



Massively Multiplayer Online Role-Playing Games: The Past, Present, and Future

Part 1

Overview

- Paper published in 2008
- Evolution of MMORPGs
 - History
 - Influences
 - Player perceptions and expectations
- Survey analysis
 - Coherence with successful MMORPGs' features?
 - Expectations of future MMORPGs



Related research

- Social interactions between players
- MMORPG architectures
- The effects of latency
- Problems that plague MMORPGs



MMORPG precursors

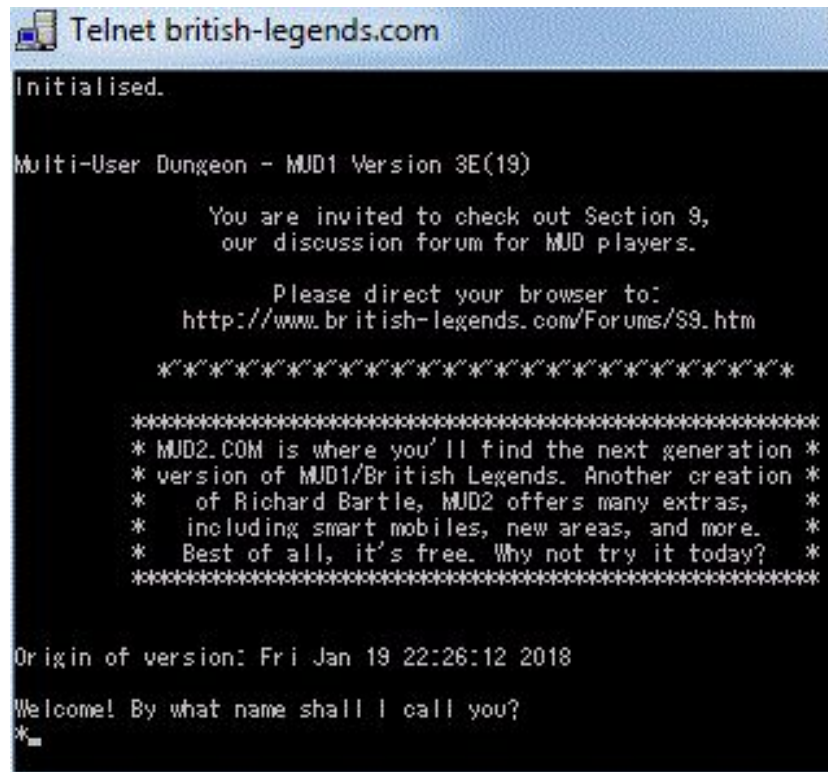
- Dungeons & Dragons
 - First tabletop role-playing game
 - Published in 1974
 - Inspired by *The Hobbit* and *The Lord of the Rings*
 - Character development



Dungeons & Dragons - 1st edition

MMORPG precursors

- Multiuser Dungeons (MUDs)
 - *MUD1*, 1978
 - Text-based
 - Focus on imagination and socialization
 - Later more ruleset-restricted



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Telnet british-legends.com
Initialised.

Multi-User Dungeon - MUD1 Version 3E(19)

      You are invited to check out Section 9,
      our discussion forum for MUD players.

      Please direct your browser to:
      http://www.british-legends.com/Forums/S9.htm

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*
* MUD2.COM is where you'll find the next generation *
* version of MUD1/British Legends. Another creation *
*   of Richard Bartle, MUD2 offers many extras,   *
* including smart mobiles, new areas, and more. *
* Best of all, it's free. Why not try it today? *
*
*****

Origin of version: Fri Jan 19 22:26:12 2018

Welcome! By what name shall I call you?
*_
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MUD1

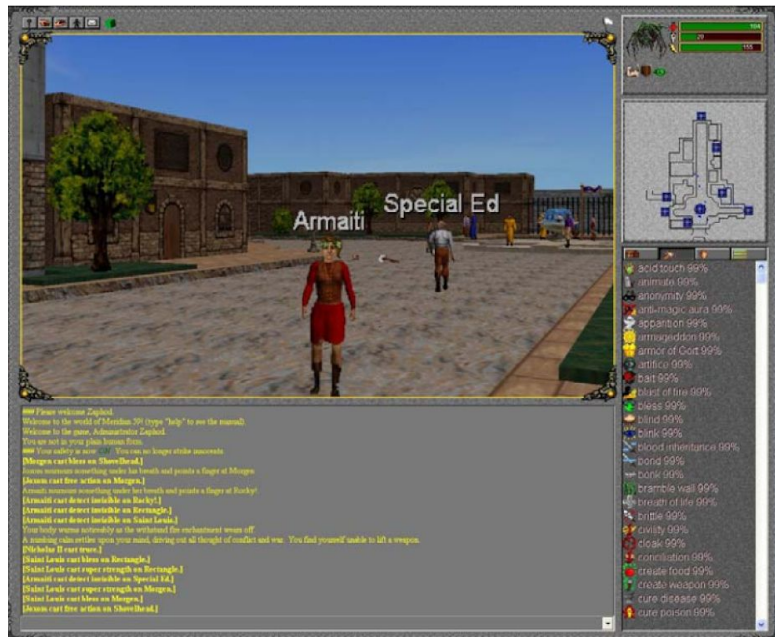
MMORPG precursors

- Single-player computer RPGs
 - Graphics
 - Real-time mechanics
 - Well-written player-centric stories
- Multiplayer computer RPGs
 - *Neverwinter Nights*, 200 players



First generation MMORPGs

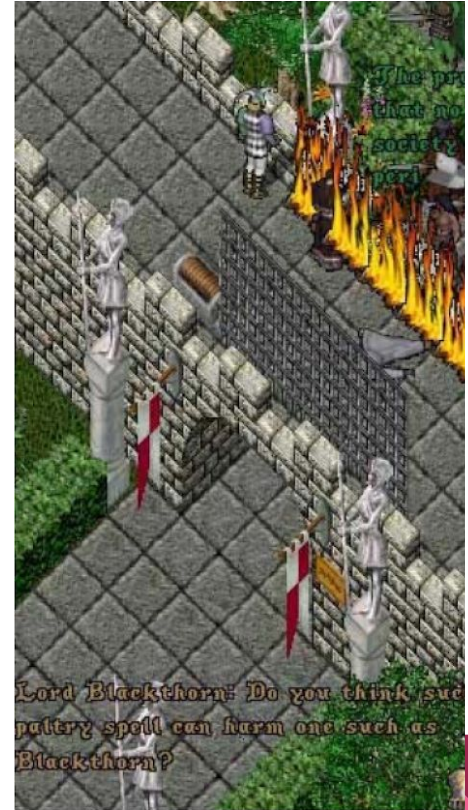
- GUI version of MUDs' text-based interaction
- Graphics of single-player and multiplayer RPGs
- *Meridian 59*, 1996
 - Mini-map
 - Dialog box



Meridian 59

First generation MMORPGs

- *Ultima Online*, 1997
 - First commercially successful MMORPG
 - 100,000 subscribers
 - Player versus player (PvP) model
 - Crafting



Ultima Online

First generation MMORPGs

- *EverQuest*, 1999
 - 500,000 subscribers
 - Graphical improvements
 - Cooperative player versus environment (PvE) model
 - Introduced raids



EverQuest

Second generation MMORPGs

- General improvements
- Not very innovative
- Realm versus Realm (RvR) Combat
- Instances
- Multiplatform support



Final Fantasy XI

Second generation MMORPGs

- *Eve Online*, 2003
 - Futuristic setting
 - One server for all
- *Star Wars Galaxies*, 2003
 - Extensive set of emotes
 - Unique crafting system
 - Player-driven economy
- Highly customizable characters



Eve Online

Second generation of MMORPGs

- *World of Warcraft, 2004*
 - Largely based on first generation ideas
 - Huge graphical improvement
 - Optimized
 - Intuitive interface, easy learning curve
 - 12 million subscribers peak in 2010



World of Warcraft