

Visualizing Player Interactions in Aion

AION®

Create a Character



Explore Virtual Worlds



Talk to People and Make Friends



Learn Skills

Skills [K]

Active 6 Passive Chains Custom Skill Use

Skill Name	Skill Type	Attribute	Quickbar
Provoking Roar	Normal	Special	O
Prayer of Resilience	Normal	Healing	O
Prayer of Freedom	Normal	Healing	O
Pitiless Blow	Conditional	Attack	O
Panoply of Protection	Normal	Special	O
MP Recovery	Normal	Healing	X
Iron Skin	Normal	Special	O
Invigorating Strike	Normal	Attack	O
Inquisitor's Blow	Normal	Attack	O
Illusion Chains	Normal	Pull	O

Custom Chains

By dragging Activation Skills, Accumulators or regular skill icons into the empty slot in order, you will be able to use them like a chain skill.

Skill 1 → Skill 2 → Skill 3 → Skill 4 → Skill 5

HP MP DP XP

Divine Road

Reminiscing
Kill Dragoon Special Forces
10/51

[Instance Group] 1/1
Talk with Investigator Stochio.

Fight Monsters and Other Players



Group with Players to Achieve Higher Objectives that Give Better Rewards



Or Group with Many More Players for Extremely High Objectives



Sell Your Rewards and Items



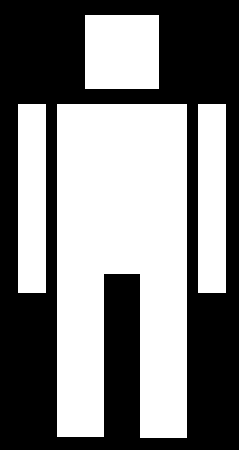
And Buy From Others



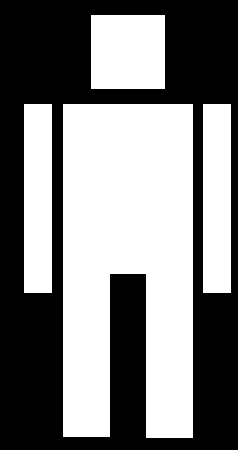
Game Activity is Logged



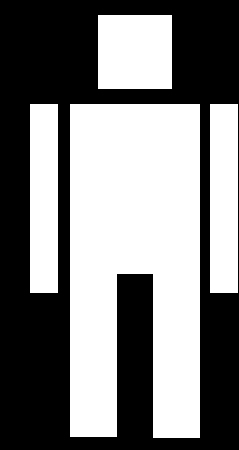
3 Players Selected



Player 1



Player 2



Player 3

Key Areas

- Social Interactions
- Monetary Transactions
- Skills and Damage

Visualizing Player Interactions in Aion

What do people do in online games? what motivates them to become so invested in these shared virtual environments? This visualization investigates player interactions in the massively multiplayer online role-playing game (MMORPG) called Aion. Three players were randomly assigned to have their gameplay interactions visualized through three critical lenses: in-game money transactions, private messages, and damage statistics.

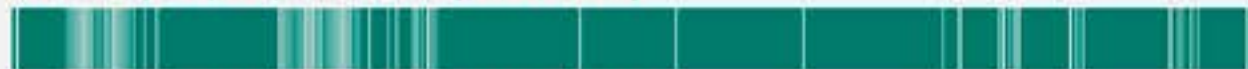
Explore by Aggregate

Explore by Days of Week

In-Game Money

Player 1

Earned 2,813,295,828 Kinah (USD \$61.47)



Spent: 5,008,215,632 Kinah (USD \$109.43)



Player 1 earned USD \$61.47 and spent USD \$109.43 worth of in-game money based on Real Money Trading (RMT) exchange rates.

Player 2

Earned 1,793,186,993 Kinah (USD \$39.18)



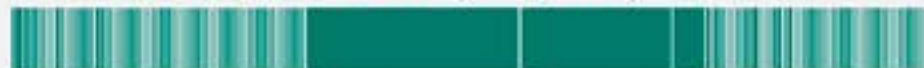
Spent: 14,865,011 Kinah (USD \$0.32)



Player 2 earned USD \$39.18 and spent USD \$0.32 worth of in-game money based on Real Money Trading (RMT) exchange rates.

Player 3

Earned 1,380,237,446 Kinah (USD \$30.16)



Spent: 3,234,015,628 Kinah (USD \$70.66)



Player 3 earned USD \$30.16 and spent USD \$70.66 worth of in-game money based on Real Money Trading (RMT) exchange rates.