

Term	Definition
AAA (Triple-A)	Games produced by large studios, such as Ubisoft or EA. They typically have large budgets and a lot of marketing surrounding them. AAA games contrast with "indie" titles, which are made by smaller development teams.
Adds	Refers to "additional enemies" that typically appear during boss encounters. You often have to balance taking care of adds and doing damage to the boss.
AFK	Stands for "away from keyboard." This means that a player is temporarily unavailable.
AoE	"Area of effect" refers to attacks or abilities that affect a certain area. This contrasts with abilities that only hit one target, like a rifle. Usually, you'll see a circle or other indication of where the ability is currently in effect.
Bots	Bots, CPUs, and "computers" all refer to non-human opponents in multiplayer games. Some multiplayer titles let you play the game modes by yourself or with friends in local multiplayer against bots. Alternatively, calling another player a "bot" is an insult.
Buff/Nerf	A change that makes a character or weapon more powerful in some way. Conversely, a nerf is a change that reduces the power of an element.
Bullet Sponge	An enemy that takes an excessive amount of damage to kill (because it "soaks up" damage like a sponge).
Camping	Sitting in one place, as opposed to continually roaming around the map. People who do this are referred to as campers, and they do it to get the drop on other players.
Cheese/Cheesing	You employ a cheap tactic to complete a task without much trouble. For example, you might repeat a certain powerful combo against your opponent over and over to beat them.
Clans	In multiplayer games, groups of players who play together. Titles like Call of Duty allow you to add a clan tag to your username and join a clan. Typically, these are informal; they aren't properly organized professional teams.
Cooldown	In many games, once you use an ability, you have to wait a certain amount of time before using it again. This is called a cooldown period. Generally, more powerful abilities have longer cooldown periods.
Crafting	Using materials gathered in a game (like plants or scrap metal) to make other useful items, like weapons or healing potions.
DLC	Stands for downloadable content. It refers to any extra elements that you can download separately from the main game, including characters, levels, cosmetics, and similar. DLC sometimes, but not always, comes at an additional cost.
DPS	Short for "damage per second", DPS is a measurement for how much damage a particular weapon or attack outputs. "DPS" can also refer to a class of characters that is primarily meant to deal damage, as opposed to other classes like tank or healer.
DRM	Stands for "digital rights management" and refers to tools that manage copyright protection for games. It includes everything from built-in anti-piracy measures in games to needing to check in with Steam to play games on PC.
Easter Eggs	Like their real-life counterparts, Easter eggs hidden messages or features in games. This can include a small nod to another title in the series, a funny message hidden by the developers, or similar.

Feeding is the act of being repeatedly killed by the enemy team. Feeding can be unintentional if done by an unskilled player, or done intentionally to throw.

Feeding/Throwing

Throwing is intentionally acting in a way that will lose the game. Someone who's throwing might stay at their spawn and avoid attacking the enemy, never use their abilities, run in alone and ignore their team, or otherwise make no attempt to win.

FPS

A first-person shooter game. This refers to a genre where you see the world through your character's eyes, instead of a camera behind them. Shooters in first-person usually show you a weapon in your floating hands, as if you're the character.

FPS can also refer to "frames per second," which is a measure of how smoothly a game runs.

Ganking

The act of a high-level or skilled player ganging up on someone else who has no chance of defending themselves.

GG

Short for "good game" and is usually typed or spoken at the end of a match to show sportsmanship. "GGEZ" adds "easy" onto the end of the term, which mocks the other team by saying it was an easy win.

Glitch

A glitch, or bug, is an unintended issue in a game's coding. Glitches could cause your character to get stuck in a wall, make enemies behave in strange ways, or even freeze the game entirely.

Grinding

The act of taking repetitive actions in a game to achieve some desired outcome. For example, a player might fight monsters over and over in an RPG to level up or earn materials to upgrade their weapons.

Hitscan

Refers to weapons, usually in first-person shooter games, that immediately hit what they're aimed at when fired. This contrasts to projectile weapons (like a bow and arrow), where the shot takes time to travel to its target.

HP

Health points or hit points measure the vitality of your character. Usually, when your HP drops to zero, your character dies.

HUD

Stands for heads-up display. It refers to graphical elements in front of the gameplay screen, like a health bar, money count, or minimap, that help you keep track of information.

K/D

Kill-to-death ratio is a common measure of your performance in online shooters. It simply divides the number of eliminations you had by the number of times you were eliminated.

Lag

A delay between your input and that action happening in the game. This typically refers to online lag caused by excessive ping, where the game server takes too long to respond to your actions.

Mashing

Mashing, or button mashing, is when you press buttons at a fast rate. A "button masher" can negatively refer to a game where you don't need to strategize and can just hit random buttons to win, or someone who plays a game in this way.

MMORPG

This acronym stands for "massively multiplayer online role-playing game". It refers to a game with RPG elements where thousands of players all exist in the same game world simultaneously.

Mod

A mod ("modification") is any kind of player-made change to a game. Mods can range from small tweaks that fix bugs to entirely new games built on the original's core.

MP

An acronym for magic points or mana points, is the resource you need to use spells and other special abilities in some games (often RPGs). When you run out of MP, you can't use special abilities anymore.

MP can also be an abbreviation for "multiplayer," as opposed to SP for "single-player."

Noob	Sometimes spelled as n00b or newb, a noob refers to someone who is clearly new at a game. It can be used as an insult (such as when someone makes basic mistakes) but it's not necessarily a pejorative.
NPC	Standing for non-player character (or non-playable character), NPC refers to any character that you don't control in a game. NPCs usually have preset actions and behaviors, and may be critical to a game or just throwaway characters.
OP	OP, or "overpowered," is used in reference to anything in a game that the player feels is too strong. If there's one weapon that everyone picks because it's clearly better than all others, it's OP.
Peel	The act of taking an enemy's attention away from an ally and onto yourself. For example, if an enemy has flanked to the back of your team and is trying to kill your healer, a tank should peel to get the flanker's attention and allow the healer to escape.
Ping	A measure (in milliseconds) of how long it takes for information from your system to travel to the game's server and back. Low ping is better, as high numbers will result in noticeable lag during online games.
PvP/PvE	Meaning player versus player, PvP refers to games (or modes) where human players compete against each other. This contrasts with PvE (player versus environment or player versus enemy) modes, where you play against computer-controlled opponents instead.
Pwned	Pwned (rhymes with "loaned" and pronounced "poned") is a derivative of "owned" used to express superiority over another player. You could say that someone you crushed in an online match was pwned.
QTE	Stands for "quick-time event." QTEs are segments in games where you have to suddenly press a button or some other input to avoid damage or a game over.
Ragequit	Someone getting extremely upset at a game to the point that they immediately stop playing.
RNG	Stands for "random number generator." This refers to elements in games that aren't the same every time you play.
RPG	An RPG, or role-playing game, is a broad genre. Typically, they are story-rich games with immersive worlds, where your character has a variety of stats and items that you increase through battling monsters and completing quests.
Sandbox	A game that's extremely open-ended and thus allows the player to do whatever they like. Titles like Minecraft are perfect examples, though even games like Grand Theft Auto V with a good amount of player freedom are sometimes considered sandboxes too.
Skin	A cosmetic change to a character that has no effect on gameplay. Many games use skins as a way to entice players to spend money, or as a reward for completing difficult tasks.
Smurf	A "smurf" account in an online game refers to a skilled player making a secondary account to play against lower-ranked players. Smurfs manipulate the ranking system in order to keep their account at the desired skill level.
Tank	A common character class whose role is generally to suck up damage and make space so their teammates can perform other tasks, like killing the enemy. Tanks often have large amounts of health and call the shots for their team.
XP/EXP	Short for experience points, XP is a common measure of your progress in lots of genres. When you gain enough XP, you typically advance to the next level, which brings new abilities, stat increases, better weapons, or similar.