MCS 210 - Writing Assignment 13

- The objective of this activity is to analyze how collaboration, coordination and communication are supported in the massively multiplayer online game (MMOGs) [World of Warcraft](#).

- Research about the game and compile at least 3 sources, other than the wiki provided above, which can include web articles or videos.

- Create an Overleaf project named MCS210_WA13

- Answer the following questions by creating a separate section in your .tex file for each section. Don't forget to cite your sources and to add them in the bibliography section.

    1. Section: General social issues
        a. What is the purpose of the MMOG?
        b. What kinds of conversations are supported?
        c. How is awareness supported of the others in the MMOG?
        d. What kinds of social protocols and conventions are used?
        e. What kinds of awareness information are provided?
        f. Does the mode of communication and interaction seem natural or awkward?
        g. How do players coordinate their actions in the game?

    2. Section: Specific interaction design issues
        a. What form of interaction and communication is supported, e.g. text/audio/video?
        b. What other visualizations are included? What information do they convey?
        c. How do users switch between different modes of interaction, e.g. exploring and chatting? Is the switch seamless?
        d. Are there any social phenomena that occur specific to the context of the MMOG that wouldn't happen in face-to-face settings?
        e. What other features might you include in the MMOG to improve communication, coordination and collaboration?

- When you have finished writing your revised responses, download your project from Overleaf as a .zip file and submit via Moodle.