team from moving forward. If they do move forward you either do damage to them or dive them and take them in a disadvantage



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