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[In this comprehensive analysis, multiple psychological systems of gameplay are surveyed, to try and arrive at a unified model in

Numerous models of gamer psychology have been proposed and debated over the past couple of decades. One of the earliest t

In fact, several of the best-known play style and game design models share many conceptual elements. So I'm also proposing h

(Please note that any and all references I make in this article to the works of Richard Bartle, David Keirse

The Four Bartle Types

The official description of the original four Bartle Types (which have been expanded to eight types in Richard Bartle's book *Design*

This model, which was based on observing and analyzing the behaviors people playing together in a multi-user game, holds tha

Killers: interfere with the functioning of the game world or the play experience of other players

Achievers: accumulate status tokens by beating the rules-based challenges of the game world

Explorers: discover the systems governing the operation of the game world

Socializers: form relationships with other players by telling stories within the game world

These four styles emerged from the combination of two primary gameplay interests, which I've called Content and Control, each

Killers and Achievers both turned out to be mostly interested in acting on things or people, treating things and people as externa

Similarly, Killers and Socializers both seemed eager to have the opportunity to control how they are able to play dynamically with

The bases of the Bartle Types are thus two pairs of complementary player goals: Acting or Interacting (content), and Players or

Here's a diagram showing how the four Bartle Types emerge from the conjunction of the two major gamer concerns with conten

The Bartle Types

The Four Keirse

In the 1970s, psychologist David Keirse identified four general patterns from the sixteen types of the Myers-Briggs personality r

Artisan (Sensing + Perceiving): realistic, tactical, manipulative (of things or people), pragmatic, impulsive, action-focused, sensa

Guardian (Sensing + Judging): practical, logistical, hierarchical, organized, detail-oriented, possessive, process-focused, securit

Rational (iNtuition + Thinking): innovative, strategic, logical, scientific/technological, future-oriented, result-focused, knowledge-s

Idealist (iNtuition + Feeling): imaginative, diplomatic, emotional, relationship-oriented, dramatic, person-focused, identity-seeking

In the second edition of Keirse's book, *Please Understand Me II*, Keirse grouped his four temperaments as four quadrants acr

Rather than the two dimensions that Keirsey used in his model, I believe the two most fundamentally distinctive dimensions of h

Artisan☐

wants the power to be free to act at will on people and things☐

Guardian☐

wants the security of possessions obtained by following the rules☐

Rational☐

wants the satisfaction of understanding how things work☐

Idealist☐

Internal Change☐

wants people to cooperate toward happiness (self-actualization)☐

Here's how these four styles are represented (using my two axes, not Keirsey's) with the same kind of four-quadrant format that

The Keirsey Temperaments (Stewart Format)☐

Keirsey and Bartle☐

The first of the two major assertions I make in this article is that the four temperaments described by David Keirsey -- Artisan, G

BARTLE☐