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Proper nouns in two fantasy conventions represented by the Polish role playing games *Kroniki Fallathanu* and *Neuroshima*

Summary


The doctoral dissertation “Proper nouns in two fantasy conventions represented by the Polish role playing games *Kroniki Fallathanu* and *Neuroshima*” is a result of several years of onomastical research based on two games: *Kroniki Fallathanu* within a fantasy world, and a postapocalyptic *Neuroshima*. The goal of the thesis was to show the uniqueness of proper nouns in the Polish fantasy games that corresponds to conventions determined by the genre of the game.

The dissertation has three key elements. The first is a presentation of the research theoretical premises, i.e. the state of contextual and interdisciplinary studies on worldbuilding in fantasy and postapocalyptic genres. It also includes an analysis of onomastics trends, established by Czesław Kosyl, in the discussed games. There is almost no onomastical research on the Polish RPGs, so for the sake of the dissertation the most valuable was an analysis of proper nouns in literature. That’s why there is quite a big number of quotes from publications about theories of alternate worlds, fantasy genre, and references to the Polish onomasts whose field of interest are proper nouns in literature and online (e.g. Czesław Kosyl, Aleksandra Cieślikowa, Izabela Domaciuk-Czarny, Małgorzata Rutkiewicz-Hanczewska, Adam Siwiec, Mariusz Rutkowski). It was necessary to consider the subject in a wide cultural and social perspective. The articles and books by researchers like Natalia Lemann, Jerzy Zygmunt Szeja, Radosław Bomba, Olga Dawidowicz, Dobrosława Grzybkowska, Paweł Frelik or Krzysztof M. Maj helped me to understand the meaning and usage of proper nouns in games more fully.

The second part of the dissertation consists of lists of proper nouns and referents, and an in-depth analysis of the use of proper nouns in *Neuroshima* and *Kroniki Fallathanu*. It describes and discusses the names of characters, beasts, races, geographic locations and chrematonyms in detail. There is an analysis of corpus proper nouns – in the rulebooks and expansions packs of *Neuroshima* and

Kroniki Fallathanu Wiki. There are also experimental research data from a specially prepared survey. This part includes a comparative analysis that proves the adequacy of onomasticon hypothesis in the games. Proper nouns are mixed – there are domestic and artificial names. *Kroniki Fallathanu* contains neological and insubstantial names while *Neuroshima* features realistic proper nouns originating from real world.

The last part of the dissertation includes a bibliography, list of abbreviations, the questionnaire, a list of races in *Kroniki Fallathanu*, and an index of source texts, encyclopedias, dictionaries and nearly 200 research papers and online materials – not only a theoretical base for this thesis, but also invaluable guidance in the author's work. My own research on the theory of RPGs, onomastic trends and functions of proper names, intertextuality, mythology, beliefs and worldbuilding turned out to be particularly helpful. In conclusion: gaming could instil and promote values; the RPGs are original and demanding entertainment, and gamers are creative, smart, well-read people who understand contemporary culture.

A handwritten signature in blue ink, reading "Petrus Hulst". The signature is written in a cursive style with a large, sweeping initial 'P'.

28.06.2023v.