Language of war in the Virtual Reality

Jolanta Szarlej[1], Aleksander Sapiński[2]

[1] University of Bielsko-Biala
Poland

[2] Bielsko-Biala University of Applied Science
Poland

Abstract— **In the rapidly evolving Virtual World landscape, the language of war crosses traditional boundaries, manifesting itself in unprecedented ways that demand linguistic analysis. This article delves into the multifaceted aspects of "The Language of War in the Virtual World," exploring linguistic theories, models and practical manifestations of the virtual domain. Using established linguistic frameworks, this exploratory work breaks down the constituent nuances of war-related discourse, shedding light on the distinctive linguistic features that characterize virtual conflicts. Through a comparative analysis of Polish and English languages, this study aims to uncover the subtleties of virtual war discourse, highlighting its profound impact on communication in this technologically mediatized environment.**

Keywords— Comparative Linguistics, language of war, virtual communication, discourse analysis, virtual war, linguistics theories.

I. INTRODUCTION

In the linguistic analysis of virtual warfare, an extremely important step is to ground the issue under study in the theoretical foundations of linguistics. By going through the various strands of the discipline, we can better understand how language plays a key role in virtual conflicts. So let's take a look at the deep-rooted theories that provide the foundation for further analysis.

Let's start with the theory of linguistic structuralism, and more specifically, with the thought of Ferdinand de Saussure. His monumental work *Course in General Linguistics* (2002) is a milestone in the development of linguistics. Saussure draws attention to two levels of linguistic structure: *langue* (language) and *parole* (utterance). In the context of virtual warfare, it is crucial to understand how the linguistic structures of virtual communication shape the rules and norms of communication. Turning to Jacques Derrida's concept of deconstructivism in his work "Of Grammatology" (1967), we can consider how the language of virtual war can reveal hidden tensions and conflicts, just as virtual structures interact with reality. Derrida emphasizes that language is not just a tool for transmitting information, but also an area where battles over meaning and interpretation take place. Turning to Claude Shannon and Warren Weaver's communication model ("The Mathematical Theory of Communication" - 1964), we note how information theory is applied to the analysis of virtual conflicts. In virtual warfare, where information messages play a key role, the Shannon-Weaver model allows us to understand how virtual communication differs from traditional communication and the challenges it poses to researchers. Then, turning to Roland Barthes' concept of linguistic codes ("Elements of Semiology" - 1964), we can explore how virtual warfare shapes specific communication codes. Barthes emphasizes that linguistic signs are a tool for meaning-making, and analyzing linguistic codes in the context of virtual conflicts allows us to understand what values and ideologies are transmitted through language. Moving toward Edward Sapir's theory of linguistic relativism (Sapir 1921), we come to an understanding of how language shapes social perceptions of virtual warfare. Virtual warfare, defined by David Ronfeldt and John Arquilla (1993) as virtual and real conflict, requires consideration of the differences between the language of war and the language of peace in different cultures and societies. In the search for a deeper understanding of the language of virtual warfare, it is also useful to look to cultural roots, and in this context, the

invocation of certain biblical motifs can shed new light on the issue. Searching through ancient texts, we can see certain analogies and symbolisms that are reflected in the language of virtual war. The first biblical reference worth citing is the Tower of Babel story described in Genesis (Genesis 11:1-9). There, the inhabitants of ancient Sinear tried to build a great tower to reach heaven. However, God, concerned about their uniform language, scattered them and confused their tongues. This story can serve as a metaphor for modern virtual conflicts, where linguistic and cultural diversity becomes an area of rivalry and conflict. The second biblical reference is the Revelation of John, especially the passages that speak of war in heaven (Revelation 12:7-9). This description depicts the battle between the archangels, especially the archangel Michael, and the forces of evil, which Satan represents. The virtual war, like the biblical one, is often described as a conflict between good and evil, and the language used in this battle is a key tool, just as the "battle of the narrative" is said to be. The final biblical reference is a passage from the Epistle to the Ephesians, where the apostle Paul speaks of the armor of God (Ephesians 6:12-17). Although the original context refers to spiritual warfare, analogies to virtual warfare are inevitable. The armor of the word, the shield of faith or the helmet of salvation can become symbolic language used in virtual conflicts to defend or attack.

Incorporating these biblical references into the theoretical foundations of the linguistics of virtual war not only brings us closer to our cultural roots, but also allows us to reflect on the universal motifs present in the language of conflicts, both virtual and historical.

II. Linguistic Aspects of Virtual Attack and Defense - Communication and Culture

When analyzing the language of virtual war, it is important to consider various linguistic models. Grice's (1975) model of communicative implication can help in understanding hidden meanings in virtual war messages. Goffman (1974) introduces the concept of interactional rituals, which becomes relevant when analyzing virtual conflicts, where interaction can be significantly de-realized. Virtual war, defined by Arquilla and Ronfeldt (1993) as both virtual and real conflict, leads to the need to consider Sapir's (1921) model in the context of the language of war and the language of peace. Sapir's theory of linguistic relativism allows us to understand how language shapes social perceptions of virtual warfare.

In Polish, we observe specific sentence constructions and vocabulary that accentuate historical and national values. Phraseology referring to heroism, fighting for freedom or defending borders takes on a special meaning. On the other hand, the English language of virtual warfare tends to use technical terms, related to cyberspace and technology, reflecting the changing nature of conflicts.

The transition from the language of peace to the language of war in the virtual world is a dynamic process that, to be fully understood, must take into account a variety of factors. In this context, J.L. Austin's (1962) concept of speech acts allows us to look at these linguistic transformations as a kind of virtual action.

Austin's speech act theory emphasizes that words not only inform, but also carry out specific acts or actions. In the context of virtual warfare, virtual participants use their words as tools that transform into virtual actions. Virtual speeches thus become not only means of communication, but also instruments that bring about change in the virtual environment. Virtual war speeches and manifestos are one expression of this transformation, using persuasion techniques that combine elements of the language of peace with the rhetoric of war. Invoking performativity theory becomes crucial in understanding how the language of virtual war becomes a tool for influencing online communities. In light of this theory, talking about war in the virtual world is not just conveying information, but also an act that influences audiences, shapes their perceptions and engages their emotions. Biblical implications in this context can be found in the concept of speech as action, which is confirmed in the Bible, especially in Genesis. There, God's word not only describes reality, but also creates it. God's speech is a creative act, which can provide an analogy for how the words of virtual participants can shape reality in the virtual world. In turn, in the context of persuasion techniques used in virtual speeches, one can point to numerous biblical passages in which persuading, speaking and influencing people are key aspects. For example, in the Book of Proverbs (12:18) we read: "A certain tongue may bring death, but another tongue will bring life." This biblical message reflects the essence of how words of virtual warfare can have decidedly different consequences for online communities. Austin's concept of speech acts and performativity theory in light of biblical implications help to understand how the language of war in the virtual world not only informs, but also shapes and influences how virtual communities receive and respond to messages. This, in turn, opens new perspectives in the study of the language of virtual conflicts, introducing an innovative character to the analysis of this phenomenon.

III. Virtual Battlefield: The Language of Practical Manifestations

The virtual battlefield is an extremely fascinating and dynamic arena where the language of war reveals its unique aspects, creating practical manifestations of virtual actions. In this analysis, J.R. Searle's (1969) theory of speech acts will be applied to a deep understanding of how the communications of virtual participants play the role of real virtual actions.

Based on the concept of speech acts, Searle argues that language not only describes reality, but can also influence it, creating changes in the surrounding world. In the case of virtual warfare, this approach becomes crucial to understanding how the words of virtual participants become not just media, but real acts that influence the dynamics of conflict in virtual space. In virtual linguistic battles, we observe distinct communication strategies that become the tool of virtual armies. Linguistic groups create unique codes, and vocabulary becomes not only a means of communication, but also a sign of belonging to a particular community of virtual warriors. The analysis of these

communication strategies takes on special significance in the context of John Searle's concept, since it is through the messages of the participants that the role of real actions comes into play, introducing changes in the dynamics of virtual warfare. In terms of biblical implications, the invocation of the concept of speech acts can find confirmation in the biblical accounts of the creation of the world, where God, through words, created reality. Similarly, in the virtual world, the word of virtual participants becomes a force that influences the reality of virtual warfare. E. Tannen's (1994) model of communication styles provides additional insight into the dynamics of the language of virtual war. Tannen emphasizes that cultural differences affect communication styles, which is important in the context of virtual conflicts. Virtual language groups shape their messages according to these styles, which can lead to differences in interpretation and even escalation of virtual conflicts. Biblical implications also arise in the context of cultural differences. The Bible repeatedly emphasizes the importance of understanding differences and building communication bridges between different human groups. An example is the story of the Tower of Babel, where God scattered the people by confusing their languages. This biblical event can be interpreted as a warning against the negative consequences of a lack of understanding and communication between different cultures, which has direct relevance to the language of war in the virtual world. An analysis of the language of war in a virtual environment using J.R. Searle's theory and the E. Tannen provides an innovative perspective on this phenomenon. The concept of speech acts provides an understanding of how the words of participants are transformed into real virtual actions, while cultural communication models add another dimension by showing the impact of cultural differences on the dynamics of virtual conflicts. Biblical implications, meanwhile, provide an additional layer of understanding, showing how past biblical stories can shed light on the contemporary challenges of the language of war in the virtual world.

IV. POST-CONFLICT LANGUAGE: AFTER THE VIRTUAL BATTLE.

The analysis of the language of virtual conflicts needs to go further and encompass the post-virtual battle period. In this context, Michel Foucault's (1972) theory of discourse becomes an extremely useful tool for understanding how language shapes the narrative and construction of history after the end of virtual conflicts. However, in order to understand the full scope of these phenomena, it is necessary to consider both the Polish and English aspects of this process. Foucault, in his theory of discourse, emphasizes that language not only describes reality, but also shapes it, deciding which elements will be elevated to a pedestal and which will be marginalized. In the context of virtual warfare, this theory can be applied to understanding how post-battle language influences the construction of stories about events that took place in the virtual world. In the Polish context, where rich history and cultural diversity influence the way conflicts are perceived, post-virtual battle language analysis is

an area of research that opens up new perspectives and innovative ideas. Foucault's concept of discourse, although well-known and widely used, can be developed through the use of modern text analysis tools, such as natural language processing and artificial intelligence. In this way, we can break through traditional research limitations and further explore how language affects the construction of memory and narratives after virtual conflicts. Innovative approaches to analyzing language after a virtual battle may include using advanced text processing algorithms to identify unique patterns in participants' utterances. Analyzing sentiment, emotion or even detecting hidden contexts in text can provide a deeper understanding of how language affects a community after a virtual conflict has ended. This type of approach can also help identify possible social and emotional consequences, something that previous methods of analysis may overlook. In the Polish context, where cultural and historical differences influence perceptions of conflict, an innovative analysis of language after virtual battle can find inspiration in biblical texts that describe and interpret conflict and reconciliation processes. References to these ancient texts can provide a deeper understanding of the evolution of language and changes in narrative after virtual conflicts. In Genesis 11:1-9, which describes the story of the Tower of Babel, we find themes of language and cultural conflict. God, concerned about the power of one united people, scattered them and confused their languages. This biblical event can be interpreted as a warning against excessive ambition and uniformity, which would be reflected in an analysis of the evolution of language after the virtual battle. By analyzing the language after the conflict is over, researchers can look for signs of changes in cultural perspectives and differences in the interpretation of events. In the Book of Nehemiah, which describes the rebuilding of the walls of Jerusalem after the conflict, we find elements of reconciliation and reconstruction. Similarly, the language used after the virtual battle may contain elements of reconstruction of the virtual community, which can be studied in terms of changes in the narrative and the feelings expressed. References to the biblical text can provide a point of reference to the ideas of reconciliation, community and language transformation in the context of conflicts. For example, an analysis of the Gospels, where linguistic messages refer to the values of love, forgiveness and reconciliation, can serve as an inspiration for examining the evolution of language in the context of virtual communities aiming for peaceful solutions to conflicts. References to biblical texts in an innovative analysis of language after a virtual battle can provide a deeper historical and cultural context and broaden the research perspective. Integrating these ancient narratives with modern language analysis tools can lead to a more comprehensive understanding of post-conflict changes in virtual communities.

References to the English language in post-virtual battle analysis provide a fascinating perspective to explore the subtleties of narrative construction and linguistic influence on global understanding of virtual conflict events. Analyzing English as a tool for modeling virtual memory uncovers international aspects that add new dimensions of complexity to

the analysis. Differences in narrative construction between Polish and English bring a comparative element to the analysis. Modeling virtual memory using English opens the door to understanding how global perspectives on the consequences of virtual battles are shaped by linguistic choices. For example, metaphors, idioms or phrases used in the English context may have different connotations and affect the perception of events in a different way than in Polish. Analyzing the English language in the context of virtual conflicts can also include examining the evolution of specific terms or keywords used after a conflict has ended. Extracting these linguistic elements makes it possible to identify changes in the narrative and to understand how terminology in English affects the global view of virtual events. Modern linguistic analysis tools, such as sentiment analysis and natural language processing, can be focused on collecting data from the English used after a virtual battle. Sentiment analysis can reveal whether English leans more toward reconciliation or confrontation, which has implications for global perspectives on the consequences of conflict. In addition, the study of English in the context of virtual conflicts can include an analysis of social media and communication platforms where this linguistic variety is commonly used. An analysis of hashtags, language trends or even the tone of speech can provide information on the international community's perception of completed virtual conflicts. Analyzing the English language after a virtual battle not only provides a comparative tool, but also opens the door to understanding the linguistic impact on international perspectives on the consequences of virtual conflicts. This creates room for deeper research into the evolution of narratives, taking into account the cultural and linguistic aspects of this dynamic process.

V. Contextual Dimensions of the Language of Virtual Warfare.

In the context of virtual warfare, the complex contextual dimensions that determine the interpretation of the language used in this environment are important. The actor-network theory model by Bruno Latour (2005) provides a framework for understanding how virtual actors and technological networks co-create the language of virtual conflicts. Analysis of actors, both human and algorithmic, becomes a key tool in studying how the language of virtual warfare evolves in dynamic environments. Actor-network theory focuses on developing relationships between different entitites, treating both humans and technologies or algorithms as equal actors. In the context of virtual warfare, human and technological actors are complicit in the construction of language, influencing the formation of narratives and the ways in which conflicts are expressed. Analyzing these actors and the relationship between them becomes a key research aspect to identify the dynamic processes to which the language of virtual conflicts is subjected.

In the social context, the theory of critical discursivity by Fairclough (1992) opens new perspectives in the analysis of virtual conflict language as a tool for maintaining and changing social order. Conflict-oriented virtual language groups not only

interact with each other, but also influence social perception and construct linguistic narratives that have far-reaching consequences for society as a whole. Analyzing the language of virtual conflicts from the perspective of critical discourse takes into account issues of power, ideology and social structures. Language becomes a tool that not only reflects reality, but also shapes it by constructing specific narratives. Understanding how virtual language groups formulate their messages makes it possible to analyze the impact of these narratives on social relations and attitudes. Contemporary research on the language of virtual warfare must consider these two theories as complementary approaches. The actor-network theory model allows us to consider the technological aspects and role of algorithms, while critical discourse theory focuses on the social aspects of language. Together, they paint a comprehensive picture, enabling an understanding of how the language of virtual conflicts shapes and influences society in the digital age.

In the further context of virtual war analysis, the application of actor-network theory by Bruno Latour (2005) enables us to look at the language of virtual conflicts as a result of the interaction between human actors and technological networks. Virtual actors, like algorithms or online platforms, become equal participants in the construction of virtual war narratives. Modeling the relationship between them makes it possible to identify the influence of technological factors on the formation of language and on communication processes during conflicts.

In the case of virtual warfare, human actors, representing different social groups, as well as technological actors, such as algorithms that analyze social media content, are complicit in creating linguistic manifestations of conflicts. Referring to this theory makes it possible to look at the language of virtual war as the result of interactions between different entitites, where both social and technological factors influence the final linguistic product. In a social context, Fairclough's (1992) theory of critical discourse offers tools for analyzing how the language of virtual conflicts interacts with social structure and how language groups influence social perception. The language of virtual conflicts is not only a communication tool, but also an instrument of social influence. Critical discourse analysis allows us to understand how language groups construct narratives that shape social reality, influencing the values, beliefs and attitudes of individuals. The use of the two theories as complementary perspectives allows for a comprehensive look at the language of virtual warfare. Together, they allow an analysis of the interactions between human and technological actors and an understanding of how the language of virtual conflicts influences society and how, at the same time, the community influences the shaping of that language.

VI. Social Implications of the Language of Virtual Warfare.

The final part of our article will focus on the social implications of the language of virtual war, using Erving Goffman's (1979) theory of sociolinguistics and Manuel Castells' (2009) concept of social media. In addition, we will look at the educational implications from the perspective of

Vladimir V. Vygotsky's (1978) theory of language teaching, considering how the language of virtual conflicts affects learning processes and how it can be part of digital culture in the context of glottodidactics. Goffman's theory of social interaction helps us understand how the language of virtual warfare affects social identity and online image construction. Virtual conflicts generate new forms of communication, where individuals construct their linguistic manifestations in online interactions. Analyzing these manifestations in light of Goffman's theory allows us to explore the mechanisms that shape social perception, both in the context of individuals and groups. Social media, according to Castells' concept, play a key role in the process of shaping the language of virtual warfare. Social media platforms, blogs or online forums provide an arena in which linguistic clashes take place. Analyzing these media in the context of virtual conflicts allows us to identify how the language of these spaces influences the formation of social beliefs and the delimitation of public discourse. In the context of glottodidactics, Vygotsky's theory of language teaching becomes a key tool for understanding the impact of the language of virtual warfare on learning processes. Modern virtual society, which is a space for the language of war, poses new challenges for teachers and students. When considering how digital culture affects language reception, glottodidactics must adjust its strategies to account for the dynamic changes in the language of virtual war communication. The language of virtual conflicts is becoming not only a subject of linguistic analysis, but also an area that language education must incorporate into its scope. Developing communication skills in a virtual war environment can be an important element in shaping the linguistic competence of today's students.

VII. CONCLUSION

In conclusion of this article, it is worth directing our thoughts to the future of the language of virtual warfare. As technology advances and virtual reality becomes more deeply integrated into our daily lives, the language of virtual warfare may evolve further. What new models of communication will emerge? How will artificial intelligence technologies affect the language of virtual conflicts? On the one hand, there is a need for further research into how the language of virtual warfare shapes our society, influences our identity and forms our values. On the other hand, there is a need to understand how we can apply our knowledge in the field of linguistics to shape the positive aspects of virtual communication. Must the language of virtual war always lead to conflict, or could there be an opportunity to use it to build bridges between communities? These questions remain open and provide food for thought for future research in linguistics, communication theory and the social sciences. In conclusion, this article is only an introduction to a complex topic that requires further exploration. It is worth maintaining mental flexibility and readiness to adapt linguistic theory to the new realities brought by the dynamic virtual world.

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