Massively Multiplayer Online Role-Playing Games: The Past, Present, and Future
Part 2

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Content

- Explaining and analyzing a survey
- Finding the players expectations of MMORPG's

- Preferences of the respondents
- Respondents comments about features

What are you playing?

122 respondents

«None at the moment» may refer to future players

Over 80% had played for >2 years
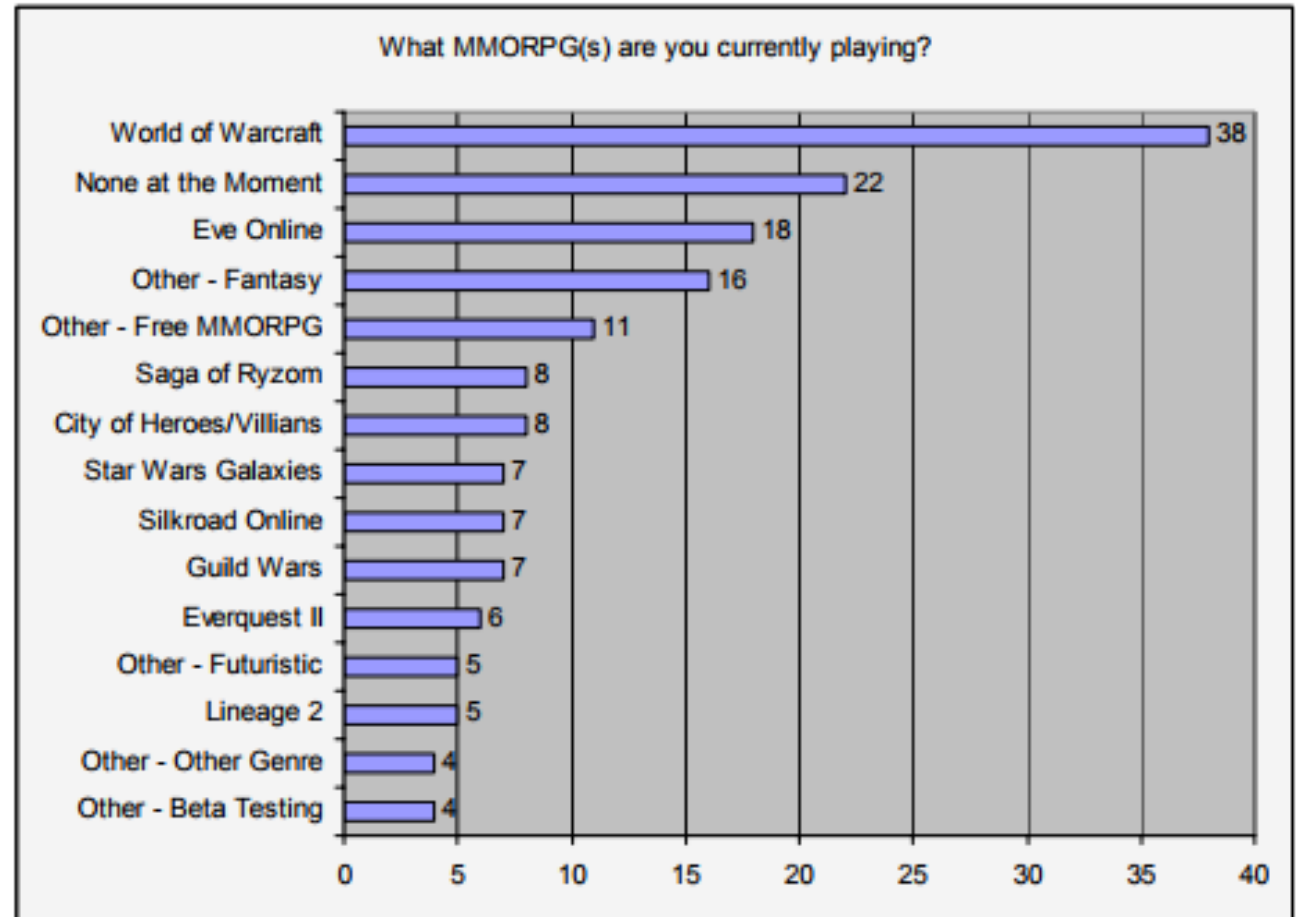
73% have played >4 games

Fig.10. MMORPG(s) the respondents were playing.

Other genres

What can be included in MMORPG?

What is wise to include?

Possible to add aspects of other genres

Table I. What other Game Genres do Respondents Play?

What other game genres do you pay?	Frequency	Percent
Role-Playing (Single Player)	107	87.7
Strategy	105	86.1
Adventure	84	68.9
Action	83	68.0
Shooter	83	68.0
Fighting	54	44.3
Simulator	54	44.3
Puzzle	42	34.4
Racing	36	29.5

Setting of MMORPG

- Respondents ranked their favorite setting

- First generation MMORPG are fantasy-based
    - Most of the second generation as well

- «Other» was chosen by a few, with historical being chosen most

Table II. MMORPG Game Settings: Respondents' Top Five Preferences

Setting					
	Fantasy/ Medieval	Futuristic	Post Apocalyptic	Outer Space	Contemporary	Other Setting
Mean Rank	1.69	2.69	3.30	3.33	4.10	2.64

Favorite features

Top 6 based on votes regardless of rank

Additional 10 features were also listed lower

They were not unwanted, just not as important

Table III. Respondents' Top Five MMORPG Features

	Frequency					
	Lots of Class/Skill Options	Graphics and Effects	Large World to Explore	Player vs Player (PvP)	Socialization	Lots of Content
Rank 1	22	12	13	19	16	9
Rank 2	16	11	10	10	11	16
Rank 3	21	16	19	10	11	6
Rank 4	8	15	6	11	8	14
Rank 5	11	17	12	8	7	6
Total	78	71	60	58	53	51

Plagues of MMORPG

«Exploits, Cheats, Item Duping» as a clear number one

«Competition for Resources» argued as healthy part of MMORPG

Notable «other» was «high latency» and «grinding»

Table IV. Respondents' Top Five MMORPG Problem Issues

	Frequency				
	Exploits, Cheats, Item Duping	Running Out of Content	Playing Griefing	Real-World Services	Camping Rare Items/Spawns
Rank 1	32	21	18	19	4
Rank 2	29	16	21	13	17
Rank 3	16	16	10	14	14
Rank 4	13	14	16	19	14
Rank 5	10	22	19	14	9
Total	100	89	84	79	58

	Downtime while LFG	Ninja Looters	Downtime Between Battles	Competition for Resources	Other Issue
Rank 1	5	2	5	0	16
Rank 2	12	3	5	1	4
Rank 3	15	22	6	3	4
Rank 4	15	11	7	5	4
Rank 5	7	10	16	7	3
Total	54	48	39	16	31

Qualitative discussion of future MMORPGs

- These were open questions asked at the end

- Split into two sections:
    - Improving existing MMORPG features
    - Adding new MMORPG features

Improving existing MMORPG feature

- Player versus player combat
- The Level Grind
- Storyline, World Lore, and Immersion
- Graphics and Effects
- Content and Updates
- Classes and Character Skills
- Technical Enhancements
- Item Crafting and Player Economy
- Combat and Skill
- Downtime

Adding new MMORPG features

- Player Impact in the Game World
- Player-Created-and-Controlled Content
- Technical enhancements
- Mini-games
- Item Crafting and Player Economy
- Player-Aging and Death
- Dynamic Content and Quests
- Realtime Combat and Damage
- Nonplayer Character Interaction
- Evolution

Conclusion

- Setting
- Possible aspects of other genres
- Combat, level grinding and balance are important
- Class/Skill options seems satisfactory
- Important with enough content and a world to put it in
- Community is apprieciated
- These comments can be used to further develop the genre
- Some demands in the player community