The Language of Twitter: Linguistic innovation and character limitation in short messaging.

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ABSTRACT

There have been several studies into a wide range of areas within computer and technology mediated communication, including the linguistic traits of both text messaging and instant messaging. One theory of the reasons for certain observed innovations within text messaging is the 160-character limit imposed on the format, unusual when compared to other forms of technology mediated communication. This paper compares text messaging, and to a lesser extent instant messaging, with the new ‘micro-blogging’ service Twitter, which allows users to post short messages of 140 characters to a public timeline for others to read. The study identifies a number of linguistic features of Twitter messages, and, by way of a comparison with the results of a previous study into text messaging and instant messaging (Ling and Baron, 2007), explores the extent to which character limitation may have an influence on the linguistic features of such media. Several instances of linguistic innovation that appear to be unique to messages posted on Twitter are also identified. The study concludes that character limitation may indeed be influential in producing linguistic innovation in short messaging, but acknowledges that certain contradicting elements of evidence means caution is advised when making any definitive claims on the matter. Finally, the study also concludes that there are a number of apparently innovative elements of language use within Twitter messages, but that other linguistic features position the medium closer to traditional, standard written language than the more colloquial forms seen in text messaging and instant messaging.
1. INTRODUCTION

1.1 Overview

Computer mediated communication, and more generally technology mediated communication, is becoming increasingly widespread, and changing at a rapid rate thanks to developments within modern technology. While the field of computer mediated communication within linguistics is a large one, and numerous studies have been made into various aspects of the field, the rate with which new media emerge means that the newer services through which people can communicate have as yet remained unresearched. With mobile phone text messaging becoming ubiquitous right across the globe (Crystal, 2008), further services that are comparable to text messaging have begun to emerge. One such service is Twitter\(^1\), a micro-blogging short messaging service via which users can post transmissions of 140 characters or less via the Internet (both ‘Twitter’ and ‘micro-blogging’ will be defined in detail below).

In this paper, I will provide an overview of previous theories and studies relating to the field of text messaging, as well as instant messaging and computer mediated communication more generally. I will argue that, in order to form a better view of the ways in which computer mediated technologies may be affecting language use on a wider basis, and in order to understand how language innovations occur within specific computer mediated forms of communication, we must first develop an understanding of what these changes and innovations precisely are. I will investigate the nature of innovative language use in a relatively new form of computer mediated communication, ‘micro-blogging’, and identify several linguistic features of such messages, by way of an analysis of a set of data consisting of messages posted on the micro-blogging service Twitter, and I will draw

\(^1\) www.twitter.com
comparisons with two other forms of technology mediated communication: instant messaging and, in particular, mobile phone text messaging. I will investigate the theory that character limitation plays a role in any linguistic innovations seen in short messaging services such as text messaging and microblogging, again by way of an analysis of the same data set and comparisons with data recorded by Ling and Baron (2007). I will conclude that language use on Twitter does indeed demonstrate a number of linguistic innovations, though perhaps not of the type one may expect; I will also conclude that the linguistic features of Twitter messages frame them as largely more formal and standardised than either of the forms to which it is compared (perhaps more than might be expected) and in many ways closer to traditional written language than to spoken language. Finally, I will observe that the data is not entirely conclusive in informing us of whether character limitation plays a substantial role in the linguistic innovations demonstrated within the data, but that certain innovations and features observed do suggest that character limitation may indeed play a role to a certain extent.

1.2 Computer mediated communication

As language evolves to meet the requirements of a digital era, one of the key areas in which innovation has been noted is in the world of computers. Computer mediated communication, strictly speaking, has been in existence since the very first digital computer was developed during World War II, and certainly since the first recorded emails in the early 1960s (Thurlow et al, 2004). Broadly, the field of computer mediated communication may include any form of communication involving the use of technology, but as far as linguistics is concerned the term can perhaps be best defined as communication that takes place between two or more humans via the instrumentality of computers (Herring, 1996) or, even more specifically, human interpersonal communication on, through and about computers, usually with a focus on the Internet and the online world (Thurlow et al, 2004).
The term is sometimes used to encompass technology more broadly, however, and it is obvious that the increasing prominence of this technology in modern society has resulted in a number of communicative innovations in a variety of forms. In recent years, the integration of various existing forms into multimedia formats has enabled us to combine various types of media for the purpose of communication (Bodomo, 2009). Previously, it would have been difficult if not impossible to seamlessly integrate text and images, or even audio and video features, into a piece of writing. Now, with the Internet, this is entirely possible.

Computers also allow additional flexibility in terms of how we might approach a communicative situation. Should we want to enter into a dialogue with either friends or strangers, we can choose between delayed communication such as email or message boards, and real-time communication (Bodomo, 2009); the latter can be split further into written and oral communicative forms, with instant messaging and online chat available for the former choice, and webcams and Internet telephone services such as Skype⁴ (www.skype.com) available for the latter option. And, as Bodomo subsequently notes, the inherent widespread connectivity of the Internet means that people from all around the world can contribute to or otherwise engage with the same dialogue at once, in a way that was previously impossible outside of telephone conversations, and which is substantially more flexible in an online world.

Online language has, in the minds of many people, developed such a unique style that it requires new terminology that separates it from everyday language. There are several common terms that have become widely used to describe online language, including ‘weblish,’ ‘netling,’ ‘e-talk,’ ‘geek-speak,’ and ‘netspeak,’ (Thurlow et al, 2004). However, although these terms might appear to be harmless and perhaps even affectionate ways of describing language on the Internet, there has been

⁴ www.skype.com
debate as to whether these are in fact required. Indeed, Thurlow et al go as far as suggesting such
terminology could be harmful, promoting the idea that online language is somehow vastly different
from language used elsewhere, which is not necessarily the case.

Nevertheless, many linguists have indeed identified features that give the impression of a unique
form of language. One general point that has been made on several occasions is that online
communication appears to sit in between spoken and written forms of language: computer mediated
communication has not only expanded our conceptions about human communication by offering
options that have previously been unavailable, but also blurred the line between speech and writing
(Gong and Ooi, 2008). In a study of data taken from nine online bulletin boards, Belmore and
Collot (1996) compared a corpus of 200,000 words with language from traditional genres of both
spoken and written English. They concluded that, with an emphasis on speed and informality, the
features of electronic language led it to appear more friendly and immediate than most forms of
written communication, although still somewhat more formal than most speech. Additionally, Baron
(1998) concluded that emails were a hybrid form of writing and speech, which had become
something akin to a creole form (it is, of course, worth remembering that the nature of technology,
and as such most probably the nature of computer mediated communication, has altered
dramatically since the 1990s).

These aspects of computer mediated communication are of particular interest in an age in which the
field of technology is expanding at an ever increasing rate, and in which there is a prominent theory
that language with which it is associated is proliferating beyond the realms of CMC and into
everyday language. According to Thurlow et al (2004), this theory is commonly associated with the
belief that children may be losing their linguistic ability as a result, with folklinguistic ideas
suggesting that levels of literacy may be under threat thanks to the increasing exposure of young
people to innovative forms of language on the Internet. While Thurlow et al do state that it is too
deterministic to claim that computer mediated communication is absolutely to blame for any decreases in child literacy levels, they do also point to neologisms that began constrained to the field of CMC but have been expanded into wider usage, such as ‘spamming’ (originally used to mean unsolicited bulk emailing, often in order to advertise a product or service; more recently used to mean delivering a large number of any item at once, usually in some way for personal benefit) and ‘flaming’ (originally referring to hostile and insulting communication on the Internet, but whose definition has in places been expanded to also encompass offline communication). This is a phenomenon known as linguistic diffusion, a process that has led to ‘CyberSpanglish’, varieties of Spanish that incorporate English jargonistic terms relating to the Internet and technology. Additionally, it is interesting from a language change and historical linguistic perspective. Thurlow et al note that what was originally known as E-mail (short for electronic mail) gradually lost its initial capitalisation, becoming e-mail, and now, in widespread usage, simply email, with the hyphen lost in the compound to create a single lexical item. Some writers (such as Kress, 1998) have suggested that it is erroneous to attribute language change to technological development; Luke (2000) suggests that this notion is perhaps backwards, presenting the idea that technologies emerge from culture, of which language is an integral part. Nevertheless, these ideas have spread, and it is not difficult to see why, given the vast number of technology-related neologisms entering the English language alone.

1.3 Instant messaging

While instant messaging is by no means the focus of this study, its identified features are used as a point of reference and comparison at regular intervals, and as such it is important to briefly discuss the format. Instant messaging can be described as a synchronous computer mediated conversation between two or more participants (Baron, 2008 : 17). This is to say that the conversation takes place in ‘real time’, as opposed to email or text messaging, which are asynchronous forms of
communication in which one participant would not necessarily expect an immediate response from the other. Popularised in the 1990s by services such as Mirabilis Ltd’s ICQ and later by America Online’s AOL Instant Messenger and Microsoft’s MSN Messenger (now Windows Live Messenger), the initially purely chat based format developed to allow for friends lists, file sharing and video and audio options (Baron, 2008).

Ling and Baron (2007) conducted a study into the similarities and differences between instant messaging and text messaging, which is detailed more fully below and is used as a framework for this study into the nature of language on micro-blogging service Twitter.

1.4 Text messaging

Text messaging, or SMS (short messaging service), emerged as a phenomenon in the early 1990s, having been introduced conceptually by mobile telecommunication companies during the 1980s. The first experimental messages were sent in Finland in 1992, but it was only much later in the decade that the service's user base began to grow. It took until the millennium for the average user's monthly text message quota to reach 35 (Crystal, 2008). Now, of course, text messaging is ubiquitous, especially among young people. While Europe has led the way in popularising the form, the role text messages play in everyday life is huge: Batan (2005) reports that as many as 73 per cent of Filipino college students claim mobile communication is a necessary aspect of their lives. Industry analysts Gartner (2001) predicted that, this year, the number of text messages sent around the world will be 2.4 trillion. Given that official figures show global users passed one trillion in 2005 (Crystal, 2008), this seems perfectly likely.

As this new medium has grown in popularity, however, its use (and, indeed, users) has been met with a certain unpopularity in both the press and the public forum, with various folklinguistic
theories developing on the effects of 'texting' – most negative. In British tabloid The Daily Mail, broadcaster John Humphrys (2007) wrote a scathing article in which he accused those who use text messaging of “doing to our language what Genghis Khan did to his neighbours eight hundred years ago.” What Humphrys is assuming here is the popular belief that text messages are littered with language that is somehow incorrect or corrupted, and that its effects may spread into other areas of written language: “They are […] pillaging our punctuation; savaging our sentences; raping our vocabulary,” writes Humphrys in the piece.

Humphrys, of course, is by no means the only commentator to assume the worst of texting. The UK Literacy Trust (2001-2007) compiled a list of research and press articles regarding the effects of SMS messaging, and the spread is striking, with some suggesting texting might have several benefits, while others have gone as far as to say text messaging “fogs your brain like cannabis”. Clearly, given the relative recency with which text messaging has arrived on a global scale, speculation is still rife. Unfortunately, while this speculation continues to spread further and wider, there has been comparatively little research conducted into what these contentious features of text messaging actually are, and how these distinguishing marks may have formed in the first place.

Indeed, even within the academic community, much of the literature on text messaging lists various distinctive features without citing any particular research or evidence. Crystal (2008) points to features such as logograms (graphic units used to imply words or sounds. For example: b 'be', @ 'at'); pictograms (emoticons such as :-) 'smile'); initialisms (lol 'laughing out loud'); omitted letters and shortenings; and nonstandard spellings. Crystal's list of features seems to correspond with popular opinion, but is based on observation rather than any actual research. Katamba (2005) concurs with Crystal for the most part, adding that the numbers 2, 4 and 8 appear to be prolific, functioning as logograms in their representation of sound (2 'to'/too', etc.). However, as with Crystal's work, this is based more on observation and assumption than hard evidence. Indeed, Baron
(2008) notes that, prior to embarking on her own study, she had been unable to find any prior examples of linguistic analyses of American text messages (Thurlow and Brown, 2003, did conduct a study into the features of British text messaging, but since the medium was so rapidly emerging at the time, it may perhaps be unwise to assume these features have stayed constant over the past seven years).

As such, Ling and Baron (2007) embarked on a comparative study, analysing the linguistic similarities and differences between text messaging and instant messaging - the latter, as previously discussed, being a synchronous, 'real-time' Internet chat format made popular by services such as ICQ in the 1990s, then later by Microsoft's MSN Messenger (Baron, 2008). The study's findings with regards to text messaging are rather interesting and somewhat unexpected, given the above speculation from other linguists. It was found that features such as emoticons were actually extremely rare in the data, with only two 'words' of a collected sample of 1,473 being 'smileys'. Similarly surprising was that only eight initialisms appeared. Far more common was the widespread use of contractions, and a lack of standard punctuation, particularly that in a sentence-final position. The study also found the average text message to contain 35 characters and typically at least two sentences.

1.5 Texting and character limitation

There have been many theories suggested as to why text messaging appears to have developed a certain feature set, but a prevailing idea concerns the character limitation imposed on each individual SMS sent. Both Crystal (2008) and Baron (2008) note that text messages, in most cases at least, are limited to 160 characters. It is possible to go over this mark, but this means the mobile phone effectively sends out two messages and stitches them together, costing the user twice as much as if he or she had stayed within the constraints of a single text. Crystal does suggest that most of
the apparently unique features of text messaging (which he also suggests may not be as unique as many believe, citing various older forms of speech and writing that share certain traits with text messaging) have arisen because they are easier to type on a mobile phone keypad, but Baron suggests character limitation may play a larger role in the various language innovations that have been spotted in text messaging. Additionally, Ling and Baron (2007) note in their study that text messages are typically substantially longer than a single transmission in an instant messaging conversation, pointing to the fact that text messages cost money and therefore fully utilising the character count becomes more important.

It does not seem like too much of a stretch, therefore, to speculate that this character limitation may have further impacts beyond simply leading users to exploit the full possible length of an individual text message. Character limitation will be the focus of this study, and in order to further investigate the effects of these constraints, it is useful to examine another medium that shares them.

1.6 A New character-limited medium: Twitter

Twitter is a relatively recent phenomenon. According to its website, it is “a real-time information network powered by people all around the world that lets you share and discover what's happening now” 3. Known as ‘micro-blogging’, it is primarily an Internet-based messaging service (although users are also able to text their messages, or 'tweets', to their profiles), with each message displayed publicly rather than privately, unless the user specifically sends a private 'Direct Message'. Users then choose which other members of the Twitter community they wish to follow, and the website displays the messages posted by those people in an automatically updated chronological timeline.

3 www.twitter.com/about
There are a great deal of apparent similarities between Twitter and text messaging. Most obviously, they are both a medium via which friends and acquaintances can communicate with one another, and they both fall under the broad banner of technology mediated communication. Like text messaging, Twitter's demographic is largely young, with the majority of users aged between 18 and 29 (Lenhart et al, 2010). Finally, most importantly to this study, the two services share a similar character limitation. In the case of text messaging (in languages that use the Roman alphabet, at least) this is 160 characters; with Twitter it is slightly lower, at 140.

There are, of course, also several key differences between Twitter and text messaging. Twitter is typically public, whereas text messaging typically is not. Twitter is free, while text messages are generally charged at approximately £0.10 per message or as part of a monthly payment plan. Twitter messages are usually composed using a computer keyboard rather than a mobile phone keypad, although this is not always the case. Finally, being a much newer service than text messaging, any language trends associated with the service are likely to still be in a development phase, rapidly changing and emerging. Launched in 2006 and originally called 'Twttr' (Malik, 2006), there has to my knowledge been no published research into the use of language on Twitter thus far.

Twitter’s most common input method, which is typing messages on a standard computer keyboard, in fact has more in common with that of instant messaging. The focus of this study is on the potential effects of character limitation on language use on Twitter, and the character limitation imposed by most instant messaging software is considerably higher than both Twitter and SMS services (and, perhaps, high enough not to be considered particularly limiting at all). However, it is possible that as a result of this shared input method the data may reveal certain similarities between language use on Twitter and that discovered by previous research into instant messaging.
2. RESEARCH QUESTIONS

The following study can be broadly split into two research questions. Due to the lack of prior research specific to the area on which this study focuses, no absolute experimental hypotheses will be proposed. However, given the conclusions drawn by researchers examining other forms of computer and technology mediated communication, it would not seem unreasonable to predict that language use on Twitter may include innovative forms unique to that format; additionally, taking into consideration the various suggestions that character limitation may play a role in linguistic innovation in other comparable forms, a link may too be evident from the results of this study.

2.1 Research question 1

To what extent, and in what ways, might character limitation affect language use in short messaging services? It has been suggested by way of observation that character limitation affects text messaging by encouraging those sending a message to use a range of linguistic innovations to shorten their transmissions (Baron, 2008). Additionally, Ling and Baron’s (2007) study of text messaging and instant messaging corpora found that text messaging data displayed a strong tendency to be longer than individual transmissions in instant messaging. Although Ling and Baron suggested a link between this phenomenon and the imposed character limitation on text messaging, no solid conclusions on the matter could be drawn. This study, therefore, will attempt to draw a more solid conclusion by way of a comparison with Twitter messages, and thus attempt to contribute to the discussion of whether character limitation does indeed cause linguistic creativity and have an effect on actual message length.
2.2 Research question 2

Do users of the Twitter service preliminarily appear to be developing a linguistic style unique to messages within the format, and, if so, in what ways? Due to the wide nature of this second research question, it may perhaps be difficult to identify specific features and cross-reference with other data, especially given the complete lack of previous research on the topic. Nevertheless, the study will attempt to identify any linguistic innovations or features that at least appear to be unique to messages posted via the Twitter service. The results of this section of the study might be best considered to provide groundwork for further research, rather than providing absolute and quantifiable answers to the ways in which Twitter might be developing its own language features or propagating new linguistic styles.
3. THE STUDY

3.1 Methodology

A sample of 43 participants was collected via self-selecting means. Due to the nature and focus of the investigation, it was possible to attract participants solely via the Internet. A page was established on my personal website, which detailed the study and how to participate in it, and covered the terms of participation. The page also included a confirmation of informed consent form (see Appendix B).

Potential participants, should they have agreed to the details given in the confirmation of informed consent form, were invited to 'follow' a Twitter feed set up specifically for the purpose of the study, and which was used for no other means. When a person follows a Twitter feed, their own user details appear on a list within the given Twitter account. From this list, I was able to access the Twitter messages of each participant, and collect data accordingly.

From each of the 43 participants' data sets, a smaller sample of the ten most recent messages was collected, amounting to a complete data set of 430 messages posted within the same approximate time frame of a few days. In order to protect the confidentiality of those who had not volunteered to participate in the study, parts of certain messages were excluded. These included parts of messages that specifically addressed or otherwise mentioned a person who was not participating in the study. Twitter has a public reply feature, and by prefacing another user's screen name with an @ symbol, users can speak directly to each other, though their messages still appear on the public time line for anyone to view. Despite these messages being effectively public, however, it was decided that names within conversations of this kind were to be censored for the sample. Additionally, 'Retweets', whereby a user quotes all or part of another user's message and precedes the quote with
the acronym RT, were entirely excluded from the study. This decision was made for a number of reasons: firstly, to protect the anonymity of users who were not participating in the study; secondly, due to the fact that said users had not consented for their messages to be used in the study; and finally, due to the fact that including these quotes in the data would potentially skew the results, since partial or complete messages posted by users from outside the study would otherwise effectively be included in the sample. Other excluded messages included automated messages posted by applications tied to a user's activity elsewhere on the Internet (such as users who had set web log posts to automatically syndicate via Twitter, messages that, as such, would not have been authored specifically as a Twitter message), and non-English language messages, which would have proven difficult to analyse alongside those messages posted in English, and since the focus of the study lies within the use of language in English short messaging. In all of the cases in which a message was excluded entirely, an additional message from the respective user was added to the sample, in order to fulfil the quota of ten messages per user in the final sample.

The 430 collected messages were subsequently analysed primarily using the framework presented by Ling and Baron (2007) in their comparative study of text messaging and instant messaging. The mean length of messages was recorded, with both sentence length and character length taken into consideration; furthermore, the number and proportion of single-word transmissions within the sample were recorded. Various linguistic shortenings were then identified, with a focus on the number of contractions compared to the number of potential opportunities for contractions; the frequency with which abbreviation and letter omission occurred in the data; and the number of initialisms present. Punctuation markers were also examined, with the number of both sentence-final and transmission-final punctuation markers compared to the number of potential opportunities for these punctuation markers; the amount of standard punctuation (i.e. apostrophe use) within the previously identified contractions was also recorded. Finally, the number of logograms and pictograms was recorded. The results of this data analysis were then compared with Ling and
Baron’s own results, primarily in terms of text messaging but also instant messaging.

In addition to this analysis, the data were analysed for any other notably persistent features that could be identified across the 430 messages. The number of hyperlinks was recorded, as was the number of ‘hashtags’, a Twitter-specific feature (see page 21 for description). Other features such as implied subjects within sentences, and full messages split into several shorter messages restricted by Twitter’s character limitation, were also identified and recorded.

3.2 Methodological constraints

Initially, it had been planned to collect data from a larger group of people, somewhere in the region of 150. Since the sample was self-selecting, it was intended that a random sample of data would subsequently be taken of the larger sample, with the remaining messages discarded. However, due to participant uptake, this was not possible.

This random sample was intended to counteract the problems inherent to self-selecting samples in general, and more specifically to the way in which the self-selecting sample was acquired and would apply to this study. Messages with a link to the participation page on my website were posted on various social networking websites, such as Facebook ⁴, Myspace ⁵ and Twitter itself. It was hoped that these messages would then be forwarded by interested parties, and that Twitter users who perhaps did not use other social networking websites, but were forwarded messages posted on them, would subsequently volunteer to participate in the study. While there is no data to show where participants heard about the study, it

⁴ www.facebook.com
⁵ www.myspace.com
does seem likely that the majority learnt about it either via Twitter, or directly via the web page set up specifically for it.

This, inevitably, leads to a somewhat narrow section of society whose language use the study observes. Twitter's user base itself is likely to compose of those reasonably knowledgeable about technology, whereas text messaging is used by a far broader spread of people, of different backgrounds and interests. Additionally, those who discovered the study via initial postings on the various social networking websites would likely have at least something of a shared interest. Due to the nature of the way in which participants were found, and from observations subsequently made of the participants, it would appear that the spread of participants in terms of backgrounds and interests is comparatively low. This issue is discussed and evaluated in further length below, and while the results and subsequent analysis provide more than enough information to successfully address the research questions, caution may be advised in taking the conclusions of this study as absolute.
4. RESULTS

The first set of results used Ling and Baron’s study (2007) as a framework, identifying a number of linguistic features that have previously been examined in the context of both text messaging and instant messaging.

Firstly, message length was examined. On average, the Twitter messages in the data set were 1.54 sentences long. This falls in between text messages and instant messages in Ling and Baron’s (2007) study, which were identified at 1.8 sentences and 1.3 sentences respectively. The data also showed that the Twitter transmissions were on average 13.79 words long, considerably higher than Ling and Baron’s text messaging and instant messaging data, which were identified at averages of 7.7 and 6 words per transmission respectively. The average character count for Twitter messages was found to be 65.21, which is again considerably higher than Ling and Baron’s data for text messages and instant messages (35 and 29 respectively), although considerably below the 140 character limit imposed by the Twitter service. Finally, of the 430 Twitter messages analysed, just five were single-word transmissions (1.16 per cent), with a further message containing one word and a pictogram. Ling and Baron’s study found that 3.7 per cent of text messages contained just one word, while 18.8 per cent of instant messages were single-word transmissions.

Secondly, various linguistic shortenings were identified. Out of 267 potential opportunities for contractions, these contractions were present on 198 occasions (62.9 per cent). Of these cases, 192 used a standard apostrophe (97 per cent). Ling and Baron’s (2007) study found that contractions were present on 85 per cent of their potential occurrences in text messages, and 68 per cent of their potential occurrences in instant messaging, with apostrophes present on 32 and 94 per cent of these occasions respectively. As well as contractions, the data collected from Twitter showed eight examples of abbreviation, word truncation or letter omission, and 17 examples of initialism (such
as ‘lol’ *laughing out loud* and ‘btw’ *by the way*).

The study then examined punctuation markers at both sentence-final and transmission-final positions. Of a potential 663 sentence-final punctuation markers, 538 of these were realised in the data (81.1 per cent). Ling and Baron’s (2007) data demonstrated that 39 per cent of potential sentence-final punctuation markers were present in text messages, and 45 per cent in instant messaging. In transmission-final position, of a potential 430 punctuation markers, 305 were realised in the data (70 per cent). This is again considerably higher than the percentages demonstrated in Ling and Baron’s study, which found text messages to contain 29 per cent of potential transmission-final punctuation markers, and instant messages to realise these punctuation markers 35 per cent of the time.

Finally, examples of logograms and pictograms were identified in the data. 12 logograms (such as ‘x’ *kiss*) were present, along with 23 pictograms (all emoticons or ‘smiley’s’). There were no instances of numbers being used to represent phonetic sounds.

**Table 1: Data and comparisons with Ling and Baron (2007) where applicable**

<table>
<thead>
<tr>
<th>Feature</th>
<th>Twitter</th>
<th>SMS (Ling and Baron, 2007)</th>
<th>IM (Ling and Baron, 2007)</th>
</tr>
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<tbody>
<tr>
<td>Mean message length (sentences)</td>
<td>1.54</td>
<td>1.8</td>
<td>1.3</td>
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<td>Mean message length (words)</td>
<td>13.79</td>
<td>7.7</td>
<td>6.0</td>
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<td>Mean message length (characters)</td>
<td>65.1</td>
<td>39.0</td>
<td>29.0</td>
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<td>Number of single-word transmissions (as percentage of total...</td>
<td>1.16%</td>
<td>3.7%</td>
<td>18.8%</td>
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</table>

*(Continued on following page.)*
Linguistic shortenings

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<th>IM (Ling and Baron, 2007)</th>
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</thead>
<tbody>
<tr>
<td>Contractions (as percentage of potential contractions)</td>
<td>62.9%</td>
<td>85.0%</td>
<td>68.0%</td>
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<tr>
<td>Examples of abbreviation, word truncation or letter omission</td>
<td>8</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>Examples of initialism/acronyms</td>
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<td>n/a</td>
<td>n/a</td>
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Punctuation

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<th>IM (Ling and Baron, 2007)</th>
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</thead>
<tbody>
<tr>
<td>Standard apostrophe use in contractions (as percentage of total)</td>
<td>97%</td>
<td>32%</td>
<td>94%</td>
</tr>
<tr>
<td>Sentence-final punctuation (as percentage of potential sentence-final punctuation)</td>
<td>81.1%</td>
<td>39.0%</td>
<td>45.0%</td>
</tr>
<tr>
<td>Transmission-final punctuation (as percentage of potential transmission-final punctuation)</td>
<td>70%</td>
<td>29%</td>
<td>35%</td>
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Graphical representation

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<th>IM (Ling and Baron, 2007)</th>
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<tbody>
<tr>
<td>Examples of logograms</td>
<td>12</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>Examples of pictograms</td>
<td>23</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>Examples of numbers used to represent phonetic sounds</td>
<td>0</td>
<td>n/a^6</td>
<td>n/a^6</td>
</tr>
</tbody>
</table>

^6 Ling and Baron (2007) make reference to the fact that numbers were used to represent phonetic sounds in their data set, but make no explicit reference to the number of times on which this occurred.
In addition to the features of text messaging and instant messaging identified and analysed by previous studies, a number of other features were evident in the collected data. The most prominent were hyperlinks to websites, with a total of 61 links appearing across the 430 messages collected. Of these 61 links, 33 were parsed through URL shortening services such as Bit.ly (http://bit.ly), which take existing web addresses and convert them into short addresses containing considerably fewer characters.

Furthermore, the data include several examples of a feature unique to Twitter itself, known as ‘hashtags’. These function as a way of categorising Twitter messages relating to the same subject, allowing users to easily browse through relevant messages, not only from other users whom they follow, but also from the Twitter community at large; the most popular of these topics at a given time, known as ‘Trending Topics’, are displayed to the right side of a user’s Twitter feed. Hashtags are created by preceding a topic name with a # (hash) symbol; a total of 27 hashtags were present across the 430 messages collected. It was additionally noted that some users utilised hashtags to create ‘joke’ topics that did not necessarily previously exist (#badjoystiqpuns and #badgametrailerspuns).

Additionally, the data show a large number of instances of pro-dropping, whereby the personal pronoun ‘I’ and sometimes a subsequent auxiliary verb are omitted (“Watching a Billy Mays infomercial...” rather than the more standard “I am watching a Billy Mays infomercial”), resulting in an implied subject. Across the 430 messages collected, this phenomenon occurred 47 times.
5. DISCUSSION

5.1 Message length

When examining message length, it is important to understand the implications these findings have on the first research question of this study. Since Ling and Baron’s (2007) data is being used as a means of comparing language use on Twitter and language use in text messaging and instant messaging, it is perhaps sensible to assume their position on the relationship between character limitation and the two media of their study. Ling and Baron suggest that message length in the text message data could have been higher than that of the instant messaging data due to the sender of the message wishing to be economic and fully utilise the character limit. While this is linked with the financial aspect of text messaging, and Twitter is a free service, it might be expected that the data of this study may follow a similar pattern.

In fact, Twitter messages in the data set were found to be on average 1.54 sentences long, which falls almost exactly in between the mean lengths of text messages and instant messages in Ling and Baron’s (2007) study. If a more stringent character limitation did indeed lead to a higher mean sentence length, it would be expected that Twitter messages would contain the longest sentences of the three media. However, sentence length is perhaps not the best indication of the effects of character limitation; a range of factors play a role in sentence length, and it would be very much possible to cut down on the number of sentences within a message, while still maintaining a high sentence length, and still emerge with a particularly short transmission. As such, sentence length is perhaps less important in evaluating the data than other aspects of transmission length.

More enlightening when considering message length in relation to character limitation are the findings that Twitter messages were on average 13.79 words long, which is substantially higher than
the mean lengths for SMS (7.7) and IM (6.0) found in Ling and Baron’s (2007) study. If an imposed character limitation does indeed draw the mean length of a transmission upwards towards that limit, then the fact that Twitter transmissions were on average found to be almost twice as long as text messages in terms of word count, and more than twice the length of average instant messaging transmissions, would certainly indicate that character limitation plays a notable role in the length of messages posted via the Twitter service. However, one may have expected a more consistent pattern to be observed. As the number of character permitted becomes lower, the mean word count of individual transmissions appears to become higher; however, given the relatively small difference between the mean message lengths of negligibly limited instant messaging and 160-character-limited text messaging (1.7 words), the leap of 6.09 words between text messaging and 140-character limited Twitter messages is a particularly large one. This is equally the case with regards to the mean number of characters per message across the three media. The data in this study show Twitter to average at 65.1 characters per message, with Ling and Baron’s study finding text messages and instant messaging transmissions to contain on average 39 and 29 characters respectively. Once again, while previous theories may have led to the expectation that Twitter messages (with the lowest character limitation of the three) would contain a higher number of characters per message, the difference between character counts in Twitter and in the other two forms is larger than may have been predicted. As such, caution may be advised when attributing this absolutely to character limitation.

The results concerning the percentage of single-word transmissions are perhaps more in line with the pattern one might expect. The difference between the number of single-word transmissions in negligibly limited instant messaging services and 160-character-limited text messaging collected in Ling and Baron’s (2007) study is rather high, at 15.1 per cent; the difference found between text messaging and Twitter, the two formats whose character limits are most comparable, is considerably lower, at just 2.24 per cent. Here, the results display a strong pattern in line with the respective
character limitations of the three formats. Instant messaging, with very little limitation, emerges with data displaying a rather high number of single-word transmissions, substantially above the number found in either text messaging or Twitter, the latter of which displays data just slightly lower than that of text messaging, whose character limitation is markedly similar. This would certainly support the theory that character limitation leads to longer messages, and is more in line with expectations emerging from the specific character limitation of each format.

Overall, message length in Twitter displays a strong tendency to be higher than in text messaging and instant messaging. However, while it is possible that character limitation plays a role in this, and the fact that the lower the character limitation, the higher the message length would support existing theories and findings concerning character limitation, the large difference between message length on Twitter and within the other two formats means it is difficult to draw absolute conclusions regarding the effects of character limitation from the data.

5.2 Linguistic shortenings

Several examples of linguistic shortening were found in the data. Of all potential opportunities for contractions, 62.9 per cent were realised in the messages. This is compared to 85 per cent in text messaging data and 68 per cent in the instant messaging data, both collected by Ling and Baron (2007). This is a fairly high percentage, and it would certainly not seem like a stretch to suggest that character limitation may play its role here. However, it is worth considering two further factors. Firstly, that there is little in the way of an observable pattern here. Considering the fact that instant messaging is the least limited format in terms of character count, and Twitter the most restricted, it might be more reasonable to expect Twitter to feature the most contractions, and instant messaging the least; instead, it is the data collected from Twitter that displayed the least number of contractions, and Ling and Baron’s data set of text messages, whose character limit sits in the
middle, that displayed the most. Secondly, regardless of whether a high use of contractions can be ascribed to restrictions imposed by a character limit, it is not a phenomenon that has not been identified elsewhere. Contractions are a part of regular spoken language by most speakers of English, also frequently occurring in many genres of written language (Crystal, 2007). When these genres are usually relatively unrestricted in terms of length, and speech is in effect entirely unlimited, certainly in terms of word or character limits, it seems presumptuous to ascribe the appearance of contractions to the strict character limit imposed by the Twitter service.

In addition to contractions, examples of abbreviation or letter omission, and examples of initialism, were identified in the data. In total, eight examples of abbreviation and 17 examples of initialism were identified. Once again, as linguistic shortenings, it may initially seem tempting to infer a causal relationship between character limitation and the examples identified. However, once again, this may be somewhat too presumptuous. Firstly, in both cases, this is a relatively small number of examples of the phenomenon to identify. Considering the number of messages collected in the data (430) and the total number of words (6,082), the fact that just eight of these ‘words’ were examples of abbreviation and just 17 examples of initialism is not at all conclusive. Furthermore, as is the case with the use of contractions, these phenomena are by no means restricted to written media that impose a rigid character limit. Abbreviations and acronyms have been in common usage not just in computer and technology mediated communication, but across a wide range of language, throughout recent history. As Crystal (2008) notes, traditional shorthand used by journalists is effectively based on such phenomena. This is the case with several of the initialisms found in this data, which include examples such as lol ‘laughing out loud, which have been in usage since the early days of email. As such, once again, it is most probably unwise to absolutely conclude that these identified shortenings are a result of the imposed character limitation on Twitter messages.
5.3 Punctuation

Features identified in the data with regards to punctuation are perhaps those that best help us to draw conclusions from the study. It was found that standard apostrophe use in contractions was higher in Twitter messages collected for this study than in either the text messaging or instant messaging data collected by Ling and Baron (2007). Standard apostrophe use (i.e. can’t rather than cant) was identified on 97 per cent of the occasions on which a contraction was realised; this is compared to 94 per cent for instant messaging and just 32 per cent for text messaging in Ling and Baron’s study. If character limitation was indeed the reason for the difference between the two sets of data collected by Ling and Baron, it would be expected that data collected from Twitter would follow a similar pattern, and that, if anything, the frequency of standard apostrophe use would decrease. However, the opposite is markedly true. Indeed, in this respect, Twitter appears to be much closer to standardised forms of written English than might have been expected.

A similar pattern can be observed via further analysis of punctuation use in Twitter messages, and further comparisons with data collected for the two other media. In the Twitter data, sentence-final punctuation (i.e. a full-stop, question mark, exclamation mark or ellipsis) was identified in 81.1 per cent of sentences. This, again, is notably higher than the results found for text messaging and instant messaging in Ling and Baron’s (2007) data, which showed text messages to contain sentence-final punctuation 39 per cent of the time and instant messages to contain this punctuation 45 per cent of the time. Equally, in terms of transmission-final punctuation, a very similar pattern was observed. Twitter messages were found to contain transmission-final punctuation in 70 per cent of the collected messages; Ling and Baron found that text messages contained transmission-final punctuation on just 29 per cent of occasions, with instant messages containing transmission-final punctuation 35 per cent of the time.
Once again, these results show Twitter as the outlier in terms of frequency of punctuation use. If character limitation played a large role in this area, it might have been expected that Twitter messages contained slightly less punctuation than text messaging, and considerably less punctuation than instant messaging. Instead, Twitter messages were found to contain considerably more standard punctuation than Ling and Baron found in either text messaging or instant messaging.

In this instance, it is perhaps worth taking into consideration the input methods for the three media. While Twitter messages and instant messages are largely typed on a computer keyboard, text messages are more generally composed using a number keypad. While many modern mobile phones do not require several key strokes in order to insert a punctuation marker, historically this has been the case, and Ling and Baron (2007) suggest this would have been the case for their data. It is quite possible that this could be a reason for the low frequency of standard punctuation found in their study. However, this cannot be the case for instant messaging, which almost always takes place on a computer, and as such is composed by way of a computer keyboard. Since the frequency of standard punctuation in both instant messaging and text messaging was found by Ling and Baron to be relatively similar, the large amount of standard punctuation found in Twitter messages still presents itself as a clear outlier across the three media, when it may have been expected to feature less standard punctuation than instant messaging – and perhaps, if character limitation was indeed a key reason for linguistic innovation in short messaging services, even less than text messaging.

5.4 Graphical Representation

In addition to all of the above, some linguists (including Crystal, 2008 and Katamba, 2005) have noted the prominence of graphical representation in computer mediated communication, particularly text messaging. This includes pictograms such as emoticons, which are symbols consisting of characters that represent paralinguistic features such as facial expressions, as well as...
logograms, which are number, letters or other characters or character combinations used to represent a phonetic sound. These features might be less intrinsically linked with character limitation than the other features listed above may be, but are still worth examining in the context of linguistic innovation within online language and in particular the Twitter service.

If previous observations of text messaging and online language are to be believed, then it would be expected that an abundance of these would be present in the data collected from Twitter. However, this was discovered not to be the case. Pictograms were found to be more common, with 23 instances appearing over the 430 messages, all of which were emoticons. However, considering the overall number of words in the data set, this remains a relatively small number of occurrences. Additionally, there were just 12 logograms identified in the data. While these features’ appearance alone is enough to draw certain parallels between Twitter and other varieties of computer and technology mediated communication, the relatively small amount of examples discovered suggests that, as Ling and Baron (2007) found with text messaging, the prominence of such features may be lower than may be assumed. Most notably, of the logograms identified, not one was a case of a letter or number being used to directly represent a phonetic sound. There were a number of occasions of x being used to portray a kiss, but this is both an arbitrary representation of the sound, and a feature that has been identified across a number of written language genres (Crystal, 2008).

5.5 Features unique to Twitter

Following the more comparative segment of the study, additional linguistic features were identified that appear to be unique to Twitter, or which had not been identified by similar studies into text messaging and instant messaging. Three additional features were identified, two of which appear to be unique to the Twitter service or the short messaging or micro-blogging medium.
Firstly, a relatively large number of hyperlinks to other websites were identified in the data, with a total of 61 links found across the 430 messages. On a traditional mobile phone it is not possible to link to external web pages in a text message, and as such this appears to be a key differentiating factor between the two media. More interesting in relation to the first research question, however, is that of these 61 hyperlinks, 33 were parsed through a URL shortening service, leading to a considerably lower number of characters used than if the hyperlink had been posted in full. Although this still leaves 28 links in their full, unshortened state, the fact that such services appear to have found at least relatively common use on Twitter suggests that users are indeed mindful of the character limit, and are taking measures to reduce the number of characters used in their messages so as to stay below that limit.

These URL shortening services certainly appear to have found use outside of Twitter as well, but a phenomenon that appears to be exclusive to the service is the ‘hashtag’, which is used to link together messages regarding the same topic when users precede the topic name with a hash symbol (#). A total of 27 instances of this phenomenon were identified across the 430 messages of the data set. This again may seem comparatively few, but it appears to be the one feature of Twitter messages that is genuinely unique to this medium. Interestingly, this feature’s use seems to have stemmed beyond that originally intended, with some Twitter users including ‘joke’ hashtags in their messages, which do not correspond with any topics currently being discussed elsewhere on the service. This brings the feature far closer to typically linguistic features, and demonstrates real language creativity within Twitter.

Finally, a number of instances of pro-dropping were identified in the data. This is obviously a feature that has been identified in several contexts across a range of languages, in both speech and written language, so is not linguistically novel in general terms. However, this novelty appears to be heightened when compared to instant messaging and in particular text messaging, for which there
has been little if any discussion of pro-dropping being an identifiable feature. Across the 430 messages in the data set, 47 instances of pro-dropping were identified, usually the omission of the first-person personal pronoun *I* and sometimes a subsequent auxiliary verb. It is easy to see how this may relate to the imposed character limitation: by dropping this personal pronoun and any auxiliary verb that may follow, the user may lower the character count by anywhere between two characters (the letter *I* and the following space) and several characters if an auxiliary is also dropped, without creating any real difficulty in understanding for the reader.
6. CONCLUSIONS

From the data and subsequent analysis, a number of conclusions can be drawn, although it is certainly worth noting that certain elements of the evidence contradict. It is evident that text messaging and Twitter messages do indeed share a number of similarities, including a high use of contracted forms. Features that have been observed in text messaging, such as logograms, pictograms, abbreviations and acronyms (Crystal, 2007 and Katamba, 2005) were also identified within messages posted on Twitter, albeit to a relatively small degree.

While one might expect language use on Twitter to fall somewhere in between that of text messaging and instant messaging, and certain facets examined such as mean sentence length would go some way to confirming this theory, this does not in fact appear to be true. Instead, it can be concluded that language use on Twitter is markedly more standard and formal than either of the two media with which it is compared. The results demonstrate a considerable amount more standard punctuation, a low number of logograms and pictograms, and a complete lack of logograms in which a character is used to directly represent a phonetic sound, features that have all been observed within text messaging and instant messaging. Where the data did diverge away from standard language, it was often in ways that have been observed across a range of genres; as such, it would not be reasonable to ascribe these features to the fact that the medium is Twitter itself. Therefore, in many ways, it could be said that Twitter is in fact closer to traditional written language than it is to spoken language, when some commentators have suggested that computer and technology mediated communication generally sit more in the direction of speech (Bellmore and Collot, 1996).

The study also allows us further insight into the effects of character limitation on Twitter messages and perhaps short messaging services more generally, although the nature of the results means it is difficult to draw any absolute conclusions. It may have been expected that, if character limitation
did indeed have a substantial effect on linguistic choices within short messaging, features such as abbreviation, initialism and the omission of standard punctuation would be prevalent; in fact, this was not the case, with these features only appearing in relatively small numbers across the data. When compared to 160-character-limited text messaging and even to negligibly character-limited instant messaging in Ling and Baron’s (2007) study, the data collected from Twitter in this study showed a strong tendency to avoid such features. As such, it may be tempting to assume that character limitation to not play a significant effect in the linguistic features of short messaging services, as the features are not consistent across all media that impose a character limit.

Nevertheless, other features identified within the data point towards the opposite conclusion. The observed mean message length on Twitter was consistently found to be higher than text messaging, which, as a character-limited medium, was in turn found to be higher than instant messaging transmissions (Ling and Baron, 2007). While it may seem counter-intuitive to assign character limitation to higher message lengths, and while the difference in length between Twitter messages and text messages did appear to be particularly large, Ling and Baron’s suggestion that character limits could in fact drive up average message lengths means this is worthy of consideration. Additionally, although their use is by no means restricted to short messaging services, the fact that contracted forms were indeed prevalent may well be related to the 140-character limit, and while abbreviations and acronyms were not found to be particularly widespread and were frequently those found across a range of genres and media, the fact that they were present at all is worth noting.

Perhaps more enlightening in this context, however, are the features that were identified in Twitter messages in this study, but not by Ling and Baron (2007) in their study of text messaging and instant messaging. Instances of pro-dropping, while not unique to Twitter, are most likely demonstrative of users being aware of the imposed character limitation while understanding that this stylistic choice rarely makes their messages more difficult to understand. Furthermore, the use
of URL parsing to reduce the number of characters in hyperlinks suggests the same level of awareness of the character limit on Twitter users’ part. As such, although certain elements of the evidence contradict one another, it is possible to conclude that character limitation is indeed likely to play a role in the linguistic choices of users of short messaging services.

The results also allow for conclusions to be drawn regarding the extent to which Twitter users appear to be developing a linguistically unique style. Once again, certain elements of the evidence conflict with one another. Generally, the prevalent use of standard grammatical constructions and lexical items would lead to the impression that language use on Twitter is not particularly unique, and, overall, this is perhaps the conclusion that should be drawn. Nevertheless, certain elements of the data stand out. The use of hyperlinks as part of short messages is perhaps more in line with what may be expected of bulletin board posts, and certainly positions Twitter as closer to those than text messaging in this respect. Additionally, the use of URL parsing, although not strictly limited to Twitter, is a relatively new phenomenon within computer and technology mediated communication. Finally, the use of hashtags is something that is certainly unique to the Twitter service. Perhaps most interesting is the discovery of some users’ linguistic creativity within these hashtags, using them not in their intended manner to link messages of the same existing topic, but to create ‘joke’ topics within their messages, which may or may not develop into more typical hashtag topics. While this was by no means a frequent observation within the data, it does suggest that Twitter users are utilising the features of the medium to become linguistically creative within it. However, the fact that Twitter is a service in its relative infancy, and the fact that no previous linguistic studies have been conducted in relation to it, means it is best to proceed with caution when drawing any absolute conclusions at this stage, particularly given the conflicting evidence previously noted. Such conclusions are perhaps best considered tentative, and as groundwork for any further research on the topic.
Additionally, it is important to take into consideration the financial disparity when comparing Twitter messages with text messages, as Ling and Baron (2007) noted in relation to their comparison of text messaging and instant messaging. While text messages typically cost around £0.10 per transmission, Twitter is a free service, and as such there are fewer reasons why a user would not want to spread a communication out across numerous individual messages. While the number of instances of this occurrence were not recorded, due to the way in which the data was managed, it is perhaps possible to speculate that users would be more inclined to spread a transmission across multiple messages when there is no financial repercussion for doing so, although it is also worth noting that many text messages are sent as part of a monthly payment plan, whereby the user would be billed the same amount per month regardless of the number of text messages sent.

Finally, it is worth also considering the possible methodological limitations of the study, and the implications that they may have on the results and any conclusions drawn. As mentioned in section 3.2, the initially planned methodology, whereby a larger self-selecting sample would be collected and a subsequent random sample taken in order to balance the spread of participants, was not possible due to a lack of volunteers. Additionally, the fact that potential participants were made aware of the study via a personal website and posts to social networking sites could mean that the spread of participants was somewhat skewed, with only those involved with such sites given the opportunity to participate in the study. It was observed in the data, though not measured, that conversational topics tended to veer towards technology and entertainment. While it is possible that Twitter users tend to fall into the same interest categories, there is still a very real possibility that the participants of this study were not wholly indicative of the full range of Twitter’s user base. As such, it is once again best to proceed with caution when assuming the results of the study to be absolutely conclusive.
Nevertheless, the study provides new empirical information with regards to language use and linguistic creativity within messages posted to the Twitter service, and provides grounding for further research. Possible linguistic innovations have been identified, and although some evidence is contradictory, the nature of character limitation has been investigated, and tentative conclusions drawn.
References


APPENDIX A: DATA

(Last 10 messages from each participant at 16:30 on 3 February 2010.)


Watching a Billy Mays infomercial for the Jupiter Jack. ... Weird.

The Walmart in Tomball is clearly not next to a real college. 10:15 pm and the place is practically barren.

Waiting due to customs and security checkpoints, that is, not because of the plane itself. They might be almost through by now... No lie.

Credit: My last tweet was @[name], and very timely for my friends waiting in a Canadian airport for the past 5 hours on a 3+ hr late flight.

"It's only a matter of time before the TSA decides that passengers will not be permitted to board airplanes. You know, for safety."

Done.

194. I've *lost* a tiny bit of weight over the holidays. This is impossible. My body must be mutating; considering a primarily sugar diet.

Found a shirt that I love but haven't been able to wear for ~9 years. It fits again. Personal victory is now more satisfying than sugar.

Trying to write about Batman while avoiding excessive repetition of the word "bat" is an exciting challenge. "Dark Knight" ftw

Finally coming up for air after four solid days of Mass Effect 2. You might have heard: it's very very good.

This just in. America still doomed. http://tinyurl.com/y9w68ds

would love to know your favourite indie games of last year.

Need buying advice. Know where I can read a decent Tales of Monkey Island review?

Make yourself a nice hot cup of cocoa and settle down with Tim Rogers' top games of the decade. http://tinyurl.com/ybqq7x7

#nowplaying FINISH the damn Tales of Monkey Island review

Naturally, your train journey SHOULD be cheaper if you have 18 tickets instead of 1. http://tinyurl.com/yz45q6z

best game review ever? I prefer http://tinyurl.com/ykax2sh

I'm so bad at this I didn't see your message earlier this month.Oops. But: Merry Christmas! Happy new year! And the answer was "YES"

i hope coraline wins every oscar imaginable

wtf is an iPad

avast can get the hell out. you have to boot into safemode to uninstall it, and its "self defense" module is impossible to turn off

i've been getting told that for the past few days, but it makes me so sad
go joe kennedy; he's a kennedy!

I nominate @[name] for a Shorty Award in #apps because Themeleon rocks! It colored my twitter profile... Love it? http://ow.ly/VJ53

http://lh5.ggpht.com/_FZTx1snrmsw/S1StXXMvGUI/AAAAAAAAe4/HE7_w1AdaUU/2.jpg #SlickdealsContest
gogo asimov and awesome short stories http://www.abelard.org/asimov.php

but mostly i personally use it as a way to remember interesting websites or moments i come across

i really have no idea. i guess i feel like my brilliant opinions are being read by people other than odd stalkers and ad bots?

Michigan State needs a big 2nd half, GO STATE. #fb

Missed out on Lake Chemung Michigan's $4,000 prize for the biggest catch.

Fishing Contests. Why not if you must leave in the cold country. Just got back from Houghlton Lake Michigan Tip Up Town

I'm going snowmobiling at tip up town this weekend, I'll be careful.

Michigan State Spartan Basketball . . . you guys are great!! #fb

If things get any better in Michigan we will have over 90% employment . . . is that an "A" rating.

We are very busy with 1st time home buyers and investors gobling up all the great deals. We have almost 90% employment here

Looks like I'm going power sleding at tip up town this weekend. The joys of winter in Michigan.

Michigan State Wins 8-0 in Big Ten, U of M defeated by the Spartans of Michigan State GO STATE

We need slot machines at Michigan Race Tracks to save our agriculture industry, why just give them to big business?

Walking a really long distance -_-

how am i supposed to think positive when i have a drunk mother in the house?! why does life have to be this way?

found online pdf conversion company

had so much fun playing volleyball! can't wait until our next game thursday!!!

cool fake money ads http://ur.ly/3Vmg

heading out for drinks.. will probably end up peeling Obama bumper stickers off cars by the end of the night

I loved teasing these guys so i stood up facing them in the jacuzzi knowing they could see my pussy through my swimsuit.

<3

THE MOON - Things are not what they seem, pay attention to your dreams. #Tarot

omg these are genius http://ur.ly/3CM1

I never got gutsy enough to finish it. Got stuck on health and didn't want to start the level afresh/

that is a shame, I didn't complete The Cradle cos I didn't dare spend the time finding the loot. Damn scary
if I remember was something about the moon they cut from WoG

minor but interesting to know

whats was it they changed in Thief?

I'm sure World of Goo had some cool pieces cut out, I think they mentioned they in an interview somewhere

Orton just got a bit of a pop then in his entrance for his match vs Sheamus (watching the Rumble late!)

genius too!

:D Where abouts are you? In one of the mountain areas?

just a bit chilly eh Pat! How you finding France?

New Website http://bit.ly/cKUvQM

Oh, I guess it just disguises the Gamespy a little better, but at least it works. Borderlands is terrible with it.

Last time I checked (3 days ago), UT3 has a double jump and does not have Gamespy, it just uses its own login service.

Seriously? The Pirate Bay still hasn't been sunk yet?!

800th tweet. That is all.

Got more ideas for articles, maybe I'll actually get one done soon!

New Raptr update really makes the UI look a lot better!

Mass Effect 2 and Dragon Age: Origins are a little too story driven for me. I would rather be playing than reading.

Hoping for a new Macbook and iPhone announced, don't really care for the tablet. Some new/upgraded software would be nice too.

What's up with Activision's "We hate PC Gaming" attitude"? Don't get me started on MW2...

it takes a while, its all about knowing the maps. i just prestiged! unfortunately now i have crappy guns again :( yes it's great! if only for Brad Pitt putting on a bad italian accent. check it out.

Protip: If you are going to use your office PC for viewing porn, don't do it on a live national television feed http://fk.cm/4991343

I won Mass Effect 2 from http://savygamer.co.uk ! Yay!

you can buy the full version on Steam if you fancy it http://store.steampowered.com/app/37600/

I actually have nightmares about the michael jackson zombie

Hey, [name], you have been chosen to suck my balls!

hehe maybe more drinking would sort out your sleep patterns. DO ETTT. Also, we don't want zombies on our lawn.

it's a wierd feeling when I'm just about to make my 2nd coffee of the day, and I can hear kids coming out of school...

ummm anyone know where I can get a beta key for battlefield bad company?

sooooo, Panopticon - opinions? :)

Still got a Copy of Game Coding Complete Ed#2 (McShafry) going free to UK (or beyond) if you pay P&P (approx
1.5kg weight)
same here, I work mostly in SQL server
cool - thanks. I just upgraded to 3rd, hence the 2nd going free
heard Canada is good, meant to be excellent for game devs. Wouldn't mind visiting sometime, actually
do you need the book?
So many good jobs in Manchester, why do I live in Leeds?!
The bit where he launches in and grunts "is this.... the next... daaaaay" just wipes me out. The rest of the album is as good
yah - and it costs a lot less on most cds too. I just bought 2 on amazon for < £4.79 and on iTunes they were £7.99 each.
gets epic about 6 mins in - just close your eyes and chill out. It's my coding music of choice <3
Just had a nice long session with Super Smash Bros. Brawl. The opening theme remains one of the most epic things ever created by man.
Just downloaded an Android app called "ActionPotato" based on the name alone.
I lost my patience with torrents long ago. :p
Pics or it didn't happen. :p
I'm still limited by Sky's lateness, damn
Single-handedly the best strapline I have ever seen. Well done, sir.
#unlikelycovers Time Is Running Out - Kiefer Sutherland
#unlikelycovers I Can't Get No Satisfaction - Tiger Woods
I grant you temporary immunity from my nagging.
Get a job, you waster.
Stop the textbook ripoff! Go to www.chegg.com/buyback to sell your books for more $$$. Use code CC117212 to get $5 more! #Buyback #Textbook
Stop wasting your cash on buying college textbooks, rent them from Chegg.com. Save even more by using THIS CODE CC117212 #College #Textbook
Pics of the process and the final product or it didn't happen
Before there was Digsby, there was only noise. Reduce the clutter! Use Digsby! http://bit.ly/3MWCeV
I should
I would except i'm banned, unban me please
to GC Guys, on the goolge Wave homework help thread, need a little help
we can do it in wave, i got a wave account now
where is the homework Wave you guys were doing the other day, gunna do another one? i need help on Calculus,

Playing 3rd edition D&D is paying off professionally: I'm able to avoid coworkers grabbing me in passing for "just one minute." #AttackOfOpp

Was there some kind of groundhog thing happening today? What happened with that?

Sounds like language to me, @[name]. I'm told by reliable sources that the "all done" sign is extremely common for that.

Congratulations, spawn of @[name]!

Back from my first walk outside the new building. There's a nice byway along the arroyo, but it gets bland fast. I miss the old place.


Recovering from the aftermath of the office move at work. Hundreds of employees running around like decapitated chickens. Yikes.

Last minute tech support is eating into my "prep for hot date" time. My rage grows.

I <3 Babylon5.

Anyone from #bethsoft mind shooting me a DM? :)

I vote for @[name] for a Shorty Award in #entertainment because that @[name] is one sexy bastard http://bit.ly/shorty

I love the game, I just don't know how to pronounce the game when I talk about it. "So I was playin AAAAAAAAAAA last night..." :)

It's a neat game and all, but "AaaaaAAaaaAAaa-AAAAaAAAAA!!! A Reckless Disregard for Gravity" is a god-awful name.

you totally quoted my favorite line from frozen creek

A group at my GGJ site made a game about D.Q. - http://globalgamejam.org/2010/quixote

I feel dirty after watching that. I don't know why.

Can anyone help me with some industry questions? I need help determining costs of development, dev time, etc. Please DM! :D

Are god games (Populous, Black&White) considered Sim games?

It's not going to work anymore, I changed the port for Apache, but VNC isn't responding anymore (even after restarting)

Ah the trials and tribulations of reporting for the Times. Haha, sounds like a good time to me.

GiantBomb.com has pretty great, solid site design.

Watching you on GameTrailers TV. Pretty sweet. (btw MK 9 is gonna be sick)

New episode of Tosh.0 was great. @[name] is frickin' hilarious.

Of course, the ultimate irony is that despite all of their efforts, it'll be hacked within a week and all over torrent sites.

I'll buy the #tablet as soon as it's hacked and VLC Media Player is ported over, and not a minute before.
Seriously. If it doesn't play xvid or mkv files, what's the point of having that gorgeous screen and form-factor?

$500 for this thing... Now that's compelling. They are going to sell a metric ton of these things. #tablet

There's gonna be some big reveal about how you interact with it. Steve loves toying with his audience. #tablet

If this thing costs a grand, it will not sell. I'm guessing $700. #tablet

I'm only halfway through #masseffect2, but I must say I find it all a bit underwhelming. It's more streamlined, but also feels kind of bland

What would your reaction be if Thief 4 moved away from stealth-based play and went more for a QTE-peppered action event?

.. and then get to hear where I'm supposed to go next.

One thing I did find, it sometimes is unclear how many parts there are to a mission. So I'll think I'm finished, but I can't save.

I played a couple of hours. So far it's quite enjoyable. Like a GTA without all the boring gangster bullshit.

I'm still amazed at that dispatch message. It actually says, we're dispatching in a couple of days? Maybe it's a preorder thing.

Did you order the collector's edition?

Is Tim tiny?

You could try a non-airconditioned supermarket on a hot day, I suppose.

I don't watch it either. I also don't think anyone knows ANYTHING when it comes to Lost. Is it finishing? Did it even start?

Crap, I never, never, never should have succumbed to EVE. There's a reason I avoid MMOs, they're freaking life suckers.

I love tutoring. Just helped a very nice Puerto Rican man, who was thrilled with my help and showed me pictures of his family.

Finally broke down and installed the EVE Online trial.

HOW DARE YOU MAKE YOUR OWN DECISION!

It's great, and it isn't at all like or intended to be like Morrowind.

Haven't touched TF2 since the Scout update, wonder if I should get back into it...

Man that was an awful BF2 session. I know because I was the top scorer on the team.

Oh wow. Had no idea there was DOTT cosplay: http://image3.examiner.com/images/blog/EXID34244/images/dott.jpg

I'm a fan of cheeky grins. And mustaches.

Raimi to reboot The Shadow? Could potentially be excellent as long as the script & acting is good and they don't go all modern and gritty.

Hehe it was YUM, stuffed it full of cheese and put nandos bbq maranade on top

Yeah I did that. was nomz :)

Starting to feel more and more hungry...better start up dinner then
Had a headache for 3 days now (on and off) this is not good

I vote for @[name] for a Shorty Award in #smallbusiness because...they have the best gift ideas :) http://bit.ly/shorty

Stop repeating yours- oh wait :P

Yeah imma stuff it with cheese :D Hurray I feel creative for once!

Currently it has to be Borderlands!

She looks good but her boyfriend says she's a mess, she's a mess, she's a mess, the girl is stressed

I want to make chicken wrapped in bacon, can I just stick it in the oven or do I have to pan fry it? Confused face

When making a new ZP, do you write a script and read it as is, or try to memorise it and ad-lib some parts?

i know what its like :( *snuggles lots* we have each other, and thats all we need... i love you Xxx

:( *hugs* poor you... i hope you get better soon...

ME AND JOSHY ARE IN LOVE D: EVERYONE SHOULD KNOW THE TRUTH TT^TT

OH HELLO. I DIDNT SEE YOU THERE. I WAS TOO BUSY LOOKING AT MY OFFER FROM THE UNIVERSITY THAT I WANTED. YOU CAN LEAVE NOW (not you Sophie ;])

*cuddles and kisses* i love you :] Xxx

i JUST missed you on msn D: Xxx

*tickles* oh were you trying to work?... so sorry (A) Xxx

*cuddles lots* ^^

^w^ I love you so much *cuddles* you mean so much to me Xxx

It was an old Mac mouse. Single click. :( 

Protip: If you can't think of a #oneaday, just describe your immediate surroundings in pointlessly vivid detail.

Street Fighter: Tragedy Relief – http://www.allgamesbeta.info/2010/02/blog-post_02.html

Amazing. Can't believe there are people out there, writing stuff like that for free. For *fun*.

Wait, there are only *two* submachine guns? That's what I'm specialising in, and I have them both already. Sadness.

It was on purpose, though. I'm writing two today to compensate. I *will* have 365 entries by 2011.

Oh, thanks, dude! Although I did miss yesterday's. Faaaail.

Sometimes I worry about the quality of my writing. Then I look at other games magazines.

Actually, no, I've just been sat here, playing video games in the dark again.

Just been doing something really exciting.

On my way home.

Just had very pleasant dinner and chat with @[name]. Always nice to meet a listener/reader. Would meet again. Thanks for the food.

Off to see new Settlers game in about an hour. Any thing I should look for?
Just got some TMA buttons from Sparky. Now to distribute them...

Don't keep us in suspense! Which truck did you bring?

Proof of heaven, as you're living. Pretty women.

I find the idea of Strip Agricola strangely attractive. http://xkcd.com/696/

Dawn of Discovery on the DS takes some getting used to. There has to be an easier way to make roads than moving flags.

It's remarkable how little sleep I really need to be fully functional.

TMA Episode 50, on designing governments, necessary detail and trying to keep Tom and Bruce on topic. It's an adventure http://bit.ly/ayi3s1

I've got a Samsung NC10, which is a really great piece of kit. http://bit.ly/b84Jx7

I've been playing lots of Battlefield: Bad Company 2. Here's my impressions http://bit.ly/bscz8q (Stuff explodes a lot.)

Also, I've got the most frustrating trapped wind. Anyone know any cures?


Rob Halford

I've discovered the joys of spotting in Bad Company 2: NO MORE SNEAKY FOR YOU ENEMIES!

Just finished reading The Road. I loved the film, but the book... I don't know.. it's just so.. eugh. Forget it.


Just saw Magnolia. What an incredible, incredible film. Man!

When in doubt, nachos.

Writing about faith, reason, and god talk.

No problem, bro!

LOL: "The night ended with a lot of tears and everyone singing along to Willenium." THAT made me laugh hard.

Yeah: don't buy games from Steam. Problem solved.

I totally would if I could trust literally every single person on the Internet.

I REALLY hope not.

There's another text I could talk about, but it'd probably offend people besides me and @[name]. He knows what I'm talking about.

I texted @[name]. He replied, "K drvung fuck prbly gonna die"

http://www.youtube.com/watch?v=k6lmgONfSEE

Don't worry, it's on an external hard drive for easy portability!

10 fucking weeks.

seriously nocturnal...

has a case of the shakes...

47
no you dont, the hairs that you have are just shorter...

At uni, using uni computers and yet again my keyboard has no feet and the wheel on the mouse sticks. Shouldn't be annoying. It is though.

oh come on admit it, you did a wee!

yaaaaaaaaaaaaaaaaawn! sleepy!

is thinking of moving somewhere entirely new... new york? miami? melbourne? hong kong? london? ack, decisions! awesome! thanks universe :D ill be seeing you later!

cheer me up universe?

There are lots of fun DS games out this year. Here are @[name]'s most anticipated!

So, how about that DSi XL? It's not out until March 5th in the UK, but we have the low down on it right now @[name]:

Catching up with some reviews. Guitar Hero 5 (Nintendo Wii): http://www.cubed3.com/review/797/

We decided to chat about non-Nintendo things a bit on @[name] for a change: http://www.cubed3.com/news/13614

Some words about mature games and the Wii by [name], guest writer on @[name]:

You said you wouldn't tell!

Bit - no, a lot - nervous. About to attempt a 'big change' for 2010...

Pleasant imagery for lunch time there!

And here's a Twitter for it so I can further keep it in order. Maybe a couple of people will read them! @[name]

I'm watching at least 200 films in 2010 and haiku reviewing them. Keeps me out of bother.
http://filmsinhaiku.blogspot.com/

I have returned from the hospital, with a slightly sorer (but, I am assured, healthier) back. Oh, and a gaping wound.

Off to the hospital I go. Back on Wednesday.

Pizza for breakfast: it's always a bad idea, but it's always a delicious bad idea.

It's my new new years' resolution to force myself to relearn all the stuff I should know.

So I just tried to make a list of everything I learnt in uni which I no longer remember, and gave up. It's a little disheartening.

(Although hopefully, I will never ever have to write a thesis. I'm very comfortable over here in graduate-land, thanks very much.)

Oh man, now I can describe myself as an "inexperienced researcher." Awesome!

I'm still alive so I guess it's going good lol. Still no fucking job and stuck in France. :( You? Haven't seen you around much.

ahmahgawd Jes!

Probably should have removed the #s and @s lest I be spammed by bots, but oh well. I'm a sucker for Castlevania
music.

So this is what the facebook dudes were up to: http://developers.facebook.com/news.php?story=358&blog=1

Testing chromed bird on Google Chrome...

It's very difficult to react to praise in IRC channels without sounding overconfident/awkward/weird/strange. I need more interweb skillz.

I wonder if there's such a thing as Coder's block - where you try to write some code but just...can't. Lucky it's Saturday night. Refresh!


Happy Republic Day! #indianrepublicday

Joining groups/becoming a fan of something on facebook would have more impact if people did not do it every 15 seconds for almost anything.

Downloading Firefox 3.6! Let's see what the cool people at Mozilla have cooked up. It feels strange to look forward to a software update.

As promised, my twitter log of the events in Bangalore is up on my blog! Give it a read: http://tinyurl.com/ylh6kgd

Back from Bangalore. Twitter on phone did not work. I'll post a tweet log on my blog soon. The sessions were largely interesting :)

Don't mean to spoil the surprise, but guess who won the ModDB Editor's Choice award for Best Singleplayer Mod of 2009? http://bit.ly/chOu1Q

Oh shit you guys there are only 20 minutes left to vote in the Mod of the Year awards! Please vote for TNM! http://bit.ly/8ttsQ9

Not yet, we're at that stage when we can't reveal anything that's guaranteed not to change later.

Scara B. King outlines his very reasonable and not-at-all-insane reasons why you should vote for TNM for ModDB MOTY - http://bit.ly/8Iz6i2

Not so much overseen as hosted by, but hopefully you're right to keep hoping :-) 

The fifth TNM Developer Commentary video is up: http://bit.ly/5vRiWZ - this is Aunt Betty Industries, featuring Chris "ZeroPresence" Potts.

Someone was crazy enough to do a no items run through of TNM - http://bit.ly/6QUPvw

Beeblequix encourages you to vote with this hilarious new TNM Character Public Service Announcement: http://bit.ly/8pwbfV

TNM has made it into the top 100 mods of 2009. Head to the voting page and help make us #1! (We're under Deus Ex) http://bit.ly/6ffqpL

'tis indeed groovy, enjoy!

Hahah the DVD drive on my brand spanking new 360 elite seems to be broken. I am so angry right now, I can do naught but laugh at my bad luck

Incredible how much a large monitor, a dual-screen setup, and a capable computer can enhance one's productivity - isn't it, employers?

Thank God I can work from home once in a while. I really need a break from my daily bicycle trips through the snow.
Thanks :D

I hold the opinion that when you have to go on your bicycle ca. 8 km through 5-10 cm of snow twice every day, you're ok to hate it

That would be kind of cool. I'm starting to really hate snow, does that make me a meteorologist?

I would say nationalist but that's not really right. Countryist? Geographist?

My worry is more merited than everyone else's, obviously. Also, IKEA is Swedish :(  
I'm not entirely certain how or indeed whether I will survive this semester.

Good lord, our game is really really broken right now. I guess that tends to be the case for completely untested software.

Already noticed on linkedin a few EALA'ers have moved over.

I have a feeling "AI" for a social game would be more insidious, like tracking everything you do to target offers to you

Wow, so EA can't afford to run a studio in LA but Zynga can? Ouch.  http://bit.ly/dxSSjV

P4V is much faster, but yeah, the UI is horrendous in comparison...

Oh right, sorry, the actress is. :) Man, if I can't remember that I'm screwed to catch up with the new season, aren't I?

EA presents: The Merchant of Venice: Pound of Flesh

two - kate & the girl who was pregnant was an aussie, no?

Caprica is like a modern day Dark Shadows

now there's a unique ability of games as a medium, to make one a loser :)

Go be a facebook fan of Miegakure:  http://www.facebook.com/pages/Miegakure/147537357192

In light of the mainstream acceptance of the term, I suggest we start calling breasts 'lady moobs'.

My plan to save newspapers will be pointless if I can't get this damned corpse to reanimate. Come on, Hearst ol' buddy, the world needs you!

Sunday is a day to enjoy simple pleasures. Like the ham and mustard sandwich I'm eating, and the sexy robot girlfriend who served it to me.

http://bit.ly/aMoDTg ← [name] on the waning appeal of the Nintendo DS. Similar experience here, but we'll always have Picross.

Don't know if you had a hand in it, but I just realised what a genius EG timeslot you have. They're perfect Sunday morning reading you too?

The perfect musical accompaniment to today's xkcd strip? ( http://xkcd.com/695/ ) No contest:  
http://www.youtube.com/watch?v=EDwFMvXam_g

Is the back made from/coated with a high-friction material? An armchair device needs to stay on your lap, not slip onto the floor.

Why did I look at the comments on that video? I should have known better.


Oh yea, on Naussica...I had a complicated reaction to it. I might seek out the manga now though.
I try not to think about that part, lmao.
I always forget about things like feminist porn, then I see it and --- WOW.
Don't see teenagers raping the elderly all that often...
Going to hell, brb.
Even that's too clever for Fox, possessing a slight hint of subtlety in a pun. Way out of their league.
7/f/UK/ n/a
The fact that there's no 'Sexbox 2' shows they're full of fail with no commitment to even their own crap.
MA forms will soon ask for my shoe size...
can't wait to get my new trainers + ipod and start jogging again!! Yupiii!!!
kkkkkkkkkkkkkkkkkkkkkkkkkk
OMG! I sent it ages ago! Anyways, I'm glad you liked it! x
Dear Dissertation, are you aware that you're driving a poor Brazilian girl crazy?
who's with you now? I'm so late on mine, really lost...
good luck! Can't wait to hear the news! x
C'est la vie!
#
there's nothing better than raspberries... hummm
It's a running joke, I wouldn't worry ;)
Nah, it's a bit too current newsy for us
Off to Maidenhead for a NO HOLDS BARRED tech demo for server software.
Mod suggestions welcome..
Torchlights got me. Rather good isn't it.
Yes, Ed should be getting back to you...
waiting for the GD crew to stop playing Multiwinia so they reply to me so I can join them. Basts.
Never have or will buy anything apple. iHate it. SEE WHAT I DID THERE?!
Meteorologist bastard!
That just makes you a miserable old man.
I didn't do anything. It might help that I'm press.
Thank fuck for that. Do you have friends that discourage it too?
Just found out that my STO account has every pre-order bonus. I should wear them all at once so that people get suspicious.

words words words words

That would be career suicide!

Have you played those games?

Screeeeeeeeeeeeeee errrrrrrrrrrrrrrrrrrrrrrrrrr shoooooo000000000000000oots.

You're a genius!

I've got a penny arcade adventures faq on there somewhere. They are pretty fun to write, although it's totally worth money.

Double cursor glitch in star trek is proving far too entertaining. It's lagging behind my actual cursor by one second, much like a puppy.

Yep. Wii one and DS one.

Etrian and Spire aren't strictly roguelikes because they're not random, just hard and a bit grindy. (Etrian > Spire, btw.)

It's The Dark Spire - ridiculously hard retro-styled first-person dungeon crawler in the Etrian Odyssey vein.

Has there ever been better mid-level boss battle music than this? I think not. http://www.youtube.com/watch?v=4cTIV_09GDM

I thought perhaps today marked a special celebration of the wonder that is Preston North End FC. #pneday

I still have no idea what Google Wave is. Re: other tweet - incredible news! Can't wait for your next update.

There should be a way of telling which tweet of yours people are replying to. Sometimes replies don't make sense until you scroll down...

And how often you make a point of saying out loud 'I'm going to put this in a safe place'. Might as well just say 'I'm going to lose this'.

It's amazing how often 'putting something in a safe place' turns into 'losing something'.

You know when you shouldn't get your hopes up, but you get your hopes up anyway? Yeah.

Might hunt one down, even though the last thing I need is another RPG right now.

That Shinen the Wanderer game is a Roguelike, right?

Yeah the name was on the video, I thought it sounded intriguing. I want a roguelike/dungeon crawler, old skool.

What is that game?

You're right at the end, so it won't take long.

I told you it would!

lol

Me too.

You actually buy more games than me... and that's a pretty incredible achievement.

When did you buy 18 games for it?
I'll accept cynical.

I do - I love Toy story 2, Finding Nemo, The Incredibles, Spirited Away! The intro was sweet, if manipulative, the rest of it was OK

I'm having a bad day, I have lost one of my files. I want to go home :( 

I have a shattering confession. I didn't think Up was amazing.

The Big Issue gave Invictus 1 star, I haven't read the review yet, though I am concerned.

Oh no! How do I retrieve the file? Shoot, someone already emptied the recycle bin!

My eyes hurt, I'm stuck in artificial fluorescent light and I have a mass load of excel files to correct. bah!

Watch it! WATCH IT! And then you can feel all wholesome and smug.

Took me 2 attempts at Memento. 1st time I hadn't slept in 24 hrs. I rewatched it 8 years later, glad I did.

Find me one and I'll draw it in charcoal. Does Cthulhu eat people?

Cuz I get a thousand hugs From ten thousand lightning bugs. These lyrics will drive a grown man insane.

iTunes single chart makes me wanna shoot myself. IN THE BRAIN. Twice. With gusto.

Thread names like this are why I love NeoGAF. "Conspiracy Theory: Does Valve still exist? "

Holy Twitter, Tweet Man!

Insanely good XBLA platformer Splosion Man, from @TwistedPixJason is half price today! GET IT!!

My #oneaday is shameless self promotion. Stuff I've written at Wired. http://infamousgoat.tumblr.com/

Rust Buccaneers arr coming to PSN this year #badjoystiqpuns

Does Capcom's shooter go straight to the top or crash and burn? #badgametrailerspuns

How can I play MAG fine and YouTube videos have to buffer for five minutes. That's messed up.

My android's homescreen is very cool. http://i48.tinypic.com/10y2gb4.jpg


Good lad. When do we begin?

Knackered. Wanted to do so much more this evening, too.

*cough* livestream *cough*

Or between OTHER people's sentences. That would be far better.

I might start inserting DMX style 'What' and 'Who' interims between sentences. I think people would like that.

Spider-woman = pictures of women scared of spiders.

But fans are an angry breed. On your head be it!

One for Blu-ray, then. :) 

You're dealing with Lost fans, remember? ;)

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It would be... if I had the internet at home...

Demo tomorrow aye?

Personally, I aint got my hopes up. But at the same time, I haven't totally dismissed it. It *could* work...

Is anyone even still playing Borderlands on the PC?

The bit where Viggo got hit by an arrow; did you re-imagine that as a TF2 exchange between Pyro and Sniper? Not that I did...

Oh man, you totally just gave me a pre-tea heart attack, I thought you meant the entire UK tour had sold out. *wipes brow*

Just saw a sickening advert for the Daily Mail. Who do they think they're foolin' oh, wait.

I didn't get my hands on episode 12 of Dollhouse (though I have 13) before going internet-less. FFFUUU-

Aye, managed to score Epitaph Two before I moved flat. Still need to watch the prior ep too, that'll be tonight's viewing :D

Luckily I'm not too dependant on it. For the best, given that I'm also internet-less at home atm...

Slighty gray morning seaside breakfast view http://twitpic.com/110073

Sales rep lunch http://twitpic.com/10ur2t

I had to use a fax machine today

Nice & sunny. A303 here we come

"Rock You Like a Hurricane" turning up on iTunes caused sudden Guitar Hero outbreak

Ouch. Havn't played football in a while.

First 20 miles? Impressive.

Wonder if we'll see an iPad Pro running the full OSX?

Right, because Apple love to include ropey, 32-bit, closed source, third party code on their products


As you should, I finished it about 3 months back, but I will be buying it tomorrow and doing it again :)

SVER, seemed to get better, but it comes and goes.

Ah I see, looking forward to it, been playing loads of it today :)

you lot not reviewed Dante's Inferno yet?

yeah cool beans :)

So, the wife went out today, thought I'd play MAG for the review. 30 minutes later, I'm still waiting to get into a game. What. a. Joke.

how's that review coming Bill?

Thank you :)

Despite not liking the demo of Dante's Inferno, the game is impressing me so far.
Time to walk into the Inferno.

thanks :) It really is rather charming!

I hope it does! But yeah, I'll believe it when I see it

Thanks for the RT :) 

:( that's crap

hehe afraid not! It's a crappy gossip magazine in the UK that likes to do 'reviews' of films and games etc :/

Foot bath worked briefly...trying to keep my foot warm in case that's the crux of the problem. Pity it's not practical to stay in the bath!

it's ok, nothing amazing though. Worth a budget buy, that's about it

:D

I was going to make falafel but instead I'm having pizza :D

review wise I've got ME, Darksiders, A Boy and His Blob and Bayonetta to keep me busy so can't really complain :D
APPENDIX B: CONFIRMATION OF INFORMED CONSENT

Lewis Denby is conducting a piece of research into the ways in which people communicate via online short messaging service Twitter. The research will form the basis of an internally assessed paper at the University of Leeds, UK. Collected data and the resulting analysis will not be published in any academic journal or book, though it may appear online on a personal website in the future.

If you would like to take part in this study, all you need to do is follow this Twitter feed. You will be followed back. By following this feed, you confirm that you understand that anything you post on your Twitter page between now and the start of March 2010 may be collected and analysed by Lewis Denby. Your anonymity will be protected at all times, and no names, either real or alias, will be mentioned in the study. Anything you post, however, may be quoted in the paper. Any copies of the data, either electronic or hard-copy, will be destroyed once the study is complete.

You are free to withdraw from the study at any time, and do not need to give reason for doing so. If you would like to withdraw, please send an email including your Twitter username to ml07lwd[at]leeds.ac.uk, with the subject line I wish to withdraw from your study. Any copies of your data will be immediately destroyed, and your data will not be used in the paper in any way.

I confirm that I have read and understand the above terms, and would like to take part in the study by following the Twitter feed.

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