

# MMO(RPG) Games and Social Processes

## Taxonomy of Player's

- Two degrees of freedom:
  - Range's between if motivation is player or environmental
  - Range's between if receiving agent is other player's or the environment

These degrees of freedom lend themselves to 4 separable quadrants

- Explorers (Environment and Acting With)
- Achievers (Environment and Acting On)
- Socialites (Players and Acting With)
- Killers (Players and Acting On)

## Apprenticeship

There are common features that arise from an apprenticeship

- Joint Participation (Lave)
- Routine, highly valued activity
- A mutually understood goal/value
- Scaffold learner's activity (Vygotsky)
- Sequences instruction (Collins, Brown & Newman)
- Repeated opportunities for practice and situated feedback
- Guides the learner to the key aspects of context
- Information is 'just in time', catering to the current context