

Visualizing Player Interactions in Aion

AION®

Create a Character



Explore Virtual Worlds



Talk to People and Make Friends



Learn Skills



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



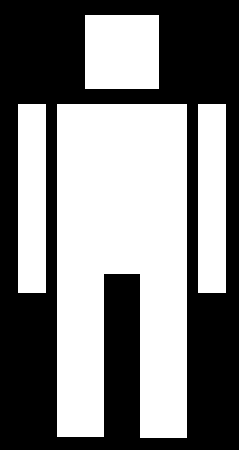
And Buy From Others



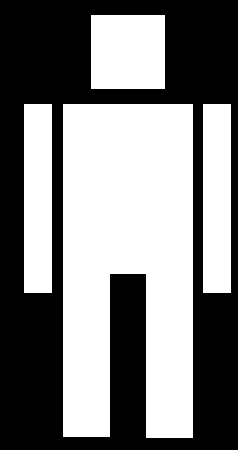
Game Activity is Logged



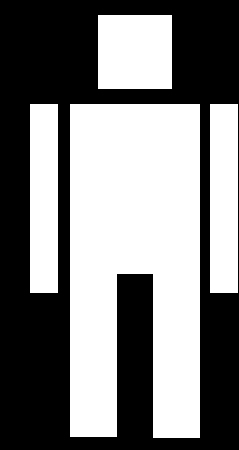
3 Players Selected



Player 1



Player 2



Player 3

Key Areas

- Social Interactions
- Monetary Transactions
- Skills and Damage

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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.

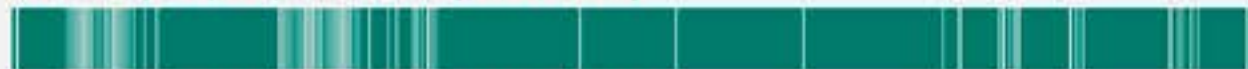
Explore by Aggregate

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)



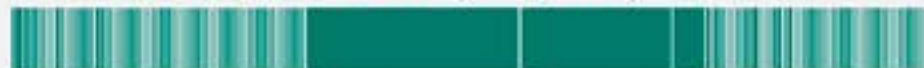
Spent: 14,865,011 Kinah (USD \$0.32)



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.