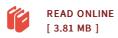# Role-Playing and Onomastics: J.R.R. Tolkiens Influence on the Naming of Fictional Characters in Role-Playing Games

By Michael Kulueke

Grin Verlag. Paperback. Condition: New. 32 pages. Dimensions: 8.3in. x 5.8in. x 0.1in.Seminar paper from the year 2011 in the subject English Language and Literature Studies - Linguistics, grade: 2. 7, University of Cologne (Englisches Seminar), course: Onomastics, language: English, abstract: Fantasy-role-playing games resemble a part of culture dedicated to the play and shortwhile identification with fictional characters. First appearing in the 1960s, role-playing games secured a small spot in a society crowded by fans of Fantasy-, SciFi- or other fictional literature. One of the major works of fantasy-literature is The Lord Of The Rings, The Hobbit or The Silmarillion of John Ronald Reuel Tolkien (1892-1973). Tolkien, as a philologist of early medieval languages, created not only a range of new (and adapted) races to people his universe of Middle Earth, he also created for each race a specific language, with own grammar, vocabulary and: names. He spent great afford in creating so distinct languages that no one could misunderstand the words of the Elves as words by Dwarves, for example. This linguistic effort is supposed to play an important role in the reception of his works, and regarded to play a certain role in the influence Tolkiens works have...

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