

# Massively Multiplayer Online Role Playing Games (MMORPGs)

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# Overview

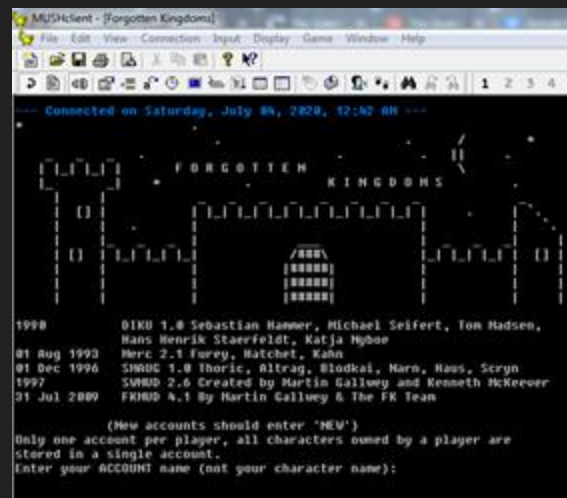
- Paper about the MMORPG genre
  - History up to modern online MMORPGs
  - Typical framework
  - Ingame activities
  - Social aspects
  - Gaming culture
  - Human connections

# History and Legacy

- Predecessors
  - Live action RPGs
  - MUDs
- Longevity
- World-setting
  - Storyline themes
  - Multilayered game maps
  - Dungeons
  - NPCs



Dungeons and Dragons



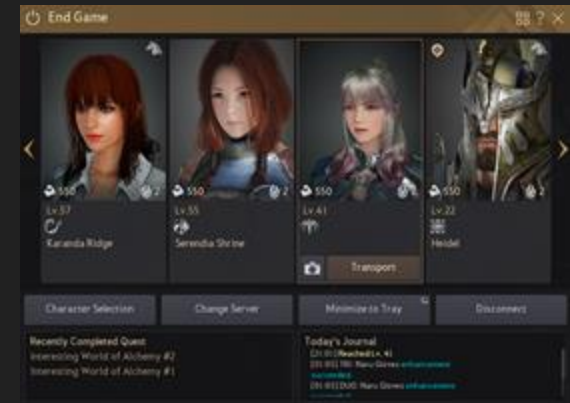
Multi User Dungeon

# Framework and Operation

- Server selection
- Character/avatar creation
- Regional servers
- Time-zone synchronization
- Shutdown risk (player data owned by company)
- Online theme-park of activities
- Subscription model for game time
  - microtransactions



“Realm” selection in WoW



Character selection in BDO

# Gaming Activities

- Player versus Environment (PvE)
- Player versus Player (PvP)
- Ongoing-world
  - Maintenance
  - Currency
  - Social-structure
  - Events



PvE in WoW



PvP in WoW

# Social Lives and Organization

- Functionality for social interactions
- Avatars
- Chat and emoting
- Guilds with various goals
- In-game systems effect on social behaviour
- Bad actors



Gathering of players in WoW

# Gaming Culture

- Players help extend and develop product
- Creative work
  - Strategies
  - Modding
  - Fanfiction
- Forums
- Public test servers

# Players Between Two Worlds

- “Third place”
- Time and effort investment
  - Real money market
- Meet people with vastly different backgrounds
- Keep in touch with family, friends



Dance event in WoW



Thank you for listening!