

# Studying Virtual Cultures



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### Acknowledgments

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# Abstract

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## Abstract

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This thesis describes the current state of the research on virtual cultures. It is argued that a lot of the research does not account for the role game designers play and that future studies should try to remedy that in order to gain a deeper understanding of virtual worlds.

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## Zusammenfassung

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Die vorliegende Arbeit beschreibt den Status der Forschung zu virtuellen Kulturen. Es wird argumentiert, dass diese Forschung die Rolle der Spielemacher nicht genügend berücksichtigt und dass zukünftige Studien durch die Berücksichtigung der Rolle der Spielemacher ein tieferes Verständnis über virtuelle Welten erlangen könnten.

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# Studying Virtual Cultures

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## 1 Introducing Virtual Cultures

*"Imagine yourself suddenly set down surrounded by all your gear, alone on a tropical beach close to a native village while the launch or dinghy which has brought you sails away out of sight. You have nothing to do, but to start at once on your ethnographic work. Imagine further that you are a beginner, without previous experience, with nothing to guide you and no one to help you. This exactly describes my first initiation into field work in Second Life."* - Boellstorff (2008: 3).

In the above quote, Boellstorff creates an elegant juxtaposition between his own research and that of the influential anthropologist Bronislaw Malinowski. Elegant, because Boellstorff studies the virtual world of *"Second Life"* using the method of participant observation popularised by none other than Malinowski.

While video games have long struggled to be accepted as an art form (see Bogost 2007), their commercial success has led to the emergence of numerous studies such as that discussed above. Another publication in the same vein, *"Digital Culture, Play, and Identity: A World of Warcraft Reader"*, compiled by Corneliussen and Rettberg (2008), covers the most successful online game, World of Warcraft (WoW). They compare the game to the *"real-world"* nations of Bolivia and Sweden in order to demonstrate the scope of its *"population"* (2008: 1). If it seems incredible to imagine that there are as many people playing this game as people living in Bolivia, the time those *"players"* invest in the game may be even more difficult to comprehend: the average WoW player spends 22 hours per week *"in-game"* (Yee 2006: 2). And World of Warcraft is just a small part of the whole gaming phenomenon. According to McGonigal, there now are 183 million active gamers, each of who plays for an average of 13 hours per week (2011: 3).

Furthermore Corneliussen and Rettberg assert that the game has *"a culture and a language all its own"* (2008:1). They give the example of a student who, not knowing the behavioural rules in World of Warcraft, failed to comport herself properly and was consequently *"spat"* upon by the other players. Like Boellstorff, Corneliussen and Rettberg base this research in their own *"ethnographic"* experience of playing the game.

The numbers presented above clearly demonstrate that video games are just as relevant a cultural medium as film, literature or music, for instance, and yet it has been just 50 years since the development of the first video game, *"Spacewar"*, in 1962 (see Russell 1962). Video games are a unique vessel for cultural messages. In fact, McGonigal argues that 'reality is broken' (the title of her 2011 work on the subject) when compared to the virtual worlds one can experience in games, as the latter are designed to suit human psychological needs (2011). Ian Bogost observes a difference between video games and other media in terms of their mode of expression (2007). He uses the label *"procedural rhetoric"* to describe how players follow predefined processes and are given feedback according to their choices (2007: 2-3), arguing that the procedural evaluation of actions against a set of rules conveys ideas about how things should work.

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Jesper Juul uses a similar definition for video games (2005: 1):

*“video games are real in that they consist of real rules with which players actually interact, and in that winning or losing a game is a real event. However, when winning a game by slaying a dragon, the dragon is not a real dragon but a fictional one. To play a video game is therefore to interact with real rules while imagining a fictional world, and a video game is a set of rules as well as a fictional world.”*

Juul’s description is akin to what Bogost terms “*procedural rhetoric*”: underlying rules of a game convey assumptions to the player. One such rule could be that the player can enlist helpers by promising a share of the treasure that the dragon possesses. This rule would make a statement about how people work for a reward and how teams come together in order to achieve tasks that would be impossible for individuals alone. Thus, rules are “*real*” in that they are expressive statements about how the world works. To Juul, the second “*half*” of games is defined by its occurrence in a fictional setting. Richard A. Bartle uses the term “*virtual*” to describe how the imaginary and the real come together in video games (2003: 1). This virtuality – the convergence of a real social event with a fictional space – is what suggests video games, and especially “*MMOs*” (Massively Multiplayer Online Games) such as WoW, as a suitable subject for research. Here, anthropologists can find readily accessible something that is relatively hard to come across in the real world: a reasonably small community with a distinct culture and comparatively clear-cut borders. Admittedly, this comparison may be somewhat simplistic, since every member of an in-game community is at the same time a member of a community in the real world, resulting in fuzzy frontiers between the two cultures. Yet the fact remains that there are “*video game cultures*” that are just as meaningful to its members as “*real world cultures*”.

For an anthropologist, one of the first question in this context might be, “*Is it possible to conduct salient ethnographic research in virtual cultures?*” This issue is best tackled through an account of the existing research on the subject.

Furthermore, because most studies of gaming by social scientists are based on participant observation, the following question is also going to be addressed: “*What methods are employed for research of virtual cultures?*”.

However, the answer to the two previous questions highlights a conceptual problem that is largely ignored by most games researchers, who do not acknowledge that while people express culture in virtual environments, the games themselves are also cultural artefacts. This thesis contributes to theoretical understandings of virtual cultures by exposing the blind spot evident in previous research on this topic, namely, that online games are created for the purpose of entertainment, which starkly manifests in the resulting product. Therefore, online games cannot be understood without consideration of their designers.

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### 2.1. Expert Terminology

When experts discuss virtual worlds, they tend to use a specific set of vocabulary. It is necessary to have precise definitions for such terms in order to avoid the situation that has befallen the term “*Video Game*”, which is now used to denote a vast range of disparate phenomena. Fortunately, most of this terminology is not overloaded with different connotations.

In computer science, a person interacting with software is often labelled a “*user*”. In virtual worlds, however, a person interacting with the simulated environment is a “*player*” (Bartle 2003: 2). While the activity of interacting with the environment is called “*playing*”. The means by which the environment presents goals to the player is termed “*gameplay*” (Bartle 2003: 2). Players tend to use “*In-game*” to speak about actions within gameplay, and “*Real-Life*” (or “*RL*”) to refer to actions outside the virtual world

Many games require players to pay with regular instalments. This being the case, the players are also known as “*subscribers*”. The amount of subscribers a game attracts is often used as a gauge of its success.

### 2.2. The Issue: Inaccurate Definitions

In spite of the relatively short history of video games, their social significance is hardly contestable. Yet a great number of the published scientific studies on video games are plagued by inaccuracies, as Bartle notes in his review of Corneliussen and Rettberg: “*It’s a little hazy about the facts at times, but then these falsehoods seem able to perpetuate all on their own anyway. For example, the first MMOG wasn’t Ultima Online, that’s just the first one you noticed; they don’t have their roots in D&D no matter how much you think they obviously must have*” (2010).

Such falsehoods can be roughly grouped into two categories. The first, less fatal category can be explained with recourse to historical developments, since Virtual worlds are in a constant state of flux; World of Warcraft, for example, experiences a major overhaul roughly every two years (Bainbridge 2010: 15), with many smaller changes (“*patches*”) occurring in between<sup>1</sup>. Research conducted in societies around the world has a similar problem, where publications lag behind and are outpaced by current developments. However, the changes in a virtual world are often more rapid and more extensive than in the real world; for example, it is rare for a real society to lose one third of its members in four months, as happened in STAR WARS®: The Old Republic (Electronic Arts 2012A, B). Since observations about human behaviour are not invalidated by historic changes within the world, the tendency for information to become outdated is not a great concern.

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1 A history of these changes can be accessed online at <http://us.battle.net/wow/en/game/patch-notes>.



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Falsehoods in the second category, however, are of more consequence for the validity of game studies. These are of conceptual nature, an example being the idea that the early predecessors of online games were based on Dungeons & Dragons (see Corneliussen & Rettberg 2008: 5, Mortensen 2006), which is demonstrably wrong (see section 2.5). This is exemplified most strikingly in certain definitions of “*Video Games*”, which are at times highly contradictory, as the following section reveals.

### 2.3. What is a Video Game?

According to Jesper Juul’s definition, a video game “*is a rule-based formal system with a variable and quantifiable outcome, where different outcomes are assigned different values, the player exerts effort in order to influence the outcome, the player feels attached to the outcome, and the consequences of the activity are optional and negotiable*” (2005: 6-7).

Yet as Corneliussen and Rettberg correctly note, a game like World of Warcraft does not possess an easily quantifiable outcome, since the game offers a host of goals that may differ between players (2008: 8). And even if a given goal is achieved, there are always other goals available, which guarantees that there is no end to the activity. The authors also refute the suggestion that gameplay is of little consequence, citing the example of people who earn their livelihood solely through playing games (2008: 8).

The definitions of games by influential game creators range from the performative such as “*a series of meaningful choices*” to the cognitive definition of Raphael Koster, who sees games as “*patterns*” (2005: 14): “*Based on my reading, the human brain is mostly a voracious consumer of patterns, a soft pudgy gray Pac-Man of concepts. Games are just exceptionally tasty patterns to eat up.*” Finding a definition for video games is therefore not as trivial a task as one would assume. To circumvent this problem, Bartle proposes another concept for the purpose of discussing online games: Virtual Worlds (2003: 473).

### 2.4. The Problem Solved: Virtual Worlds

While the numerous different definitions of “*video games*” serve to demonstrate the confusion around the term, the concept of “*virtual worlds*” avoids the necessity of any further futile efforts in this direction. In this section, the advantages of referring to “*virtual worlds*” instead of “*online games*” are discussed.

To begin with, even if “*World of Warcraft*”, for example, can be regarded as an online game, there are many instances when this is not the case. The most prominent example is probably “*Second Life*”, which lacks traditional gameplay and only offers a simulated environment where players can interact with each other (Boellstorff 2008: 8-16). Yet both environments (i.e. World of Warcraft and Second Life) can be described in similar terms: players interact with them through the use of avatars and communicate with each other mainly through typed chat; there are many different locations to explore; and players decide on their own goals and approaches. The main difference between the two is that WoW offers more definite goals and guidance than are found in Second Life. Even in WoW, though, the players are free to set their own goals and to completely ignore those given by the game; thus both belong to the category of “*virtual worlds*”, and not to the category of “*video games*”.

Richard A. Bartle uses five features to determine if a piece of software represents a virtual world. The first feature is consistent with many definitions of video games: a virtual world needs to have automatic rules “*that enable players to effect changes to it*” (Bartle 2003: 3). It is important to note that the focus lies on changing the world, whereas in video games rules are used to change the game state (see Juul 2005: 6-7). In neither case can the players change the rules themselves. Second, the players are represented by “*characters*” – singular entities in the world through whom every interaction between player and environment is channelled (Bartle: 2003: 4). The term “*avatar*”, often used synonymously, accurately portrays the idea behind the virtual representation of the player. The third feature is that the world exists in “*real time*”, meaning that any action has immediate consequences and that players can act simultaneously, which contrasts with so-called “*turn-based*” games, where players alternate actions as in a game of chess (Bartle 2003: 4). The fourth requirement is vital to the interests of social science: the world has to be shared by multiple players (Bartle 2003: 4). While the property of sharedness solicits social interaction, the world also needs to be persistent to a degree, this property enables players to create meaning (Bartle 2003: 4).

Bartle suggests another advantage of envisioning online games as worlds later in his book: “*Virtual worlds are places. [...] People go to places, do things there, and then they go home*” (2003: 474). Viewing virtual worlds as places opens them up to scientific scrutiny, since it permits the application of the same methods of investigation as are commonly employed to conduct research in the real world.

### 2.5. The History of Virtual Worlds

It is important to know how virtual worlds have developed not only because it extends our understandings of what precisely constitutes such a world, but also because it facilitates categorisation. Indeed, to quote Bartle (2003: 4), *“in practice it’s fairly easy to determine what is or isn’t a virtual world simply by looking at its heritage.”*

#### 2.5.1. The First Age: MUD (1978-1985)

According to Corneliussen and Rettberg, online games developed from multi-user dungeons and Dungeons and Dragons: *“MMOGs also have roots in the tabletop role-playing game Dungeons and Dragons (1974) and in text-based online games known as MUDs”* (2008: 4). As they go on to state that the first MUDs appeared in the early 1980s (2008:4), they make a small chronological error.

The first virtual world that became popular enough to spawn successors was MUD (*“Multi-User Dungeon”*) created in 1978 by Roy Trubshaw, a computer science undergraduate at Essex University (Bartle 2003: 4-7). Trubshaw created two versions of MUD on his own, but before he could complete the third version he graduated; he thus chose his junior, Richard Bartle, as the man to finish MUD III, which ultimately *“became the paradigm for the entire genre”* (Bartle 2003: 5).

While this statement might sound somewhat self-aggrandising, it is indisputable that Bartle has been involved in virtual worlds since their inception, an interest that has persisted throughout his academic career. For these reasons, he can be regarded as an expert on both the creation and study of virtual worlds. Dr. Bartle also agreed to a short email interview<sup>2</sup>. This, together with his published works provides an invaluable source of information for the present study.

The popularity of MUD continued to rise until the mid-1980s, when it was famous enough to be mentioned in most computer games magazines in the United Kingdom (Bartle 2003: 6).

#### 2.5.2. The Second Age: AberMUD (1985-1989)

The beginning of the second age is marked by the appearance of independently developed MUD *“clones”*, as well as the creation of the fourth version of MUD, *“MUD2”* (Bartle 2003: 7-8). More significantly, AberMUD, developed at the University of Wales at Aberystwyth, was ported to the *“C”* programming language in 1988, which allowed it to run under Unix (Bartle 2003: 9). The fact that ordinary computers could now run the game led to a marked increase in the popularity of virtual worlds (Bartle 2003: 9) and signified the dawning of the third age.

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<sup>2</sup> Dr. Bartle is widely recognised as an expert in the field of virtual worlds. For this reason, he was interviewed and his feedback heeded so as to shore up the analytical framework employed in this study (appendix A).

### 2.5.3. The Third Age: Making Games Social (1989-1995)

AberMUD spawned a number of successors, most notably TinyMUD, LPMUD and DikuMUD (Bartle 2003: 9). While DikuMUD was faithful to its predecessor (being largely combat oriented), LPMUD and, to an even greater degree, TinyMUD were focused more on user-generated content (Bartle 2003: 9-10). During the early 1990s, the popularity of virtual worlds grew even further; one study of network traffic in 1993 showed that 10% of total Internet traffic that year was generated by the different MUDs (Bartle 2003: 12).

### 2.5.4. The Fourth Age: Commercialisation (1995-1997)

The fourth age is characterised by the commercialisation of online games, with the most popular titles, such as *Gemstone III* and *Dragon's Gate*, earning their developers considerable sums of money through royalties paid by Internet service providers (Bartle 2003: 15). Unlike in previous years, these games were developed primarily by commercial teams rather than by University associates (Bartle 2003: 12).

### 2.5.5. The Fifth Age: Ultima Online (1997-2004)

Origin Systems Incorporated released Ultima Online in 1997, and with 100,000 subscribers within a year, not only was it the first truly commercially successful graphical virtual world, but it also paved the way for the subscription-based model, where players pay a monthly fee in order to play the game (Bartle 2003: 21). According to Bartle, this was made possible by the game's design, which emphasised community building and player-driven action, and accommodated different playing styles (2004: 22). Ultima Online was the dominant virtual world until the release of Star Wars Galaxies in 2003, with Raph Koster being the lead designer for both games (Bartle 2003: 22). One other important virtual world established during this period was EverQuest (released 1999), which featured a first-person 3D perspective instead of an isometric 2D perspective and ultimately attracted more subscribers than Ultima Online (Bartle 2003: 25-26).

### 2.5.6. The Sixth Age: World of Warcraft (2004-2011)

Since Richard Bartle published his seminal work on virtual worlds in 2004, his history of the phenomenon extends only up until the fifth age (2004: 17). In the intervening years, the landscape of online games has changed dramatically; the sixth age of virtual worlds has come to pass, and it can even be argued that we are currently witnessing a transition to the seventh age. While in the fifth age of online games, success was measured in the hundreds of thousands of players, World of Warcraft achieved those 100 thousand concurrent players within a single day and now boasts many millions of subscribers (Blizzard 2004, Corneliussen and Rettberg 2008: 1, Bainbridge 2010: 15).

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### 2.5.7. The Seventh Age?

Until 2010, the dominance of World of Warcraft in the online game market faced scarcely any competition (Peckham 2010), forcing online game developers to search for different business models. One solution to have emerged recently is called “*free to play*”, where players do not pay any subscription fees but make small transactions within the game (Lin & Sun 2007: 335). The signs for the fall of WoW could be signs of the dawn of a new age, but seeing as WoW has lost more players than many other online games have ever had, it may be preposterous to declare it as such.



## 3 Examples of Virtual Worlds

Having established a working understanding of virtual worlds, we can now set about using this terminology to describe and analyse the ways in which human beings interact with virtual worlds. Bearing in mind that these environments are mainly of a visual nature, every example presented below will make reference to in-game video footage that can be accessed online. It is recommended that those unfamiliar with virtual worlds make use of these resources, as they convey the essence of such worlds more readily than a verbal description.

### 3.1. The ShanghAI Lectures 2010 – Discussion Session 1

The first example<sup>3</sup> shows players in a more “serious” context, though not necessarily a more “professional” one. It is a recording of the first discussion session of the ShanghAI Lectures, an introduction to artificial intelligence hosted by the University of Zurich (Pfeifer 2010), in which universities from around the world participated. Among these were China’s Shanghai Jiao Tong University, the Karlsruhe Institute of Technology from Germany, and Osaka University of Japan, to name but a few. Because this lecture series is such a global event, every talk was organised as a video conference and recorded as a podcast. In the context of virtual worlds, the discussion sessions, which were conducted in a virtual world called “Wonderland”, are more interesting (Labhart & Hasler 2011).

The discussion sessions were an experiment in a different form of teaching, featuring not only a presentation by a professor but also discussion and exploration of the virtual world. In addition, the students participating in the lecture were distributed into teams that had to solve certain exercises together in the virtual world, ranging from discussing artificial intelligence to decorating a room (as shown in the following screenshot of the author and a colleague from Berlin:

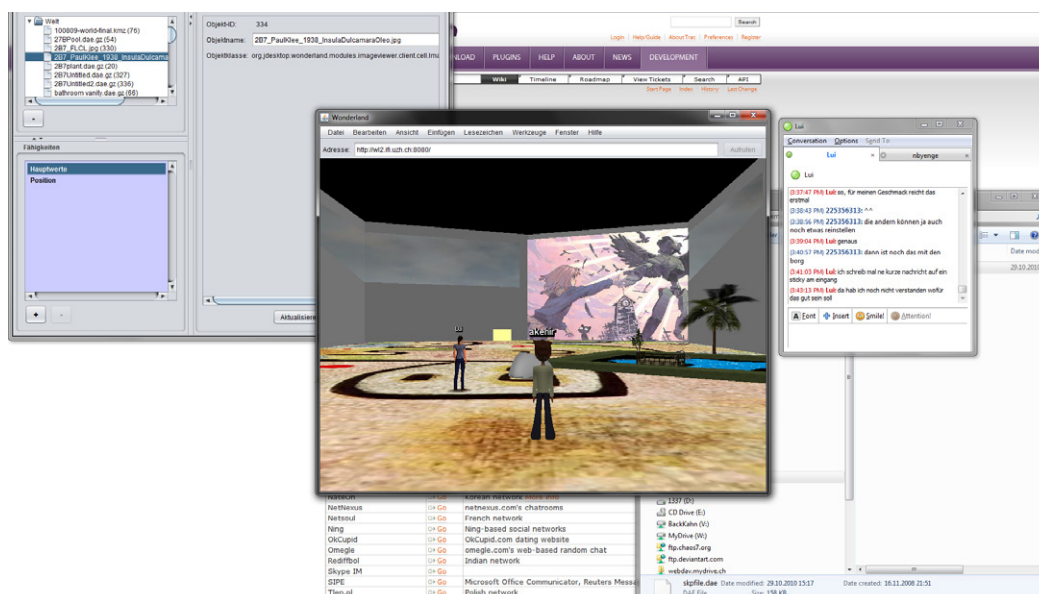


Figure 2.

Wonderland

2011-05-19

3 The video can be found on the DVD (Appendix G) or on <https://collection.switch.ch/objects/LOR:3130/datastreams/DS100>.

The Wonderland project was clearly at an experimental stage; for example, the sound did not work during the first half of the video, so the lecturer had to use the chat window in order to relate the content of the slides (Pfeifer 2010). The video demonstrates one important fact particularly well: virtual worlds are not necessarily games.

In Wonderland, the criteria for virtual worlds are fulfilled as follows. First, players are given certain tools to change and interact with the world; for instance, they can use the right mouse to acquire ownership of an object in the world and to change the content. Second, they are obviously represented by their avatar, and third, pressing the appropriate keys instantly results in the avatar changing position. Fourth and fifth respectively, the players exist together in a shared world and any changes to the world by a given player remains to be observed by others. If it were not possible for two students to decorate a room and leave it for the assistants to be controlled, the exercises of the course would have been impossible to complete. Since in Wonderland there is no inherent competition and no quantifiable outcome it is not a game but a place.

### 3.2. Dream Paragon VS Madness of Deathwing 25HC

The next example<sup>4</sup> serves to demonstrate the many different aspects of virtual worlds. The content of the video (Paragon 2012) can be summarised as follows: 25 Members of the guild “*Paragon*” defeat the endgame boss “*Deathwing*”<sup>5</sup> on heroic difficulty.

Now for somebody integrated into the culture of WoW, the caption of the movie describes everything written in the above summary, such that they will know already what will be shown in the video. For everyone else, however, neither the caption nor the 17 minutes of video footage that accompany it is likely to make much sense. According to Geertz, cultures can be seen as “*webs of significance*”, and researching culture is a “*search of meaning*” (1973:5), which suggests that it is definitely possible to talk about World of Warcraft as a culture that merits analysis. Indeed, a more detailed investigation of the video reveals some particularities of this culture and its meaning to its members.

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4 The video can be found on the DVD (Appendix G) or on [http://www.youtube.com/watch?v=VMK\\_huoSnVQ](http://www.youtube.com/watch?v=VMK_huoSnVQ).

5 This boss is also depicted on the title page of this thesis.

The first thing depicted in the video are the sponsors of the guild (Paragon 2012). The players of Paragon are famous for being among the first to defeat the WoW bosses, a fact that is well attested as their videos have been watched over 14 million times on youtube alone. Because this is a good platform for computer hardware advertising, Paragon is sponsored in much the same way as major football teams. Although not many players will be able to defeat a boss on the most difficult setting (indicated by the label “HC”), battling bosses, or rather “raiding”, is a significant activity for WoW players (Corneliussen and Rettberg 2008: 33, 213-215). Extending the football analogy, this is akin to people having a kick about with friends and family or playing in lower leagues. Raiding is usually done for several hours in the evening on certain weekdays, and guilds usually use calendars to organise the events and record who has been participating (Corneliussen and Rettberg 2008: 33, 213-215). Competition exists on many levels, from “firstkills” of bosses worldwide to rankings of guilds on certain realms and competition within the guild for the ability to participate in the raids. There are usually three distinct player roles in a raid (i.e. tanking, damage dealing and healing<sup>6</sup>). The video by Paragon is filmed from the point of view of two healers and one damage dealer, which is how most players experience the activity. Tanks are more rare and could be compared to goalkeepers in football. Furthermore, in order to defeat such a boss, specific tactics and coordination are required; therefore, usually some captains read the tactic and need to rehearse with the group in order to achieve a boss kill; this requires a lot of cooperation, which is why guilds often employ voice-communication technology. The football analogy also shows why virtual worlds are not simply “games”, but rather virtual worlds: in the end, raiding is just one activity within the virtual world, as football is just one activity within the real world. When the activity ends, the players engage in something different.

This aspect is also implied at the end of the movie, where we see the dragons that assisted the players during the battle morph into humanoid form and talk about the consequences of the encounter. Here, the focus lies on the heroism of the players, who succeeded against all odds and were able to save the world. But the video also shows how the rich history is enacted before and after the battle (for more detail, see Bainbridge 2010: 46-47). While the illusion of player-generated influence is quickly broken (because every boss is revived after one week and players can repeat their feats), over the span of several years, the story of the players’ battles unfolds through the introduction of new and stronger enemies.

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6 Tanks mitigate the damage dealt by the bosses, healers heal the damage the group receives and damage dealers defeat the enemies. A player has to specialise by choosing one of the three roles (see Bainbridge 2010: 90-95).



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Whenever the identity of players and the history of WoW is investigated (see e.g. Bainbridge 2010: 25-52; Corneliussen and Rettberg 2008: 39-64), attention is rarely paid to how contrived these are, and how easily the history told by the game is interrupted due to the exigencies of gameplay. If one adopts the point of view of the game designer, it is obvious why bosses have to be revived: if a boss could only be killed once, for example, there would not be enough content available. It is impossible to create new bosses as fast as players can defeat them, because they have to be drawn, programmed them and given a background. And it would also be detrimental for a player who misses a boss kill with his guild or tries to change to another guild, because he would be unable to team up with anybody who has not defeated exactly the same bosses as he has. Therefore, it becomes necessary for to reset instances in order to facilitate gameplay. This further attests to the need to recognise virtual worlds as carefully designed environments, which is a major concern of this thesis.

In conclusion, this video shows that online phenomena like World of Warcraft should be seen not merely as games, but rather as **designed virtual worlds**.

### 4 Culture, Identity and Play in Virtual Worlds

Corneliussen and Rettberg divide their book on World of Warcraft into four categories: culture; identity; play; and world (2008: 9-12). Their methodology comprises interviews with players, in-game observations and online surveys (2008:2). In a similar vein, Bainbridge arranges his book into eight distinct sections: entrance; heritage; religion; learning; cooperation; economy; identity; and transcendence (2010: 1, 25, 53, 81, 111, 139, 169 and 199). He conducted two years of participant observation in WoW, spending more than 2,300 hours in the virtual world (2010: 15-18). As in research he conducted earlier in his career, he used role-play with his characters to gather ethnographic data (2010: 15). Bainbridge acknowledges that this way of studying people in the real world is considered unethical nowadays, but does not explain why he does not consider it an issue while studying virtual worlds (2010: 15).

The eight chapters of Bainbridge's book can be mapped onto the four categories used by Corneliussen and Rettberg, the one significant difference being that Bainbridge gives a detailed breakdown of all the characters he created (2010: 15-16), while such information is generally absent in Corneliussen and Rettberg's work.

Since the experience of participating in the game is seen as important in both studies, it is worth mentioning here that the author of this thesis has previously spent at least as much time playing World of Warcraft as Bainbridge. The most important characters played were Ken (a level 60 undead priest), Æra (a level 70 human priest), Rahlja, Meena and Hypatia (paladin, rogue and priest respectively; all level 80 and later level 85 humans). It could also be noted that all of these characters were female<sup>7</sup>.

In his book, Bartle dedicates an entire chapter to a description of the researching virtual world, as he explained during the interview (see appendix A):

*"The sixth chapter of my book covered perhaps a significant chunk of all the research papers that had been written on virtual worlds (in English) at that point. I must have tracked down and read about 90% of the entire literature, and perhaps a quarter of what I read was mentioned in that chapter. It took me longer to write than the rest of the chapters put together. If I were to rewrite the book, I wouldn't include any chapter on research in virtual worlds. There's too much of it now."*

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7 While Corneliussen discusses the role and representation of gender in WoW, but neglects to discuss that the gender of the character is not representative of the gender of the player (Corneliussen & Rettberg 2008: 79-81).



### 4.1. Accounting for Design in Virtual Worlds

As Bartle argues in the quote above, it is no longer feasible for scholars to provide a complete overview of the research on virtual worlds. For this reason, the present study restricts itself to the key point identified in the analysis of the video depicting the defeat of the boss Deathwing by “*Dream Paragon*”, namely, that the study of virtual worlds must acknowledge their being designed for the purposes of entertainment. In the next section, some short samples are used to demonstrate the advantages of this approach.

This analysis is supported by data gained from three web pages, namely the battle.net, worldoflogs.com and wowprogress.com. Those sites have in common that they all collect information on player behaviour and are consequently used to balance the ethnographic data found in the introduced research.

#### 4.1.1. The Battle.net Armory

In order to analyse the names of WoW players, Hagström painstakingly collected 1,366 names by “*camping*” in front of the various in-game auction houses (Corneliussen & Rettberg 2008: 267). Meanwhile, a more convenient tool for such analysis has been created by Blizzard (the WoW armory<sup>8</sup>). In this so-called armory, every active character over level 10 is displayed with a profile reminiscent of those used on Facebook, only that in WoW, having a profile is not voluntary. If one knows the name of a character (or guild), one can discover what he (or it) did and when. For example, a quick glance at the guild where the authors of Corneliussen & Rettberg gathered shows that the people there have not been playing WoW since the end of 2011<sup>9</sup>. If anyone were still active, they would have probably left the guild by now.

As an example, the character of Nuuna<sup>10</sup>, played by Torill Elvira Mortensen, can be used (Corneliussen & Rettberg 2008: vii). Nuuna was the leader of the Truants, and having reached level 85 was one of the more active members of the guild (Corneliussen & Rettberg 2008: 19). She reached level 85 on 5 December 2011, completely explored 57 of the 68 areas of the world, was logged in during the 4th, 5th, 6th and 7th anniversaries of WoW, completed 19% of the dungeons, assisted in killing 5,364 other players and 34,370 NPCs, died 313 times and dealt 499,055,828 damage. And this is only a small subset of the information publicly available on every WoW player. Here, the statement “*big brother is watching you*” is truly applicable, for better or for worse.

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8 The armory can be accessed either at <http://eu.battle.net/wow/en/> for EU realms or at <http://us.battle.net/wow/en/> for US realms (July, 7 2012).

9 The guild information was retrieved July, 7 2012 from [http://eu.battle.net/wow/en/guild/moonglade/The\\_Truants/roster](http://eu.battle.net/wow/en/guild/moonglade/The_Truants/roster).

10 The character information was retrieved July, 7 2012 from <http://eu.battle.net/wow/en/character/moonglade/Nuuna/>.

This leads to an interesting situation from ethical point of view: anybody playing WoW automatically surrenders all their privacy, as the profiles in the armory are mandatory and created algorithmically. A researcher using these data to write a text may be the last thing a player worries about. Before joining a guild, and often even before inviting somebody to join a group, it is not unusual to check the profile of a player. Any researcher should probably be wary of revealing the in-game names of their informants, because revealing this information is equivalent to revealing the whole history of their characters to anybody in the world.

Indeed, sometimes these profiles have real-life consequences. When I was working in a call centre, for example, one of our bosses revealed a personal email address with a name easily recognisable as fitting for use in WoW<sup>11</sup>. Consequently, the name was researched in the armory and the character was found, with the attached profile information used to ridicule the person and undermine his/her authority.

There are two main reasons why these player data are important in the context of this thesis. The first is that this is another indication of the difference between the virtual and real worlds. In the virtual world, there are not only data on everything that a player does; it is also a controlled environment. While there are certainly dominant and deviant strategies within WoW, as Mortensen states (Corneliussen & Rettberg 2008: 203-204), Blizzard is well aware of these strategies. If a player follows a strategy of which Blizzard does not approve, the latter will either ban that player from the game or simply disable the strategy.

Second, and more importantly, Blizzard has even more data than they make available to the public, and they are not letting that data go to waste. They measure how players spend their time in-game and make design decisions accordingly. This means that any research on behaviour within the game should try to take advantage of this knowledge, whether directly (i.e. through contact with designers at Blizzard) or, if this is not possible, through the aggregation of data made available by Blizzard<sup>12</sup>.

In the section 4.1.3, an example application created with the help of the Blizzard Community API (application programming interface) is discussed. The availability of this information has a direct impact on the way the game has to be played, and knowing this is a prerequisite to understanding particular forms of player behaviour (compare to Corneliussen & Rettberg 2008: 196-197).

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11 For a discussion of the naming conventions in WoW, see Corneliussen & Rettberg 2008: 266.

12 The documentation of the Blizzard Community Platform Application Programming Interface can be retrieved from <http://blizzard.github.com/api-wow-docs/> (as per July 7, 2012).

### 4.1.2. [www.worldoflogs.com](http://www.worldoflogs.com)

As mentioned previously, some WoW players spend a great deal of their time in-game engaging in combat with monsters. One feature created by Blizzard allows players to record everything occurring during combat. And Blizzard takes “*everything*” literally. Five seconds of combat taken from a log of a 25-player raid are usually longer than this whole thesis. In the appendix F, a one-second sample is provided in an extremely small font size. The sample is taken from a log in which the guild “*Dream Paragon*” is battling against the same boss as shown in the video cited previously (Paragon 2012).

If one were to describe these logs, one would probably use the word “*unwieldy*”. Players who are competing seriously and wish to improve themselves are obviously interested in evaluating the logs, since the latter provide insights into how to play successfully. To cater to this need, a number of Internet services capable of analysing and visualising the WOW combat logs have been created. In what follows, one such service, [www.worldoflogs.com](http://www.worldoflogs.com) (WoL), and the battle of Dream Paragon against Deathwing are used to exemplify the ways in which such information can be utilised.

The in-game damage meters introduced by T.L. Taylor are basically the same as WoL, with the difference being that they are running in real-time in the game, instead of providing an in-depth analysis afterwards (Corneliussen & Rettberg 2008: 189-191). He describes that players use those tools to manage their gameplay and how they can be used for competition by sharing the rankings (Corneliussen & Rettberg 2008: 190). Raiding players can use them to analyse which abilities they used, why they died (and consequently failed their designated task) and decide how to improve themselves.

This and similar tools allow for several important observations. If, as Rettberg proposes that WoW is a “*capitalist fairytale, offering everyone equal access to training in basic economics and promising wealth and status to the hard-working laborer*”, then raiding is at the pinnacle of the in-game society (2008: 10, 33). Anybody who raids is required to invest a substantial amount of time and dedication in his character, and his/her success is visually represented through the equipment he/she wears. A good raider is guaranteed to become famous, even in the “*real*” world. When I visited the GamesCon in Cologne, for example, several players from Paragon were present, all proudly “*equipped*” with clothing that bore the name of their guild.

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It has been argued previously that the “*raiding*” aspect of WoW is analogous to the game of football in the real world. Indeed, it is probably one of the most game-like parts, since it features clearly competitive elements and fixed conditions for success: if a boss is killed, you are successful; otherwise, you have failed. Competition occurs on several levels: one competes against the people in the raid group, the guilds on the server and others worldwide, and one can even compete against other players of the same class and role on the same boss encounter. The website automatically uses the data of the armory to create player rankings, which are a highly accurate reflection of the “*skill*” of a player in this setting. If we take a look at the ranked players in the guild Dream Paragon, we can easily see more world-class players than in other, lower-ranked guilds (table 2, appendix C).

The availability of such tools influences player behaviour, because players adapt to the usage of these tools; according to Taylor, they are signs of emergent gameplay (Corneliussen & Rettberg 2008: 13). While Taylor uses the example of in-game damage meters, which shape player behaviour since those who do not use them are placed at a disadvantage, these damage meters are in fact comparable (Corneliussen & Rettberg 2008: 189-191).

As a raiding player, I can confirm the above. I certainly adapted my playing style in order to look good when evaluated by those meters, and consequently I became a “*good*” player: I would often be ranked one of the 100 “*best*” discipline priests out of all the players reporting their raiding on WoL. On one occasion, I even reached the highest possible goal: first place. This accomplishment was certainly important enough for me to take a picture (figure 3):

Sindragosa

|    | Death Knight | Druid             | Hunter        | Mage          | Paladin | Priest       | Rogue   | Shaman | Warlock | Warrior |
|----|--------------|-------------------|---------------|---------------|---------|--------------|---------|--------|---------|---------|
| #  | Player name  | Class & Spec      | Guild         | Realm         | HPS     | Healing done | %/Total | Time   |         |         |
| 1  | Hypatia      | Discipline Priest | xaxas         | EU-Azshara    | 5923    | 2 794 020    | 47.7 %  | 07:51  |         |         |
| 2  | Ezekiah      | Discipline Priest | Ezepug        | US-Anvilmar   | 5650    | 2 703 060    | 49.1 %  | 07:58  |         |         |
| 3  | Illuminera   | Discipline Priest | pwnd10        | EU-Frostwolf  | 5603    | 2 321 843    | 39.9 %  | 06:54  |         |         |
| 4  | Sentti       | Discipline Priest | Kyl           | EU-Nordrassil | 5561    | 2 988 061    | 30.8 %  | 08:57  |         |         |
| 5  | Terrelos     | Discipline Priest | Chimera       | US-Durotan    | 5514    | 1 928 768    | 43.7 %  | 05:49  |         |         |
| 6  | Omnibus      | Discipline Priest | IRON          | US-Kil'jaeden | 5383    | 2 511 512    | 43.5 %  | 07:46  |         |         |
| 7  | Silannah     | Discipline Priest | Dark Avengers | EU-Anetheron  | 5242    | 2 754 189    | 42.3 %  | 08:45  |         |         |
| 8  | Cherabimm    | Discipline Priest | Pomegranate   | US-Dark Iron  | 5218    | 2 363 068    | 43.3 %  | 07:32  |         |         |
| 9  | Noznoi       | Discipline Priest | Inter Pares   | EU-Zuluhed    | 5209    | 1 625 122    | 43.1 %  | 05:12  |         |         |
| 10 | Skabb        | Discipline Priest | Maligned      | EU-Arathor    | 5177    | 3 103 399    | 30.5 %  | 09:59  |         |         |

Figure 3.

Hypatia ranked first on World of Logs  
<http://www.worldoflogs.com/>  
2011

One problem with evaluating the success of players through their achievements in raids is that many players, especially the more “*serious*” ones, simply do not have enough time to engage with this aspect of the game. While the truants, for example, were a guild of researchers, not raiders, as a cursory glance at their armory profile readily attests<sup>13</sup>.

This by no means implies that the research conducted by “*The Truants*” holds no merit. But since ethnographic researchers like Bainbridge aim to experience every angle of the game (2010: 15), arguably they also need to give an account of this style of play. The dilemma many researchers face is, that there is a big barrier of entry: Scott Rettberg laments how he spent 18 days in-game to reach level 57; it would have been necessary to reach level 60 to even think of raiding. And before one can raid, a guild needs to be found and the character as well as the player need to prepare themselves. While there certainly are researchers who have invested the time to participate in raids (see for instance Corneliussen and Rettberg 2008: 189), others like Bainbridge completely ignore this part of the game in their account (2010).

One proposal on how to solve this conundrum and to account for the raiding in spite of the limited resources, should be mentioned. To quote Bartle once again “*speaking to some designers*” (Interview of 2012, appendix A). The WoW designers take particular care when designing the competitive elements of the game, and an interview with them would thus shed considerable light on the players’ behaviour within these contexts.

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13 The guild information was retrieved July, 7 2012 from [http://eu.battle.net/wow/en/guild/moonglade/The\\_Truants/roster](http://eu.battle.net/wow/en/guild/moonglade/The_Truants/roster) .



### 4.1.3. [www.wowprogress.com](http://www.wowprogress.com)

As has been demonstrated, gameplay is influenced by the different tools available to players. In the next section it is investigated, how a collections of the data provided by Blizzard can be used to explain certain player behaviours and challenge some of the theories put forward by researchers studying virtual worlds.

While WoL uses data created by the players to analyse combat, [www.wowprogress.com](http://www.wowprogress.com) uses the Blizzard Community API to rank each guild and player according to their progress in raids<sup>14</sup>, while WoW realms are rated based on the combined ranks of the guilds sharing the server. As already discussed, “*Dream Paragon*” is one of the best guilds in the world, and this can be proved with the help of wowprogress. The battle shown in the video by Dream Paragon, “*Madness of Deathwing*”, has been won by 6,885 guilds, which amounts to 10.72% of all the raiding guilds; Paragon ranked fifth in the world (table 3, appendix D). The fight against Sindragosa, where I was a ranked player, has been won by 62,950 guilds, approximately 74.58% of the currently raiding guilds<sup>15</sup>.

When my guild defeated the boss for the first time at 19:26 on 14 February 2010, we were the 5157th guild to achieve the feat. When all this information is used to create rankings of the various realms, some very interesting conclusions can be drawn (table 4, appendix E). While these only really apply to one specific type of player, this is in many ways the archetypal player, since he/she truly embodies the idea of corporate capitalism, as suggested by Corneliussen’s interpretation of raiding in guilds as a form of corporate training (Corneliussen & Rettberg 2008: 32-33).

While it is true that the players of the Alliance and the Horde<sup>16</sup> are portrayed as being in an uneasy truce and as always ready to fight each other, as MacCallum-Stewart argues (Corneliussen & Rettberg 2008: 58). The reality shown by an analysis of the World of Warcraft servers is quite different: in each of the top 10 realms, one faction outnumbers the other by at least three to one, the only exception being the realm “*Frostmourne*” (table 4, appendix E). In the top 100 realms, one faction still dominates the other by at least two to one on 64 of those realms (table 4, appendix E). Since players have the ability to migrate to another realm (for a certain price, as defined by Blizzard), those wishing to do so tend to migrate to realms where “*their*” faction is dominant and the conflict is of less consequence. Since the top 50 realms are home to more than 20% of the characters, players also tend to migrate to the dominant faction in the more progressed realms where (table 4, appendix E).

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14 As explained on [http://www.wowprogress.com/post/31\\_Frequently\\_Asked\\_Questions](http://www.wowprogress.com/post/31_Frequently_Asked_Questions) (accessed on July 7, 2012).

15 Information retrieved from <http://www.wowprogress.com/achievement/4527> on July 7, 2012.

16 The Alliance and the Horde are the two opposed factions of WoW. Every character belongs to one of those two and is at war with the members of the other faction (Corneliussen & Rettberg 2008: 39-40).

One question that MacCallum-Stewart fails to ask concerns game design. Could the designers have created an alternative to a narrative that naturalises an ever present conflict? Her ignorance of the game design is particularly obvious in her argumentation, that the extant but rarely used zeppelins and planes are a sign of “*technology run amok*” (Corneliussen & Rettberg 2008: 49-53). There is a much easier explanation for this: technological and design limitations. While at first it was impossible for players to fly themselves, such that they were forced to use predefined flight paths and to wait passively for their journey to end. Only with the later extensions to the original game, Blizzard eventually gave players the ability to fly and even to use powerful flying fortresses in both PvE and PvP (Bainbridge 2010: 90).

Furthermore, similar observations can be made about the races players choose to play as. But while Jessica Langer’s suggestion that the Horde represent the other while the Alliance represent the familiar is certainly convincing (Corneliussen & Rettberg 2008: 89-90), the typical raiding player does not care about their stylistic features. Of the top 20 guilds, only three are Alliance, whereas the ratio is much more even among the lower-ranked guilds (table 4, appendix E). Furthermore, of the 36 members of Paragon, there are no Undead<sup>17</sup> and only two Tauren, whereas there are 13 Orcs and 12 Trolls (see table 1, appendix B). These players have chosen their characters race because of the races respective in-game bonus, and not for any other reason.

Langer’s thesis seems slightly contrived, since she only uses the different races of the Horde to demonstrate the dichotomy and completely neglects the one Alliance race that does not support her theory (Corneliussen & Rettberg 2008: 91-94). The Dranei, from the point of view of in-game lore, are in fact aliens who crashed their spaceship on Azeroth<sup>18</sup>. When Blizzard first announced the race of the Dranei, there was an outcry from players who thought that this race had no place in the lore of Warcraft.

And this is the most essential point to bear in mind in this context: in WoW, players are not “*born*” into a specific race; they choose to become a member of a race for their own reasons. Some may decide this on the basis of certain bonuses, like the Members of Paragon (table 1, appendix B), while others may select their race according to other factors, such as visual appearance or background story.

Again, the players have certain expectations and preconceptions that constrain the options of the game’s designers. Elves, for instance, are always going to have long ears. And when designers invoke certain patterns from popular culture, then discourses similar to those present in those cultures are going to be found in-game.

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17 The races of the Horde are: Blood Elf, Goblin, Orc, Tauren, Troll and Undead. The Alliance races are: Dranei, Dwarf, Gnome, Human, Night Elf and Worgen. Retrieved on July 7, 2012 from <http://us.battle.net/wow/en/game/race/>.

18 The Dranei are a race from another world, seeking refuge in Azeroth, as described on <http://us.battle.net/wow/en/game/race/draenei> (July 7, 2012).

### 5 Virtual Worlds through the Lens of a Game Designer

With their Community API, Blizzard has made it possible to conduct a detailed analysis of the behaviour of WoW players. The web service of [www.wowprogress.com](http://www.wowprogress.com) is but one example of an application created using this API.

With the help of wowprogress, it was possible to observe how players are avoiding the open PvP conflict, preferring to transfer to highly populated realms where one in-game faction is dominant, for example. This highlights how the role of player choice should not be ignored when discussing in-game elements like the representation of the races in WoW.

Game creators have to consider the opinions of players as well, since failing to meet players' expectations will result in complaints being made or even subscriptions being cancelled.

In order to account for players' behaviour, the designers collect vast amounts of data, some of which they make publicly available on battle.net.

Therefore, the interests of researchers and designers are often complimentary, and much embarrassment could be avoided if the former would simply follow Bartle's advice and speak to some designers instead of speculating that, for instance, the occurrence of defunct zeppelins is a sign of *"technology run amok"*.

On the other hand, many observations made by Corneliussen and Rettberg are accurate (2008). It is hardly contestable that in WoW, the users are given a playground where they can realise the *"American Dream"* of attaining success through hard work.

Some scientists have explored virtual worlds using the ethnographic method of participant observation. According to Bartle, there is no reason why this should not yield valid data: *"In the end, everything that happens to people is constructed in their minds from sensory data. [...] If it's valid to study blind people in leper colonies, it's valid to study MMO players - and there are a lot more MMO players than blind people in leper colonies."* (Interview, appendix A).

It is my contention that virtual worlds should be understood as actual places, and that the actions of players can be understood by treating these worlds as such. Consequently, such environments should not be regarded as equivalent to those found in ordinary video games, since they lack certain staple features of the latter, such as quantifiable outcomes.

The **designers** of these virtual spaces provide a unique angle from which to investigate virtual cultures, for it is they who **create the underlying rules of the virtual worlds** and thereby restrict the behavioural scope of the players.



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### Abbreviations

| Acronym | Meaning   |
|---------|---|
| API     | Application Programming Interface                             |
| C       | Programming Language  |
| D&D     | Dungeons and Dragons  |
| DD      | Damage Dealer   |
| DPS     | Damage per Second   |
| HPS     | Healing per Second  |
| ISP     | Internet Service Provider                                     |
| LARP    | life action role-playing games                                |
| MMO     | Massively Multiplayer Online Game                             |
| MMORPG  | Massively-Multiplayer Online Role Playing Games               |
| mobs    | mobile objects  |
| MU*     | Multi-User *  |
| MUD     | Multi-User Dungeon  |
| MUD1    | Refers to the original MUD Version 3 (Bartle 2004:7)          |
| MUD2    | Refers to the original MUD Version 4 (Bartle 2004:8)          |
| MUDDL   | Multi-User Dungeon Definition Language                        |
| MUDDLE  | Multi-User Dungeon Definition Language (New Version of MUDDL) |
| MUG     | Multi-User Games (Synonym to MUD)                             |
| NPC     | non-player character  |
| PvE     | player versus environment                                     |
| PvP     | player versus player  |
| RL      | Real Life   |
| UO      | Ultima Online   |
| VR      | Virtual Reality   |
| WoW     | World of Warcraft   |

## Appendix A: Interview with Dr. Bartle

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### Appendix A: Interview with Dr. Bartle

The interview was conducted on the 25<sup>th</sup> of June 2012 by the means of an email exchange.

Interviewer: I think, we share a common goal: Establishing virtual worlds as a valid research subject.

Dr. Bartle: *"Ultimately, my aim is for us to have better virtual worlds, which means virtual world design has to be taken seriously as a research subject; so yes, our interests do overlap here."*

When I proposed the topic of my thesis to my professor, she was questioned if it is possible to conduct 'real' participant observation in virtual worlds, because of the lacking physical interaction.

*"Well if she insists on using the word "real" then she's not going to be impressed by anything that includes "virtual" in the definition. Virtual worlds are real in that they exist in the minds of the players, just as the real world does. "*

*"In the end, everything that happens to people is constructed in their minds from sensory data. If your professor is complaining that there are limited channels for interaction in virtual worlds, OK, well she's right, there are; however, that merely means that the other channels have to carry more information. If it's valid to study blind people in leper colonies, it's valid to study MMO players – and there are a lot more MMO players than blind people in leper colonies. "*

*"That said, participant observation is an anthropology maxim; it's contingent on virtual world design, but anthropology doesn't have any concept that people can live in what's essentially a work of art."*

She also stated that studies of any kind of cyberspace seem to be rather pointless, because they are not contributing much of value. I could convince her that there is a lot of research done in virtual worlds and that I could write my thesis as an analysis on the literature on World of Warcraft.

*"Well, OK, a BA thesis perhaps. I'd be wary of undertaking a literature review at postgraduate level: most of the research is low on scholarship or low on understanding virtual worlds or both."*

With the research question being the "blind spot" of researchers, who are not accounting enough for the fact that virtual worlds are actually designed experiences.

*"This is what makes your research interesting and new – so long as you yourself have a grip on it."*



## Appendix A: Interview with Dr. Bartle

In that light, here are my questions:

In your book, *“Designing Virtual Worlds”*, you have dedicated a lot of energy into the 6th chapter in order to promote the research of Virtual Worlds. Since then, the success of MMORPGs has lead many scientists into the study of virtual worlds. If the book was written today, would the 6th chapter still be necessary, and if so, what would have changed?

*“The sixth chapter of my book covered perhaps a significant chunk of all the research papers that had been written on virtual worlds (in English) at that point. I must have tracked down and read about 90% of the entire literature, and perhaps a quarter of what I read was mentioned in that chapter. It took me longer to write than the rest of the chapters put together.”*

*“If I were to rewrite the book, I wouldn’t include any chapter on research in virtual worlds. There’s too much of it now. A lot of it is drivel, but there is some top-quality work out there. If I were to write a book ONLY about virtual world research then I could do it, although people now produce papers faster than I can read them (see <http://www.youhaventlived.com/qblog/2010/QBlog260810A.html>). Covering three or four major works in each area plus perhaps a dozen lesser ones I personally think have something interesting to say would be feasible.”*

As a student of cultural anthropology, the method of participant observation is of vital interest. You state that there are two different results of this method, ethnography and ethnology. While ethnographies are valuable for the sake of recording the essence of a virtual world, ethnologies create analytic insights as their value. However, you also state that somebody who has grokked a game does not need to invest a lot of time anymore in order to be able to describe a virtual world. Does this mean that participant observation is not suitable for the purpose of researching why virtual worlds are as they are?

*“Designers grok virtual world designs. They don’t need to play for very long to understand how things will proceed; from the design, they can extrapolate how it will play out.”*

*“Anthropologists are not looking at designs, but if they (or any other academic) spend too long analysing designs, they’ll eventually grok them too. This will make it easier for them to “get” other virtual worlds, but they’ll pay for it in not finding virtual worlds fun to play any more.”*

*“Now whether anthropologists can grok the anthropology of MMOs, as opposed to the design, well, I don’t know; I’m not an anthropologist. I expect they could do, yes. I don’t know how long it would take, though.”*

## Appendix A: Interview with Dr. Bartle

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You also state that designers and researchers of virtual worlds should learn from each other. Yet in your review of the *“Digital Culture, Play, and Identity: A World of Warcraft Reader”*, you still observe that researchers tend to disregard the designer’s intellect. What advice would you give to a scientist venturing into a virtual world to avoid this issue and account for the game’s design?

*“That’s easy – speak to some designers.”*

Is there anything else you would like to mention?

*“I can talk about virtual worlds for days. If you want to ask me more questions, that’s fine, but I don’t have the time to answer questions that I think you might ask – there are too many.”*

If a researcher would educate himself/herself in game design, for example with your work, Koster, Rollings and Adams and company, how would you rate that as for consideration of the designers point of view (not trying to replace direct conversation, but as a starting point)?

*“I’m not entirely sure what you’re asking here.”*

*“If you design games and think about game design your whole working life, you will become such an expert at it that you can simply “see” a design from its rules. Reading books about design is not going to help you. All the books can do is help someone who is a game designer get ahead faster than if they had to discover it all on their own. Books will give basic and perhaps intermediate points of view, but not the advanced point of view. That said, if you want to talk to designers then you need to be able to speak their language, so reading these books would help.”*

*“As an analogy, suppose that instead of game design you were looking at film-making. It doesn’t matter how many films you’ve watched, that doesn’t make you a director. The people who are directors are essentially the “artist” behind the film. They will think long and hard about all manner of things when making a movie. However, if they were to write a book on the subject they would concentrate more on the skills and the techniques rather than the art. If you wanted to discuss the art with them, you’d need to know the vocabulary of film-making, so reading those books would help. It would not, however, mean you could get into the head of the director.”*



## Appendix B: The Players of Paragon

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### Appendix B: The Players of Paragon

| Name        | Class        | Race      |
|-------------|--------------|-----------|
| Tuutti      | Death Knight | Orc       |
| Ironi       | Death Knight | Orc       |
| Synti       | Death Knight | Orc       |
| Lappé       | Druid        | Troll     |
| Anaram      | Druid        | Troll     |
| Bambo       | Druid        | Troll     |
| Ililja      | Druid        | Troll     |
| Sejta       | Druid        | Tauren    |
| Arx         | Druid        | Troll     |
| Xodan       | Druid        | Troll     |
| Burec       | Hunter       | Orc       |
| Kruf        | Hunter       | Orc       |
| Devai       | Hunter       | Orc       |
| Baltha      | Mage         | Troll     |
| Robinboy    | Mage         | Troll     |
| Iiris       | Paladin      | Blood Elf |
| DiamondTear | Paladin      | Blood Elf |
| Ilonie      | Paladin      | Blood Elf |
| Smirk       | Paladin      | Blood Elf |
| Jhazrun     | Priest       | Troll     |
| Kyy         | Priest       | Troll     |
| Tombolo     | Priest       | Troll     |
| Xenophics   | Priest       | Troll     |
| Thasilian   | Priest       | Blood Elf |
| Rakez       | Rogue        | Goblin    |
| Awynia      | Rogue        | Goblin    |
| Yliajo      | Rogue        | Orc       |
| Kahva       | Shaman       | Goblin    |
| Manni       | Warlock      | Goblin    |
| Diivil      | Warlock      | Orc       |
| Táuno       | Warlock      | Orc       |
| Daewyn      | Warlock      | Orc       |
| Wakoz       | Warrior      | Orc       |
| Verdísha    | Warrior      | Orc       |
| Fraggoros   | Warrior      | Tauren    |
| Paradar     | Warrior      | Orc       |

**Table 1.**

The Players of  
Paragon

[http://www.paragon.  
fi/players](http://www.paragon.fi/players)  
2012-07-07



## Appendix C: Ranked Players of Paragon on World of Logs

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### Appendix C: Ranked Players of Paragon on World of Logs

| #  | Player Name | Date       | Boss Name           |    |    | DPS    |
|----|-------------|------------|---------------------|----|----|--------|
| 1  | Awynia      | 2012-04-12 | Shannox             | 10 | HC | 68807  |
| 2  | Etal        | 2011-12-10 | Alysrazor           | 25 |    | 99265  |
| 2  | Verdísha    | 2011-11-23 | Alysrazor           | 25 | HC | 84198  |
| 2  | Lappé       | 2012-03-14 | Warmaster Blackhorn | 25 | HC | 54746  |
| 3  | Awynia      | 2012-04-18 | Spine of Deathwing  | 25 | HC | 45645  |
| 5  | Daewyn      | 2012-05-12 | Hagara Stormbinder  | 25 | HC | 49047  |
| 6  | Kyy         | 2012-05-12 | Morchok             | 25 | HC | 60993  |
| 8  | Devai       | 2012-06-13 | Morchok             | 25 | HC | 52803  |
| 8  | Wakoz       | 2011-05-18 | Nefarian            | 25 | HC | 46107  |
| 9  | Awynia      | 2012-06-20 | Hagara Stormbinder  | 25 | HC | 61173  |
| 9  | Verdísha    | 2011-05-03 | Omnotron            | 25 | HC | 34825  |
| 10 | Awynia      | 2012-06-06 | Warlord Zon'ozz     | 25 | HC | 88607  |
| 11 | Ironi       | 2012-06-13 | Ultraxion           | 25 | HC | 52343  |
| 11 | Devai       | 2011-05-03 | Atramedes           | 25 | HC | 24214  |
| 12 | Awynia      | 2012-06-13 | Morchok             | 25 | HC | 61796  |
| 12 | Rakez       | 2012-05-30 | Hagara Stormbinder  | 25 | HC | 59864  |
| 14 | Lappé       | 2011-11-16 | Ragnaros            | 25 |    | 37704  |
| 14 | Sejta       | 2012-06-20 | Ultraxion           | 25 | HC | 37260  |
| 14 | Krimsy      | 2011-06-01 | Omnotron            | 25 | HC | 35734  |
| 14 | Devai       | 2011-05-03 | Chimaeron           | 25 | HC | 25567  |
| 15 | Cevius      | 2011-05-18 | Chimaeron           | 25 | HC | 22305  |
| 16 | Awynia      | 2012-05-30 | Yor'sahj Unsleeping | 25 | HC | 61976  |
| 17 | Seita       | 2011-09-05 | Alysrazor           | 25 |    | 121158 |
| 17 | Jubeto      | 2011-06-20 | Magmaw              | 25 | HC | 47036  |
| 18 | Sejta       | 2012-05-30 | Spine of Deathwing  | 25 | HC | 52362  |
| 18 | Jubeto      | 2011-06-20 | Omnotron            | 25 | HC | 37698  |
| 19 | Lappé       | 2012-07-04 | Hagara Stormbinder  | 25 | HC | 53512  |
| 19 | Verdísha    | 2012-04-18 | Hagara Stormbinder  | 25 | HC | 46937  |

**Table 2.**

Ranked Damage  
Dealers from  
Paragon

<http://www.worldoflogs.com/guilds/2189/rankings/players/>  
2012-07-07



## Appendix C: Ranked Players of Paragon on World of Logs

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| #  | Player Name     | Date       | Boss Name           |    |    | DPS   |
|----|-----------------|------------|---------------------|----|----|-------|
| 19 | <i>Synti</i>    | 2011-06-22 | Conclave of Wind    | 25 | HC | 24799 |
| 20 | <i>Sejta</i>    | 2011-05-08 | Al'Akir             | 25 | HC | 15607 |
| 21 | <i>Rakez</i>    | 2011-12-18 | Warlord Zon'ozz     | 25 |    | 76866 |
| 21 | <i>Fragie</i>   | 2011-10-12 | Alysrazor           | 25 |    | 65200 |
| 21 | <i>Seita</i>    | 2011-06-01 | Al'Akir             | 25 | HC | 13225 |
| 22 | <i>Devai</i>    | 2012-02-01 | Yor'sahj Unsleeping | 25 | HC | 78854 |
| 22 | <i>Rakez</i>    | 2011-11-30 | Alysrazor           | 25 | HC | 73157 |
| 22 | <i>Paradar</i>  | 2012-04-12 | Shannox             | 10 | HC | 62382 |
| 22 | <i>Daewyn</i>   | 2012-05-22 | Morchok             | 25 | HC | 53297 |
| 22 | <i>Devai</i>    | 2011-05-03 | Nefarian            | 25 | HC | 20111 |
| 23 | <i>Awynia</i>   | 2012-04-12 | Ragnaros            | 10 | HC | 42959 |
| 23 | <i>Sejta</i>    | 2011-06-22 | Atramedes           | 25 | HC | 11936 |
| 24 | <i>Rakez</i>    | 2012-04-11 | Ultraxion           | 25 | HC | 53776 |
| 24 | <i>Verdísha</i> | 2012-04-18 | Morchok             | 25 | HC | 46996 |
| 24 | <i>Devai</i>    | 2012-04-12 | Ragnaros            | 10 | HC | 43937 |
| 24 | <i>Wakoz</i>    | 2011-06-01 | Omnotron            | 25 | HC | 32388 |
| 24 | <i>Fragie</i>   | 2011-10-12 | Beth'tilac          | 25 |    | 28589 |
| 24 | <i>Cevius</i>   | 2011-05-18 | Omnotron            | 25 | HC | 15427 |
| 24 | <i>Lazeil</i>   | 2011-03-02 | Omnotron            | 25 | HC | 14771 |
| 25 | <i>Wakoz</i>    | 2012-06-06 | Ultraxion           | 25 | HC | 56665 |
| 25 | <i>Geru</i>     | 2011-06-01 | Omnotron            | 25 | HC | 33931 |
| 25 | <i>Devai</i>    | 2011-05-03 | Magmaw              | 25 | HC | 27525 |



## Appendix D: Guilds Ranked by “Madness of Deathwing HC”

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### Appendix D: Guilds Ranked by “Madness of Deathwing HC”

| Date             | Guild Name          | Server                    | Rank |
|------------------|---------------------|---------------------------|------|
| 12-20-2011 09:35 | 즐거운공격대              | KR-Kargath                | 1    |
| 12-24-2011 16:59 | Stars               | TW-Crystalpine<br>Stinger | 2    |
| 12-26-2011 11:20 | In extremis         | KR-Norgannon              | 3    |
| 12-27-2011 02:19 | Blood Legion        | US-Illidan                | 4    |
| 12-27-2011 18:37 | DREAM Paragon       | EU-Lightning's<br>Blade   | 5    |
| 12-27-2011 18:55 | Method              | EU-Twisting Nether        | 6    |
| 12-27-2011 22:55 | Медовые<br>Плюшечки | EU-Ревущий<br>фьорд       | 7    |
| 12-28-2011 01:21 | Silent              | EU-Illidan                | 8    |
| 12-28-2011 08:43 | Exodus              | US-Cho'gall               | 9    |
| 12-28-2011 20:08 | Wings of Aurora     | TW-Howling Fjord          | 10   |
| 12-30-2011 01:12 | vodka               | US-Alterac<br>Mountains   | 11   |
| 12-30-2011 21:31 | Интервенция         | EU-Ткач Смерти            | 12   |
| 12-30-2011 22:23 | Envy                | EU-Auchindoun             | 13   |
| 01-01-2012 07:10 | Ground Zero         | KR-Azshara                | 14   |
| 01-01-2012 20:39 | Wraith              | EU-Sargeras               | 15   |
| 01-02-2012 21:00 | Hordlinge           | EU-Aegwynn                | 16   |
| 01-03-2012 00:03 | Apex                | EU-Al'Akir                | 17   |
| 01-03-2012 16:48 | Overtake            | KR-Eonar                  | 18   |
| 01-03-2012 21:50 | Angered             | EU-Zenedar                | 19   |
| 01-04-2012 12:31 | Crakers             | KR-Hellscream             | 20   |

**Table 3.**

Worldwide Guild  
Rank according  
to “Madness of  
Deathwing HC”-Kill

[http://www.  
wowprogress.com/  
achievement/6116](http://www.wowprogress.com/achievement/6116)  
2012-07-07



## Appendix E: The List of Realms by WoWProgress

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### Appendix E: The List of Realms by WoWProgress

| #  | Realm           | Type | Lang. | Score    | Population | Horde | Alliance |
|----|-----------------|------|-------|----------|------------|-------|----------|
| 1  | Гордунни        | PvP  | ru    | 34455.56 | 35462      | 0.04  | 1        |
| 2  | Illidan         | PvP  | en    | 34366.67 | 61425      | 1     | 0.01     |
| 3  | Twisting Nether | PvP  | en    | 34133.33 | 32378      | 1     | 0.05     |
| 4  | Kazzak          | PvP  | en    | 34122.22 | 47174      | 1     | 0.14     |
| 5  | Свежеватель Душ | PvP  | ru    | 34088.89 | 44543      | 1     | 0.02     |
| 6  | Ravencrest      | PvP  | en    | 34044.44 | 45009      | 0.24  | 1        |
| 7  | Frostmane       | PvP  | en    | 33433.33 | 36268      | 0.34  | 1        |
| 8  | Blackrock       | PvP  | de    | 33066.67 | 39062      | 1     | 0.29     |
| 9  | Frostmourne     | PvP  | en    | 33044.44 | 48028      | 0.71  | 1        |
| 10 | Ревущий фьорд   | PvP  | ru    | 33011.11 | 22001      | 1     | 0.08     |
| 11 | Черный Шрам     | PvP  | ru    | 32711.11 | 33890      | 0.3   | 1        |
| 12 | Dun Modr        | PvP  | es    | 32200    | 29659      | 0.15  | 1        |
| 13 | Eredar          | PvP  | de    | 32177.78 | 30285      | 1     | 0.2      |
| 14 | Sylvanas        | PvP  | en    | 32077.78 | 39174      | 0.48  | 1        |
| 15 | Страж смерти    | PvP  | ru    | 32077.78 | 21082      | 1     | 0.7      |
| 16 | Burning Legion  | PvP  | en    | 31900    | 29896      | 1     | 0.99     |
| 17 | Auchindoun      | PvP  | en    | 31800    | 27122      | 0.26  | 1        |
| 18 | Stormreaver     | PvP  | en    | 31644.44 | 22888      | 1     | 0.45     |
| 19 | Grim Batol      | PvP  | en    | 31611.11 | 28745      | 0.52  | 1        |
| 20 | Frostwolf       | PvP  | de    | 31233.33 | 34037      | 1     | 0.2      |
| 21 | Silvermoon      | PvE  | en    | 31055.55 | 41591      | 0.02  | 1        |
| 22 | Barthilas       | PvP  | en    | 30988.89 | 30288      | 1     | 0.56     |
| 23 | Tichondrius     | PvP  | en    | 30622.22 | 36047      | 0.64  | 1        |
| 24 | Blackmoore      | PvP  | de    | 30300    | 25722      | 1     | 0.95     |
| 25 | Aegwynn         | PvP  | de    | 30288.89 | 37829      | 0.21  | 1        |
| 26 | Tarren Mill     | PvP  | en    | 30266.67 | 20009      | 1     | 0.29     |
| 27 | Sargeras        | PvP  | en    | 30233.33 | 33254      | 0.16  | 1        |
| 28 | Outland         | PvP  | en    | 30166.67 | 41951      | 0.69  | 1        |
| 29 | Ясеньевый лес   | PvP  | ru    | 30155.56 | 30548      | 1     | 0.48     |
| 30 | Mal'Ganis       | PvP  | en    | 29911.11 | 39778      | 1     | 0.03     |
| 31 | Sunstrider      | PvP  | en    | 29811.11 | 15601      | 1     | 0.22     |
| 32 | Korgath         | PvP  | en    | 29800    | 30570      | 0.71  | 1        |
| 33 | Blackrock       | PvP  | en    | 29788.89 | 34938      | 1     | 0.16     |
| 34 | Разувий         | PvP  | ru    | 29722.22 | 21601      | 0.66  | 1        |
| 35 | Дракономор      | PvE  | ru    | 29633.33 | 22869      | 0.56  | 1        |
| 36 | Stormreaver     | PvP  | en    | 29477.78 | 27916      | 1     | 0.6      |
| 37 | Shattered Hand  | PvP  | en    | 29222.22 | 18346      | 1     | 0.21     |
| 38 | Azralon         | PvP  | pt    | 29200    | 35111      | 1     | 0.11     |
| 39 | Stormrage       | PvE  | en    | 29122.22 | 38393      | 0.06  | 1        |
| 40 | Kil'Jaeden      | PvP  | en    | 29111.11 | 38013      | 1     | 0.76     |
| 41 | Азурерос        | PvE  | ru    | 29088.89 | 27383      | 0.4   | 1        |

**Table 4.**

World of Warcraft  
RealmList

<http://www.wowprogress.com/realms/rank/us> and <http://www.wowprogress.com/realms/rank/eu>  
2012-07-07

## Appendix E: The List of Realms by WoWProgress

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| #  | Realm                   | Type | Lang. | Score    | Population | Horde | Alliance |
|----|-------------------------|------|-------|----------|------------|-------|----------|
| 42 | Antonidas               | PvE  | de    | 29055.55 | 27890      | 0.16  | 1        |
| 43 | Drak'thul               | PvP  | en    | 28888.89 | 21662      | 1     | 0.13     |
| 44 | Zenedar                 | PvP  | en    | 28811.11 | 17213      | 1     | 0.22     |
| 45 | Arthas                  | PvP  | en    | 28755.56 | 29263      | 1     | 0.29     |
| 46 | Blackhand               | PvE  | de    | 28655.56 | 28383      | 1     | 0.46     |
| 47 | Al'Akir                 | PvP  | en    | 28644.45 | 16791      | 1     | 0.04     |
| 48 | Draenor                 | PvE  | en    | 28611.11 | 29737      | 1     | 0.34     |
| 49 | Burning Blade           | PvP  | en    | 28555.56 | 19670      | 1     | 0.46     |
| 50 | Ragnaros                | PvP  | en    | 28522.22 | 25259      | 0.86  | 1        |
| 51 | Ysondre                 | PvP  | fr    | 28522.22 | 23532      | 1     | 0.42     |
| 52 | Illidan                 | PvP  | fr    | 28355.56 | 15801      | 1     | 0.6      |
| 53 | Azshara                 | PvP  | de    | 28288.89 | 22074      | 1     | 0.52     |
| 54 | Ner'zhul                | PvP  | en    | 28244.45 | 24589      | 1     | 0.87     |
| 55 | Cho'gall                | PvP  | en    | 28233.33 | 19002      | 1     | 0.02     |
| 56 | Jaedenar                | PvP  | en    | 28188.89 | 14261      | 1     | 0.06     |
| 57 | Thaurissan              | PvP  | en    | 28188.89 | 19781      | 1     | 0.05     |
| 58 | Stormscale              | PvP  | en    | 28088.89 | 31714      | 1     | 0.02     |
| 59 | Crushridge              | PvP  | en    | 28033.33 | 25286      | 1     | 0.76     |
| 60 | The Maelstrom           | PvP  | en    | 27988.89 | 18511      | 0.47  | 1        |
| 61 | Destromath              | PvP  | de    | 27911.11 | 17241      | 1     | 0.02     |
| 62 | Bleeding Hollow         | PvP  | en    | 27877.78 | 23534      | 1     | 0.92     |
| 63 | Darksorrow              | PvP  | en    | 27833.33 | 25892      | 0.43  | 1        |
| 64 | Подземье                | PvP  | ru    | 27800    | 19159      | 1     | 0.43     |
| 65 | Пиратская Бухта         | PvP  | ru    | 27666.67 | 20284      | 1     | 0.12     |
| 66 | Борейская тундра        | PvE  | ru    | 27455.55 | 24419      | 0.74  | 1        |
| 67 | Mannoroth               | PvP  | de    | 27444.44 | 13128      | 1     | 0.41     |
| 68 | Mannoroth               | PvP  | en    | 27411.11 | 22336      | 0.49  | 1        |
| 69 | Area 52                 | PvE  | en    | 27300    | 38022      | 1     | 0.06     |
| 70 | Гром                    | PvP  | ru    | 27288.89 | 22876      | 0.87  | 1        |
| 71 | Onyxia                  | PvP  | de    | 27277.78 | 18676      | 1     | 0.28     |
| 72 | Kel'Thuzad              | PvP  | en    | 27011.11 | 37785      | 0.16  | 1        |
| 73 | Arthas                  | PvP  | de    | 26991.22 | 16735      | 0.33  | 1        |
| 74 | Zul'jin                 | PvE  | en    | 26855.56 | 27115      | 1     | 0.84     |
| 75 | Ragnaros                | PvP  | es    | 26700    | 35527      | 1     | 0.53     |
| 76 | Ткач Смерти             | PvP  | ru    | 26655.56 | 18124      | 1     | 0.64     |
| 77 | Defias Brotherhood      | PvP  | en    | 26388.89 | 17308      | 0.94  | 1        |
| 78 | Mal'Ganis               | PvP  | de    | 26333.33 | 13416      | 0.95  | 1        |
| 79 | C'thun                  | PvP  | es    | 26322.22 | 23128      | 1     | 0.11     |
| 80 | Deathwing               | PvP  | en    | 26222.22 | 17286      | 1     | 0.49     |
| 81 | Shadowmoon              | PvP  | en    | 26211.55 | 16429      | 1     | 0.95     |
| 82 | Hyjal                   | PvE  | fr    | 26111.11 | 20101      | 1     | 1        |
| 83 | Cho'gall                | PvP  | fr    | 25955.56 | 14130      | 1     | 0.69     |
| 84 | Kult der Verdammten(up) | PvP  | de    | 25866.67 | 15921      | 1     | 0.39     |

## Appendix E: The List of Realms by WoWProgress

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| #   | Realm               | Type | Lang. | Score    | Population | Horde | Alliance |
|-----|---------------------|------|-------|----------|------------|-------|----------|
| 85  | Mug'thol            | PvP  | en    | 25855.56 | 15030      | 1     | 0.08     |
| 86  | Sargeras            | PvP  | fr    | 25822.22 | 14620      | 1     | 0.47     |
| 87  | Archimonde          | PvP  | fr    | 25800    | 18728      | 1     | 0.81     |
| 88  | Вечная Песня        | PvE  | ru    | 25800    | 28268      | 0.53  | 1        |
| 89  | Gorgonnash          | PvP  | de    | 25792.74 | 13958      | 1     | 0.68     |
| 90  | Anub'arak           | PvP  | de    | 25766.67 | 13559      | 1     | 0.3      |
| 91  | Nathrezim           | PvP  | de    | 25744.44 | 12477      | 1     | 0.28     |
| 92  | Термоштепсель       | PvP  | ru    | 25744.44 | 20537      | 1     | 0.76     |
| 93  | Turalyon            | PvE  | en    | 25733.33 | 20137      | 1     | 0.84     |
| 94  | Proudmoore          | PvE  | en    | 25511.11 | 33781      | 0.32  | 1        |
| 95  | Thrall              | PvE  | de    | 25500    | 19205      | 1     | 0.4      |
| 96  | Neptulon            | PvP  | en    | 25495.81 | 14708      | 0.15  | 1        |
| 97  | Jubei'Thos          | PvP  | en    | 25300    | 24869      | 1     | 0.45     |
| 98  | Alleria             | PvE  | de    | 25266.67 | 16436      | 0.56  | 1        |
| 99  | Галакронд           | PvE  | ru    | 25177.78 | 19944      | 0.72  | 1        |
| 100 | Lightning's Blade   | PvP  | en    | 24998.3  | 15144      | 1     | 0.43     |
| 101 | Frostmourne         | PvP  | de    | 24988.89 | 14373      | 0.63  | 1        |
| 102 | Elune               | PvE  | fr    | 24888.89 | 18168      | 0.4   | 1        |
| 103 | Turalyon            | PvE  | en    | 24677.78 | 17604      | 0.45  | 1        |
| 104 | Wrathbringer        | PvP  | de    | 24656    | 10551      | 1     | 0.37     |
| 105 | Aggra               | PvE  | pt    | 24400    | 15651      | 1     | 0.63     |
| 106 | Nazjatar            | PvP  | de    | 23988.89 | 11285      | 1     | 0.25     |
| 107 | Zirkel des Cenarius | RP   | de    | 23766.67 | 15846      | 0.48  | 1        |
| 108 | Arathor             | PvE  | en    | 23622.22 | 20485      | 0.48  | 1        |
| 109 | Runetotem           | PvE  | en    | 23375.85 | 21372      | 0.47  | 1        |
| 110 | Dethecus            | PvP  | de    | 23087.04 | 11054      | 1     | 0.21     |
| 111 | Windrunner          | PvE  | en    | 23057.59 | 14307      | 0.15  | 1        |
| 112 | Hyjal               | PvE  | en    | 23022.22 | 23012      | 1     | 0.52     |
| 113 | Thunderhorn         | PvE  | en    | 22990.59 | 18808      | 0.56  | 1        |
| 114 | Kilrogg             | PvE  | en    | 22904.18 | 18400      | 0.76  | 1        |
| 115 | Sanguino            | PvP  | es    | 22877.78 | 17511      | 1     | 0.54     |
| 116 | Lothar              | PvE  | de    | 22777.78 | 15692      | 0.53  | 1        |
| 117 | Magtheridon         | PvP  | en    | 22770.56 | 17159      | 1     | 0.77     |
| 118 | Arygos              | PvE  | de    | 22612.63 | 14001      | 0.27  | 1        |
| 119 | Zul'jin             | PvP  | es    | 22600    | 14986      | 1     | 0.35     |
| 120 | Kael'Thas           | PvP  | fr    | 22588.89 | 15660      | 0.89  | 1        |
| 121 | Dalaran             | PvE  | fr    | 22322.22 | 19552      | 0.55  | 1        |
| 122 | Uldaman             | PvE  | fr    | 22188.89 | 13471      | 1     | 0.96     |
| 123 | Король-лич          | PvP  | ru    | 22177.78 | 20355      | 1     | 0.89     |
| 124 | Frostwolf           | PvP  | en    | 22069.33 | 16406      | 1     | 0.62     |
| 125 | Saurfang            | PvE  | en    | 21878.78 | 16277      | 0.88  | 1        |
| 126 | Darkspear           | PvP  | en    | 21806.19 | 25395      | 0.5   | 1        |
| 127 | Stormrage           | PvE  | en    | 21735.22 | 17467      | 0.7   | 1        |
| 128 | Hakkar              | PvP  | en    | 21622.89 | 17028      | 1     | 0.95     |

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| #   | Realm               | Type | Lang. | Score    | Population | Horde | Alliance |
|-----|---------------------|------|-------|----------|------------|-------|----------|
| 129 | Burning Legion      | PvP  | en    | 21555.56 | 17075      | 1     | 0.82     |
| 130 | Aszune              | PvE  | en    | 21166.93 | 17795      | 0.46  | 1        |
| 131 | Nera'thor           | PvP  | de    | 20962.04 | 10920      | 1     | 0.6      |
| 132 | Minahonda           | PvE  | es    | 20910.85 | 15136      | 0.61  | 1        |
| 133 | Draenor             | PvE  | en    | 20888.56 | 13177      | 0.5   | 1        |
| 134 | Thrall              | PvE  | en    | 20877    | 20855      | 1     | 0.23     |
| 135 | Whisperwind         | PvE  | en    | 20799.18 | 18780      | 0.48  | 1        |
| 136 | Emerald Dream       | PvE  | en    | 20747.26 | 19027      | 0.33  | 1        |
| 137 | Quel'Thalas         | PvE  | en    | 20725.19 | 13929      | 0.82  | 1        |
| 138 | Седогрив            | PvP  | ru    | 20493.7  | 18202      | 1     | 0.9      |
| 139 | Burning Blade       | PvP  | en    | 20492.7  | 12013      | 0.26  | 1        |
| 140 | Laughing Skull      | PvP  | en    | 20410.96 | 15547      | 1     | 0.48     |
| 141 | Nordrassil          | PvE  | en    | 20370.67 | 17110      | 0.97  | 1        |
| 142 | Bloodscalp          | PvP  | en    | 20356.48 | 17351      | 1     | 0.64     |
| 143 | Kirin Tor           | RP   | fr    | 20340.78 | 16423      | 0.51  | 1        |
| 144 | Twilight's Hammer   | PvP  | en    | 20085.41 | 14586      | 1     | 0.27     |
| 145 | Boulderfist         | PvP  | en    | 20038.11 | 14727      | 1     | 0.49     |
| 146 | Eonar               | PvE  | en    | 19990.15 | 15295      | 0.53  | 1        |
| 147 | Lightbringer        | PvE  | en    | 19811.56 | 16028      | 0.48  | 1        |
| 148 | Shadowson           | PvE  | en    | 19717.48 | 18291      | 0.44  | 1        |
| 149 | Kilrogg             | PvE  | en    | 19717.22 | 15348      | 0.75  | 1        |
| 150 | Argent Dawn         | RP   | en    | 19695.22 | 17827      | 0.52  | 1        |
| 151 | Proudmoore          | PvE  | de    | 19608.44 | 14741      | 0.47  | 1        |
| 152 | Die Silberne Hand   | RP   | de    | 19455.44 | 13426      | 0.33  | 1        |
| 153 | Aman'Thul           | PvE  | de    | 19426.07 | 14583      | 0.29  | 1        |
| 154 | Khadgar             | PvE  | en    | 19381.04 | 15156      | 0.77  | 1        |
| 155 | Black Dragonflight  | PvP  | en    | 19295.56 | 15908      | 1     | 0.4      |
| 156 | Wildhammer          | PvE  | en    | 19263.78 | 14400      | 0.45  | 1        |
| 157 | Der Rat von Dalaran | RP   | de    | 19151.41 | 12365      | 0.55  | 1        |
| 158 | Spirestone          | PvP  | en    | 19082.78 | 13114      | 1     | 0.87     |
| 159 | Bladefist           | PvP  | en    | 19041.26 | 10813      | 0.93  | 1        |
| 160 | Alterac Mountains   | PvP  | en    | 19029.04 | 14815      | 0.32  | 1        |
| 161 | Lightbringer        | PvE  | en    | 18988.56 | 27753      | 0.2   | 1        |
| 162 | Dragonmaw           | PvP  | en    | 18985.7  | 15896      | 1     | 0.49     |
| 163 | Baelgun             | PvE  | de    | 18888.3  | 13221      | 0.2   | 1        |
| 164 | Zuluhed             | PvP  | de    | 18755.96 | 12725      | 1     | 0.84     |
| 165 | Dunemaul            | PvP  | en    | 18639    | 14138      | 1     | 0.27     |
| 166 | Nozdormu            | PvE  | de    | 18578.78 | 13891      | 0.33  | 1        |
| 167 | Garona              | PvP  | fr    | 18562.37 | 11842      | 1     | 0.99     |
| 168 | Chamber of Aspects  | PvE  | en    | 18548.04 | 16019      | 1     | 0.63     |
| 169 | Lordaeron           | PvE  | de    | 18506.96 | 14291      | 0.26  | 1        |
| 170 | Mazrigos            | PvP  | en    | 18506.74 | 10373      | 1     | 0.45     |
| 171 | Gilneas             | PvE  | de    | 18500.63 | 16640      | 0.58  | 1        |
| 172 | Dath'Remar          | PvE  | en    | 18465.56 | 17737      | 0.49  | 1        |

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| #   | Realm                | Type | Lang. | Score    | Population | Horde | Alliance |
|-----|----------------------|------|-------|----------|------------|-------|----------|
| 173 | Dun Morogh           | PvE  | de    | 18459.19 | 19168      | 0.65  | 1        |
| 174 | Голдринн             | PvE  | ru    | 18366.78 | 16228      | 0.66  | 1        |
| 175 | Nagrand              | PvE  | en    | 18309.41 | 18875      | 0.82  | 1        |
| 176 | Kor'gall             | PvP  | en    | 18297.15 | 11111      | 1     | 0.27     |
| 177 | Frostwhisper         | PvP  | en    | 18280.85 | 10710      | 1     | 0.23     |
| 178 | Cenarius             | PvE  | en    | 18271.96 | 19357      | 0.24  | 1        |
| 179 | Kel'Thuzad           | PvP  | de    | 18194.41 | 11440      | 1     | 0.91     |
| 180 | Shattered Hand       | PvP  | en    | 18178.19 | 15686      | 1     | 0.53     |
| 181 | La Croisade écarlate | PvP  | fr    | 18147.11 | 10048      | 1     | 0.97     |
| 182 | Chants éternels      | PvE  | fr    | 18104.33 | 13649      | 0.56  | 1        |
| 183 | Madmortem            | PvE  | de    | 17994.78 | 17406      | 0.47  | 1        |
| 184 | Daggerspine          | PvP  | en    | 17979.19 | 7313       | 1     | 0.7      |
| 185 | Sen'jin              | PvE  | de    | 17930.52 | 13742      | 0.33  | 1        |
| 186 | Aerie Peak           | PvE  | en    | 17877.37 | 13510      | 0.36  | 1        |
| 187 | Firetree             | PvP  | en    | 17831.59 | 11786      | 1     | 0.49     |
| 188 | Ysera                | PvE  | en    | 17814.7  | 15852      | 1     | 0.99     |
| 189 | Eredar               | PvP  | en    | 17776.26 | 11628      | 1     | 0.7      |
| 190 | Kargath              | PvE  | de    | 17686.26 | 14319      | 0.49  | 1        |
| 191 | Azjol-Nerub          | PvE  | en    | 17656.96 | 17018      | 0.35  | 1        |
| 192 | Doomhammer           | PvE  | en    | 17592.85 | 16053      | 0.57  | 1        |
| 193 | Conseil des Ombres   | PvP  | fr    | 17499.7  | 11070      | 1     | 0.6      |
| 194 | Anetheron            | PvP  | de    | 17457.59 | 10993      | 1     | 0.53     |
| 195 | Dragonblight         | PvE  | en    | 17357.26 | 17162      | 0.55  | 1        |
| 196 | Skullcrusher         | PvP  | en    | 17270.07 | 14890      | 1     | 0.46     |
| 197 | Gul'dan              | PvP  | de    | 17208.15 | 10042      | 1     | 0.25     |
| 198 | Vol'jin              | PvE  | fr    | 17112.37 | 13768      | 0.35  | 1        |
| 199 | Alonsus              | PvE  | en    | 17088.11 | 14939      | 0.17  | 1        |
| 200 | Area 52              | PvE  | de    | 16976.56 | 12312      | 0.49  | 1        |
| 201 | Arygos               | PvE  | en    | 16941.63 | 14489      | 0.5   | 1        |
| 202 | Terenas              | PvE  | en    | 16938    | 16639      | 0.48  | 1        |
| 203 | Dreadmaul            | PvP  | en    | 16835.96 | 14566      | 1     | 0.42     |
| 204 | Medivh               | PvE  | fr    | 16826.3  | 12365      | 0.53  | 1        |
| 205 | Bloodhoof            | PvE  | en    | 16778.08 | 18072      | 0.5   | 1        |
| 206 | Lightning's Blade    | PvP  | en    | 16774.85 | 9063       | 1     | 0.08     |
| 207 | Khaz Modan           | PvE  | fr    | 16714    | 13226      | 0.66  | 1        |
| 208 | Talnivarr            | PvP  | en    | 16548.85 | 7961       | 1     | 0.13     |
| 209 | Runetotem            | PvE  | en    | 16539.26 | 12614      | 1     | 0.51     |
| 210 | Executus             | PvP  | en    | 16429.41 | 12251      | 1     | 0.49     |
| 211 | Goldrinn             | PvE  | pt    | 16231.11 | 18122      | 0.4   | 1        |
| 212 | Krag'jin             | PvP  | de    | 16226.11 | 8956       | 0.27  | 1        |
| 213 | Caelestrasz          | PvE  | en    | 16155.7  | 15295      | 0.65  | 1        |
| 214 | Frostmane            | PvP  | en    | 16130.78 | 13728      | 1     | 0.99     |
| 215 | Blackhand            | PvE  | en    | 15999.07 | 16881      | 1     | 0.84     |
| 216 | Stormscale           | PvP  | en    | 15947    | 13630      | 1     | 0.6      |

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| #   | Realm                      | Type   | Lang. | Score    | Population | Horde | Alliance |
|-----|----------------------------|--------|-------|----------|------------|-------|----------|
| 217 | Tirion                     | PvE    | de    | 15917    | 13876      | 0.29  | 1        |
| 218 | Eldre'thalas               | PvP    | fr    | 15909    | 9536       | 1     | 0.42     |
| 219 | Emeriss                    | PvP    | en    | 15866.85 | 7264       | 1     | 0.27     |
| 220 | Alleria                    | PvE    | en    | 15813.15 | 16527      | 0.24  | 1        |
| 221 | Uldum                      | PvP    | es    | 15781.22 | 13775      | 1     | 0.25     |
| 222 | Krasus                     | PvE    | fr    | 15777.3  | 11497      | 0.56  | 1        |
| 223 | Vashj                      | PvP    | en    | 15775.19 | 5409       | 1     | 0.17     |
| 224 | Bonechewer                 | PvP    | en    | 15505.04 | 13979      | 1     | 0.56     |
| 225 | Dark Iron                  | PvP    | en    | 15484.22 | 12919      | 0.78  | 1        |
| 226 | Doomhammer                 | PvE    | en    | 15472    | 17544      | 0.48  | 1        |
| 227 | Kil'Jaeden                 | PvP    | de    | 15436.82 | 11605      | 0.57  | 1        |
| 228 | Alexstrasza                | PvE    | de    | 15375.08 | 15320      | 0.41  | 1        |
| 229 | Sen'Jin                    | PvE    | en    | 15304.44 | 15115      | 0.85  | 1        |
| 230 | Skullcrusher               | PvP    | en    | 15289.18 | 11367      | 1     | 0.36     |
| 231 | Darkspear                  | PvE    | en    | 15243.11 | 13933      | 0.41  | 1        |
| 232 | Shattrath                  | PvE    | de    | 15230.52 | 11485      | 0.52  | 1        |
| 233 | Emerald Dream              | RP-PvP | en    | 15127.07 | 17994      | 0.79  | 1        |
| 234 | Stonemaul                  | PvP    | en    | 15114.45 | 10916      | 0.85  | 1        |
| 235 | Saurfang                   | PvE    | en    | 15051.85 | 12051      | 0.35  | 1        |
| 236 | Forscherliga               | RP     | de    | 15018.11 | 11470      | 0.68  | 1        |
| 237 | Vek'nilash                 | PvP    | en    | 15018.04 | 11597      | 1     | 0.78     |
| 238 | Crushridge                 | PvP    | en    | 15006.44 | 11648      | 1     | 0.83     |
| 239 | Mug'thol                   | PvP    | de    | 14915.74 | 8324       | 1     | 0.62     |
| 240 | Aman'Thul                  | PvE    | en    | 14855.3  | 19466      | 0.37  | 1        |
| 241 | Les Sentinelles            | RP     | fr    | 14844.26 | 11104      | 0.66  | 1        |
| 242 | Kul Tiras                  | PvE    | en    | 14821.3  | 13748      | 0.48  | 1        |
| 243 | Hellfire                   | PvE    | en    | 14817.67 | 13427      | 0.55  | 1        |
| 244 | Bloodfeather               | PvP    | en    | 14796.59 | 8117       | 1     | 0.4      |
| 245 | Silvermoon                 | PvE    | en    | 14796.19 | 16193      | 0.95  | 1        |
| 246 | Culte de la Rive Noire(up) | PvP    | fr    | 14751.44 | 9667       | 1     | 0.91     |
| 247 | Khaz'goroth                | PvE    | de    | 14528.92 | 15906      | 0.75  | 1        |
| 248 | Eitrigg                    | PvE    | fr    | 14260.96 | 13958      | 0.49  | 1        |
| 249 | Bronze Dragonflight        | PvE    | en    | 14204.96 | 13742      | 0.4   | 1        |
| 250 | Khaz'goroth                | PvE    | en    | 14192.96 | 20823      | 0.85  | 1        |
| 251 | Arak-arahm                 | PvP    | fr    | 14164.19 | 8174       | 1     | 0.44     |
| 252 | Exodar                     | PvE    | es    | 14148.67 | 14965      | 0.49  | 1        |
| 253 | Greymane                   | PvE    | en    | 14109.85 | 14801      | 0.45  | 1        |
| 254 | Perenolde                  | PvE    | de    | 14082.89 | 13116      | 0.32  | 1        |
| 255 | Aggramar                   | PvE    | en    | 14060.11 | 17022      | 0.46  | 1        |
| 256 | Kargath                    | PvE    | en    | 14042.26 | 13920      | 0.54  | 1        |
| 257 | Madoran                    | PvE    | en    | 14023.33 | 11896      | 0.48  | 1        |
| 258 | Moonglade                  | RP     | en    | 14004.33 | 9819       | 0.68  | 1        |
| 259 | Laughing Skull             | PvP    | en    | 13976.77 | 5906       | 1     | 0.22     |





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| #   | Realm                    | Type   | Lang. | Score    | Population | Horde | Alliance |
|-----|--------------------------|--------|-------|----------|------------|-------|----------|
| 260 | Confrérie du Thorium(up) | RP     | fr    | 13972.48 | 10714      | 0.7   | 1        |
| 261 | Hellscream               | PvE    | en    | 13937.33 | 15100      | 0.45  | 1        |
| 262 | Norgannon                | PvE    | de    | 13922.37 | 11948      | 0.56  | 1        |
| 263 | Uldaman                  | PvE    | en    | 13846.11 | 13730      | 1     | 0.93     |
| 264 | Anachronos               | PvE    | en    | 13815.85 | 15304      | 0.6   | 1        |
| 265 | Maelstrom                | RP-PvP | en    | 13801.96 | 13105      | 1     | 0.42     |
| 266 | Perenolde                | PvE    | en    | 13792.33 | 11647      | 0.46  | 1        |
| 267 | Nethersturm              | PvE    | de    | 13734.89 | 12681      | 0.63  | 1        |
| 268 | Ulduar                   | PvE    | de    | 13718.37 | 10330      | 0.78  | 1        |
| 269 | Malorne                  | PvE    | de    | 13674    | 10894      | 0.48  | 1        |
| 270 | Earthen Ring             | RP     | en    | 13557.19 | 11704      | 0.79  | 1        |
| 271 | Eldre'Thalas             | PvE    | en    | 13529.78 | 12181      | 0.57  | 1        |
| 272 | Rexxar                   | PvE    | de    | 13527.78 | 14023      | 0.46  | 1        |
| 273 | Nagrand                  | PvE    | en    | 13469.63 | 12861      | 0.37  | 1        |
| 274 | Sinstralis               | PvP    | fr    | 13400.93 | 7768       | 1     | 0.69     |
| 275 | Ambossar                 | PvE    | de    | 13325.96 | 12973      | 0.64  | 1        |
| 276 | Hellscream               | PvE    | en    | 13321.52 | 14771      | 0.53  | 1        |
| 277 | Malfurion                | PvE    | de    | 13257.74 | 13432      | 0.39  | 1        |
| 278 | Twisting Nether          | RP-PvP | en    | 13173.11 | 11412      | 1     | 0.4      |
| 279 | Suramar                  | PvE    | en    | 13169.77 | 14954      | 0.59  | 1        |
| 280 | Ghostlands               | PvE    | en    | 13147.33 | 14112      | 0.41  | 1        |
| 281 | Nemesis                  | PvP    | pt    | 13131.41 | 22402      | 0.63  | 1        |
| 282 | Aggramar                 | PvE    | en    | 13078.63 | 16071      | 0.46  | 1        |
| 283 | Teldrassil               | PvE    | de    | 13059.37 | 13309      | 0.47  | 1        |
| 284 | Quel'Thalas              | PvP    | es    | 13047.22 | 19038      | 0.65  | 1        |
| 285 | Destromath               | PvP    | en    | 13044.33 | 12306      | 1     | 0.52     |
| 286 | Azgalar                  | PvP    | en    | 12946.37 | 14227      | 1     | 0.71     |
| 287 | Malygos                  | PvE    | en    | 12929.67 | 12573      | 0.45  | 1        |
| 288 | Icecrown                 | PvE    | en    | 12915.7  | 17391      | 0.48  | 1        |
| 289 | Antonidas                | PvE    | en    | 12805.41 | 13209      | 0.34  | 1        |
| 290 | Terokkar                 | PvE    | en    | 12780.74 | 12566      | 0.31  | 1        |
| 291 | Exodar                   | PvE    | en    | 12750.22 | 12844      | 0.85  | 1        |
| 292 | Ner'zhul                 | PvP    | fr    | 12695.96 | 6205       | 1     | 0.64     |
| 293 | Elune                    | PvE    | en    | 12686.78 | 13557      | 0.16  | 1        |
| 294 | Gilneas                  | PvE    | en    | 12649.15 | 13440      | 0.42  | 1        |
| 295 | Tyrande                  | PvE    | es    | 12639    | 16370      | 0.5   | 1        |
| 296 | Bronzebeard              | PvE    | en    | 12600.89 | 14369      | 0.2   | 1        |
| 297 | WildHammer               | PvP    | en    | 12600.41 | 12196      | 1     | 0.5      |
| 298 | Garona                   | PvE    | en    | 12563.85 | 15522      | 0.45  | 1        |
| 299 | Nordrassil               | PvE    | en    | 12478.85 | 12202      | 1     | 0.95     |
| 300 | Durotan                  | PvE    | de    | 12477.52 | 12910      | 0.68  | 1        |
| 301 | Dalaran                  | PvE    | en    | 12334.52 | 15964      | 0.4   | 1        |

## Appendix E: The List of Realms by WoWProgress

| #   | Realm                   | Type   | Lang. | Score    | Population | Horde | Alliance |
|-----|-------------------------|--------|-------|----------|------------|-------|----------|
| 302 | Eonar                   | PvE    | en    | 12304.67 | 14338      | 0.17  | 1        |
| 303 | Die Aldor               | RP     | de    | 12183.59 | 11808      | 0.82  | 1        |
| 304 | Ysera                   | PvE    | de    | 12143.63 | 14068      | 0.37  | 1        |
| 305 | Earthen Ring            | RP     | en    | 12062.67 | 20525      | 1     | 0.65     |
| 306 | Die ewige Wacht         | RP     | de    | 11990.07 | 10643      | 0.33  | 1        |
| 307 | Deathwing               | PvP    | en    | 11929.66 | 7711       | 1     | 0.17     |
| 308 | Anvilmar                | PvE    | en    | 11929    | 11358      | 0.27  | 1        |
| 309 | Blade's Edge            | PvE    | en    | 11816.26 | 11653      | 0.62  | 1        |
| 310 | Akama                   | PvP    | en    | 11783.74 | 10517      | 1     | 0.53     |
| 311 | Balnazzar               | PvP    | en    | 11708.59 | 6497       | 1     | 0.28     |
| 312 | The Forgotten Coast(up) | PvP    | en    | 11658.67 | 10135      | 1     | 0.28     |
| 313 | Malfurion               | PvE    | en    | 11648.22 | 13740      | 1     | 0.97     |
| 314 | Ravenholdt              | PvP    | en    | 11624.59 | 7660       | 0.77  | 1        |
| 315 | Lightninghoof           | RP-PvP | en    | 11617.04 | 12303      | 1     | 0.66     |
| 316 | Dunemaul                | PvP    | en    | 11591.45 | 11565      | 1     | 0.38     |
| 317 | Velen                   | PvE    | en    | 11550.08 | 11990      | 0.67  | 1        |
| 318 | Drakkari                | PvP    | es    | 11540.67 | 16297      | 1     | 0.73     |
| 319 | Haomarush               | PvP    | en    | 11501.96 | 6427       | 1     | 0.5      |
| 320 | Aerie Peak              | PvE    | en    | 11461.41 | 15662      | 0.23  | 1        |
| 321 | Arathor                 | PvE    | en    | 11391.7  | 11738      | 0.38  | 1        |
| 322 | Moonrunner              | PvE    | en    | 11333.56 | 11657      | 0.36  | 1        |
| 323 | Argent Dawn             | RP     | en    | 11324.04 | 15123      | 0.55  | 1        |
| 324 | Drenden                 | PvE    | en    | 11275.56 | 12748      | 0.54  | 1        |
| 325 | The Sha'tar             | RP     | en    | 11261.48 | 9144       | 0.61  | 1        |
| 326 | Malorne                 | PvP    | en    | 11152.82 | 6605       | 1     | 0.19     |
| 327 | Llane                   | PvE    | en    | 11111.59 | 13274      | 0.64  | 1        |
| 328 | Malygos                 | PvE    | de    | 11079.78 | 13027      | 0.33  | 1        |
| 329 | Garrosh                 | PvE    | de    | 11072.93 | 10494      | 1     | 0.82     |
| 330 | Shadowsong              | PvE    | en    | 11028.11 | 11686      | 0.76  | 1        |
| 331 | Un'Goro                 | PvP    | de    | 11016.04 | 6760       | 1     | 0.84     |
| 332 | Magtheridon             | PvP    | en    | 11009.48 | 6687       | 0.69  | 1        |
| 333 | Les Clairvoyants        | RP     | fr    | 10905.04 | 10832      | 0.66  | 1        |
| 334 | Durotan                 | PvE    | en    | 10899.08 | 13372      | 0.44  | 1        |
| 335 | Medivh                  | PvE    | en    | 10880.18 | 14025      | 0.27  | 1        |
| 336 | Azuremyst               | PvE    | en    | 10805.92 | 11492      | 0.29  | 1        |
| 337 | Bloodhoof               | PvE    | en    | 10801.3  | 16802      | 0.74  | 1        |
| 338 | Kael'thas               | PvE    | en    | 10787.92 | 12190      | 0.67  | 1        |
| 339 | Dragonblight            | PvE    | en    | 10763.96 | 15285      | 0.41  | 1        |
| 340 | Silver Hand             | RP     | en    | 10733.96 | 10687      | 0.51  | 1        |
| 341 | Khadgar                 | PvE    | en    | 10728.04 | 13091      | 0.66  | 1        |
| 342 | Rexxar                  | PvE    | en    | 10611.96 | 11743      | 1     | 0.88     |
| 343 | Trollbane               | PvE    | en    | 10552.48 | 12863      | 1     | 0.97     |
| 344 | Cenarion Circle         | PvP    | en    | 10537.63 | 12016      | 0.53  | 1        |

## Appendix E: The List of Realms by WoWProgress

| #   | Realm               | Type | Lang. | Score    | Population | Horde | Alliance |
|-----|---------------------|------|-------|----------|------------|-------|----------|
| 345 | Scarshield Legion   | PvP  | en    | 10439    | 4704       | 0.85  | 1        |
| 346 | Todeswache          | RP   | de    | 10401.67 | 9017       | 1     | 0.98     |
| 347 | Die Nachtwache      | RP   | de    | 10358.11 | 12305      | 0.88  | 1        |
| 348 | Xavius              | PvP  | en    | 10323.93 | 8504       | 1     | 0.74     |
| 349 | Shu'halo            | PvE  | en    | 10311.45 | 10148      | 0.79  | 1        |
| 350 | Moon Guard          | RP   | en    | 10308.81 | 14658      | 1     | 0.87     |
| 351 | Throk'Feroth        | PvP  | fr    | 10201.48 | 6278       | 1     | 0.32     |
| 352 | Lothar              | PvE  | en    | 10148.89 | 12118      | 0.4   | 1        |
| 353 | Gorefiend           | PvP  | en    | 10099.26 | 10090      | 1     | 0.89     |
| 354 | Das Konsortium      | PvP  | de    | 10068.37 | 6136       | 0.97  | 1        |
| 355 | Alexstrasza         | PvE  | en    | 10036.44 | 15177      | 0.4   | 1        |
| 356 | Steamwheedle Cartel | RP   | en    | 10022.07 | 9562       | 0.51  | 1        |
| 357 | Azjol-Nerub         | PvE  | en    | 9973.19  | 12898      | 0.64  | 1        |
| 358 | Hydraxis            | PvE  | en    | 9700.11  | 10287      | 0.67  | 1        |
| 359 | Kalecgos            | PvP  | en    | 9660.55  | 5238       | 1     | 0.64     |
| 360 | Terrordar           | PvP  | de    | 9592.37  | 4702       | 1     | 0.14     |
| 361 | Taerar              | PvP  | de    | 9541.33  | 5414       | 1     | 0.31     |
| 362 | Zangarmarsh         | PvE  | en    | 9307.74  | 11199      | 0.59  | 1        |
| 363 | Quel'dorei          | PvE  | en    | 9265.55  | 10624      | 1     | 1        |
| 364 | Scilla              | PvP  | en    | 9176.82  | 7523       | 0.72  | 1        |
| 365 | Ghostlands          | PvE  | en    | 9097.56  | 11358      | 0.87  | 1        |
| 366 | Chromaggus          | PvP  | en    | 9086.52  | 7570       | 1     | 0.18     |
| 367 | Baelgun             | PvE  | en    | 9023.22  | 12461      | 0.73  | 1        |
| 368 | Suramar             | PvE  | fr    | 9003.85  | 11392      | 0.33  | 1        |
| 369 | Garrosh             | PvE  | en    | 8911.15  | 10825      | 1     | 0.64     |
| 370 | Mok'Nathal          | PvE  | en    | 8901.45  | 10465      | 0.4   | 1        |
| 371 | Zuluhed             | PvP  | en    | 8901.41  | 8459       | 0.93  | 1        |
| 372 | Blade's Edge        | PvE  | en    | 8851.15  | 11280      | 0.78  | 1        |
| 373 | Blutkessel          | PvP  | de    | 8841.74  | 6687       | 1     | 0.11     |
| 374 | Das Syndikat        | PvP  | de    | 8782.45  | 6121       | 0.62  | 1        |
| 375 | Trollbane           | PvP  | en    | 8777.67  | 6876       | 0.23  | 1        |
| 376 | Terenas             | PvE  | en    | 8739.48  | 11902      | 0.55  | 1        |
| 377 | Genjuros            | PvP  | en    | 8716.07  | 6458       | 1     | 0.47     |
| 378 | Ahn'Qiraj           | PvP  | en    | 8679.92  | 4178       | 1     | 0.92     |
| 379 | Tichondrius         | PvE  | de    | 8677.37  | 8733       | 0.8   | 1        |
| 380 | Die Todeskrallen    | PvP  | de    | 8650.44  | 8379       | 1     | 0.76     |
| 381 | Kul Tiras           | PvE  | en    | 8579.11  | 12375      | 0.84  | 1        |
| 382 | Nathrezim           | PvP  | en    | 8479.22  | 8839       | 1     | 0.47     |
| 383 | Skywall             | PvE  | en    | 8467.04  | 14233      | 0.59  | 1        |
| 384 | Darkmoon Faire      | RP   | en    | 8454.67  | 11041      | 0.52  | 1        |
| 385 | Wormrest Accord     | RP   | en    | 8405.85  | 10885      | 1     | 0.96     |
| 386 | Ravencrest          | PvE  | en    | 8399.74  | 9861       | 0.41  | 1        |
| 387 | Los Errantes        | RP   | es    | 8397.78  | 10225      | 0.59  | 1        |

## Appendix E: The List of Realms by WoWProgress

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| #   | Realm              | Type   | Lang. | Score   | Population | Horde | Alliance |
|-----|--------------------|--------|-------|---------|------------|-------|----------|
| 388 | Azuremyst          | PvE    | en    | 8361.93 | 13368      | 0.6   | 1        |
| 389 | Der abyssische Rat | PvP    | de    | 8310.78 | 6030       | 0.61  | 1        |
| 390 | Tanaris            | PvE    | en    | 8258.59 | 6451       | 1     | 0.44     |
| 391 | Andorhal           | PvP    | en    | 8235.78 | 4113       | 1     | 0.26     |
| 392 | Blood Furnace      | PvP    | en    | 8184.41 | 13587      | 0.58  | 1        |
| 393 | Thunderhorn        | PvE    | en    | 8158.41 | 14447      | 0.58  | 1        |
| 394 | Bladefist          | PvE    | en    | 8124.18 | 11885      | 0.46  | 1        |
| 395 | Der Mithrilorden   | RP     | de    | 8122.59 | 10095      | 0.61  | 1        |
| 396 | Eitrigg            | PvE    | en    | 8089.3  | 9085       | 0.94  | 1        |
| 397 | Gorgonnash         | PvP    | en    | 7995    | 13389      | 0.59  | 1        |
| 398 | Staghelm           | PvE    | en    | 7942.41 | 11326      | 0.55  | 1        |
| 399 | Borean Tundra      | PvE    | en    | 7911.55 | 11495      | 0.56  | 1        |
| 400 | Spinebreaker       | PvP    | en    | 7876.78 | 4850       | 1     | 0.23     |
| 401 | Feathermoon        | PvP    | en    | 7779.15 | 13238      | 0.65  | 1        |
| 402 | Shadow Council     | PvE    | en    | 7714.89 | 9298       | 0.8   | 1        |
| 403 | Shattered Halls    | PvP    | en    | 7695.74 | 6562       | 1     | 0.73     |
| 404 | Karazhan           | PvP    | en    | 7620.74 | 5882       | 1     | 0.23     |
| 405 | Spinebreaker       | PvP    | en    | 7616.48 | 10809      | 1     | 0.22     |
| 406 | Balnazzar          | PvP    | en    | 7544.04 | 4447       | 1     | 0.47     |
| 407 | Lethon             | PvP    | en    | 7518.33 | 6802       | 1     | 0.62     |
| 408 | Korialstrasz       | PvE    | en    | 7475.22 | 11744      | 0.29  | 1        |
| 409 | Duskwood           | PvE    | en    | 7468.15 | 14444      | 0.88  | 1        |
| 410 | Festung der Stürme | PvP    | de    | 7464.74 | 4063       | 1     | 0.61     |
| 411 | Drek'Thar          | PvE    | fr    | 7347.45 | 10499      | 0.22  | 1        |
| 412 | Terokkar           | PvE    | en    | 7297.48 | 10914      | 1     | 0.9      |
| 413 | Marécage de Zangar | PvE    | fr    | 7275.41 | 9694       | 0.4   | 1        |
| 414 | Thunderlord        | PvP    | en    | 7202.44 | 9790       | 0.62  | 1        |
| 415 | Dentarg            | PvP    | en    | 7132.63 | 5726       | 1     | 0.23     |
| 416 | Khaz Modan         | PvE    | en    | 7098.52 | 11492      | 0.39  | 1        |
| 417 | Cairne             | PvE    | en    | 7092.15 | 11559      | 0.61  | 1        |
| 418 | Bronzebeard        | PvE    | en    | 6976.56 | 13793      | 0.42  | 1        |
| 419 | Echo Isles         | PvE    | en    | 6962.63 | 10378      | 0.7   | 1        |
| 420 | Archimonde         | PvP    | en    | 6896.77 | 8013       | 1     | 0.48     |
| 421 | The Venture Co     | RP-PvP | en    | 6882.18 | 6547       | 1     | 0.8      |
| 422 | Undermine          | PvE    | en    | 6866.59 | 11021      | 0.46  | 1        |
| 423 | Vek'lor            | PvP    | de    | 6810.85 | 3012       | 1     | 0.43     |
| 424 | Smolderthorn       | PvP    | en    | 6761.89 | 6926       | 1     | 0.34     |
| 425 | Grizzly Hills      | PvE    | en    | 6728.07 | 8287       | 0.36  | 1        |
| 426 | Dentarg            | PvP    | en    | 6654.44 | 7045       | 0.79  | 1        |
| 427 | Bloodscalp         | PvP    | en    | 6623.26 | 9738       | 1     | 0.33     |
| 428 | Dalvengyr          | PvP    | en    | 6616.19 | 5679       | 0.52  | 1        |
| 429 | Dawnbringer        | PvE    | en    | 6560    | 10706      | 0.73  | 1        |

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| #   | Realm                   | Type   | Lang. | Score   | Population | Horde | Alliance |
|-----|-------------------------|--------|-------|---------|------------|-------|----------|
| 430 | Ravenholdt              | RP-PvP | en    | 6493.22 | 9184       | 1     | 0.42     |
| 431 | Jaedenar                | PvP    | en    | 6282    | 6262       | 1     | 0.63     |
| 432 | Naxxramas               | PvP    | fr    | 6272.67 | 4443       | 0.68  | 1        |
| 433 | The Venture Co          | PvP    | en    | 6230.19 | 6201       | 1     | 0.97     |
| 434 | Uldum                   | PvE    | en    | 6202.29 | 12831      | 0.58  | 1        |
| 435 | Altar of Storms         | PvP    | en    | 6201.52 | 7105       | 1     | 0.49     |
| 436 | Gnomeregan              | PvE    | en    | 6144.85 | 10676      | 0.43  | 1        |
| 437 | Scarlet Crusade         | RP     | en    | 6111    | 12309      | 0.5   | 1        |
| 438 | Dragonmaw               | PvP    | en    | 6106.52 | 6812       | 1     | 0.51     |
| 439 | Theradras               | PvP    | de    | 6071.26 | 5064       | 0.87  | 1        |
| 440 | Winterhoof              | PvE    | en    | 6020.74 | 9596       | 0.85  | 1        |
| 441 | Anetheron               | PvP    | en    | 5990.89 | 5611       | 1     | 0.94     |
| 442 | Gundrak                 | PvP    | en    | 5939.63 | 5892       | 0.83  | 1        |
| 443 | Uther                   | PvE    | en    | 5939.33 | 14276      | 0.74  | 1        |
| 444 | Vek'nilash              | PvE    | en    | 5905.93 | 8911       | 0.37  | 1        |
| 445 | Maiev                   | PvP    | en    | 5876.15 | 7327       | 1     | 0.7      |
| 446 | Fenris                  | PvE    | en    | 5869.26 | 9658       | 0.78  | 1        |
| 447 | Drak'thul               | PvP    | en    | 5827.33 | 6880       | 0.5   | 1        |
| 448 | Kirin Tor               | PvP    | en    | 5764.41 | 11004      | 0.57  | 1        |
| 449 | Draka                   | PvE    | en    | 5761.26 | 12145      | 0.8   | 1        |
| 450 | Nazgrel                 | PvE    | en    | 5719.11 | 9866       | 0.6   | 1        |
| 451 | Executus                | PvP    | en    | 5649.93 | 4557       | 1     | 0.91     |
| 452 | Shandris                | PvE    | en    | 5563.96 | 10821      | 1     | 0.87     |
| 453 | Norgannon               | PvE    | en    | 5541.33 | 9420       | 0.61  | 1        |
| 454 | Nefarian                | PvP    | de    | 5537.33 | 3986       | 1     | 0.67     |
| 455 | Shen'dralar             | PvP    | es    | 5503.19 | 5213       | 0.53  | 1        |
| 456 | Coilfang                | PvP    | en    | 5476    | 4594       | 1     | 0.72     |
| 457 | Muradin                 | PvE    | en    | 5471.7  | 11789      | 0.56  | 1        |
| 458 | Gurubashi               | PvP    | en    | 5435.78 | 6154       | 1     | 0.27     |
| 459 | Misha                   | PvE    | en    | 5389.44 | 8817       | 0.59  | 1        |
| 460 | Galakrond               | PvE    | en    | 5371.78 | 8834       | 0.33  | 1        |
| 461 | Darrowmere              | PvP    | en    | 5343.63 | 6909       | 0.47  | 1        |
| 462 | Steamwheedle Cartel(up) | RP     | en    | 5290.59 | 10127      | 0.93  | 1        |
| 463 | Fizzcrank               | PvE    | en    | 5288.7  | 9531       | 0.45  | 1        |
| 464 | Farstriders             | RP     | en    | 5250.78 | 7707       | 0.49  | 1        |
| 465 | Agamaggan               | PvP    | en    | 5170.15 | 5161       | 1     | 0.87     |
| 466 | Rashgarroth             | PvP    | fr    | 5130.96 | 5185       | 0.98  | 1        |
| 467 | Daggerspine             | PvP    | en    | 5122.59 | 8987       | 1     | 0.34     |
| 468 | Tol Barad               | PvP    | pt    | 5094.44 | 7461       | 1     | 0.78     |
| 469 | Nesingwary              | PvE    | en    | 4970.82 | 9543       | 0.57  | 1        |
| 470 | Agamaggan               | PvP    | en    | 4956.26 | 5307       | 1     | 0.53     |
| 471 | Demon Soul              | PvP    | en    | 4947.89 | 4693       | 1     | 0.09     |
| 472 | Aegwynn                 | PvP    | en    | 4939.33 | 5178       | 1     | 0.64     |

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| #   | Realm                   | Type | Lang. | Score   | Population | Horde | Alliance |
|-----|-------------------------|------|-------|---------|------------|-------|----------|
| 473 | Echsenkessel            | PvP  | de    | 4896.93 | 3960       | 1     | 0.57     |
| 474 | Boulderfist             | PvP  | en    | 4893.96 | 4752       | 1     | 0.28     |
| 475 | Thorium Brotherhood(up) | RP   | en    | 4818.85 | 7283       | 1     | 0.98     |
| 476 | Burning Steppes         | PvP  | en    | 4813.85 | 4692       | 1     | 0.46     |
| 477 | Vashj                   | PvP  | en    | 4807.85 | 8284       | 1     | 0.83     |
| 478 | Shattered Halls         | PvP  | en    | 4794.04 | 6055       | 1     | 0.25     |
| 479 | The Underbog            | PvP  | en    | 4783.52 | 7117       | 1     | 0.7      |
| 480 | Rivendare               | PvP  | en    | 4731.96 | 5119       | 1     | 0.29     |
| 481 | Ursin                   | PvP  | en    | 4612.96 | 5288       | 1     | 0.74     |
| 482 | Temple noir             | PvP  | fr    | 4606.45 | 4606       | 0.89  | 1        |
| 483 | Colinas Pardas          | PvE  | es    | 4586.04 | 11295      | 0.51  | 1        |
| 484 | Blackwater Raiders      | RP   | en    | 4476.63 | 9108       | 0.71  | 1        |
| 485 | Anub'arak               | PvP  | en    | 4322.65 | 3744       | 1     | 0.15     |
| 486 | Varimathras             | PvP  | fr    | 4208.04 | 5354       | 0.6   | 1        |
| 487 | Sentinels               | RP   | en    | 4194.15 | 7897       | 0.87  | 1        |
| 488 | Die Arguswacht          | PvP  | de    | 4175.59 | 4792       | 0.5   | 1        |
| 489 | Gul'dan                 | PvP  | en    | 4173    | 4692       | 1     | 0.19     |
| 490 | Arathi                  | PvP  | fr    | 4098.56 | 5046       | 1     | 0.87     |
| 491 | Ysondre                 | PvP  | en    | 4074.37 | 7282       | 1     | 0.5      |
| 492 | Dethecus                | PvP  | en    | 4002.74 | 5041       | 0.8   | 1        |
| 493 | Detheroc                | PvP  | en    | 3987.26 | 5294       | 1     | 0.52     |
| 494 | Dalvengyr               | PvP  | de    | 3609.59 | 4573       | 1     | 0.54     |
| 495 | Tortheldrin             | PvP  | en    | 3482.94 | 4708       | 1     | 0.18     |
| 496 | The Scryers             | PvP  | en    | 3444.3  | 7642       | 0.67  | 1        |
| 497 | Nazjatar                | PvP  | en    | 3376.03 | 5928       | 1     | 0.5      |
| 498 | Auchindoun              | PvP  | en    | 3311.44 | 4964       | 0.71  | 1        |
| 499 | Sisters of Elune        | RP   | en    | 3170.33 | 7573       | 1     | 0.88     |
| 500 | Drak'Tharon             | PvP  | en    | 3035    | 5261       | 1     | 0.29     |
| 501 | Hakkar                  | PvP  | en    | 2926.59 | 4114       | 1     | 0.9      |
| 502 | Sporegggar              | PvP  | en    | 2510.27 | 3097       | 0.64  | 1        |
| 503 | Azshara                 | PvP  | en    | 2221.92 | 3252       | 1     | 0.49     |
| 504 | Haomarush               | PvP  | en    | 2026.63 | 4993       | 1     | 0.76     |
| 505 | Rajaxx                  | PvP  | de    | 1950.59 | 3220       | 1     | 0.15     |
| 506 | Chromaggus              | PvP  | en    | 1379.8  | 3990       | 1     | 0.18     |
| 507 | Onyxia                  | PvP  | en    | 1375.81 | 3581       | 1     | 0.19     |
| 508 | Blackwing Lair          | PvP  | en    | 1304.83 | 3369       | 1     | 0.48     |
| 509 | Warsong                 | PvP  | en    | 1062.17 | 6597       | 1     | 0.09     |
| 510 | Garithos                | PvP  | en    | 718     | 3189       | 1     | 0.82     |
| 511 | Gallywix                | PvE  | pt    | 268.75  | 1362       | 0.9   | 1        |





## Appendix F: 1 Second of a CombatLog

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### Appendix F: 1 Second of a CombatLog

[22:56:58.014] Wild Mushroom dies  
[22:56:58.014] Wild Mushroom dies  
[22:56:58.014] Lappé Moonfire Arm Tentacle 5076  
[22:56:58.014] Phuumon hits Arm Tentacle 3025  
[22:56:58.014] Wild Mushroom dies  
[22:56:58.061] Kahva hits Arm Tentacle 4547  
[22:56:58.095] Deathwing begins to cast Assault Aspects  
[22:56:58.113] Arm Tentacle's Savage Combat is refreshed by Yliajo  
[22:56:58.113] Arm Tentacle afflicted by Deep Wounds from Paradar  
[22:56:58.113] Paradar Bloodthirst Paradar +0 (O: 1604)  
[22:56:58.113] Paradar's Bloodthirst fades from Paradar  
[22:56:58.113] Paradar gains Titanic Strength (5) from Paradar  
[22:56:58.113] Awynia gains Combat Trance (7) from Awynia  
[22:56:58.113] Awynia Blade Twisting Arm Tentacle Immune  
[22:56:58.113] Yliajo gains Shadows of the Destroyer (2) from Yliajo  
[22:56:58.113] Fraggoros gains Titanic Strength (5) from Fraggoros  
[22:56:58.113] Meripihka gains Combat Mind (4) from Meripihka  
[22:56:58.113] Meripihka's Clearcasting is refreshed by Meripihka  
[22:56:58.113] Ironi gains Titanic Strength (4) from Ironi  
[22:56:58.113] Ironi Scourge Strike Arm Tentacle 17893  
[22:56:58.137] Arm Tentacle afflicted by Speaking of Rage from Burec  
[22:56:58.137] Smirk Judgement Arm Tentacle 5174  
[22:56:58.137] Awynia gains Combat Trance (8) from Awynia  
[22:56:58.137] Awynia gains Combat Trance (9) from Awynia  
[22:56:58.137] Tombolo gains Dark Evangelism from Tombolo  
[22:56:58.137] Tombolo gains Combat Mind (4) from Tombolo  
[22:56:58.137] Devai gains Sic 'Em! from Devai  
[22:56:58.137] Devai gains Combat Trance (3) from Devai  
[22:56:58.165] Arm Tentacle afflicted by Lacerate from Sejta  
[22:56:58.165] Sejta Lacerate Arm Tentacle 6330  
[22:56:58.165] Lappé gains Velocity from Lappé  
[22:56:58.165] Lilja crits Arm Tentacle \*11401\*  
[22:56:58.165] Devai Speaking of Rage Arm Tentacle \*2124\*  
[22:56:58.165] Awynia hits Arm Tentacle 3005  
[22:56:58.165] Awynia hits Arm Tentacle 4617  
[22:56:58.165] Fungal Growth II Fungal Growth Arm Tentacle Immune  
[22:56:58.165] Fungal Growth II Fungal Growth Arm Tentacle Immune  
[22:56:58.165] Fungal Growth II Fungal Growth Arm Tentacle Immune  
[22:56:58.165] Táuno Immolate Wing Tentacle 4963  
[22:56:58.165] Táuno Corruption Wing Tentacle 3842  
[22:56:58.165] Robinboy Living Bomb Wing Tentacle \*18258\*  
[22:56:58.165] Yliajo hits Arm Tentacle 3263  
[22:56:58.165] Baltha begins to cast Fireball  
[22:56:58.165] Yliajo hits Arm Tentacle 5478  
[22:56:58.218] Jhazrun begins to cast Smite  
[22:56:58.218] Iiris's Long Arm of the Law fades from Iiris  
[22:56:58.252] Burec Serpent Sting Arm Tentacle 4393  
[22:56:58.253] Daewyn casts Corruption on Arm Tentacle  
[22:56:58.270] Tombolo Shadow Word: Pain Arm Tentacle \*10622\*  
[22:56:58.305] Bampo casts Lifebloom on Sejta  
[22:56:58.305] Zurilshril hits Wing Tentacle 4113  
[22:56:58.305] Devai Speaking of Rage Arm Tentacle 1375  
[22:56:58.305] Kassin Bloodthirsty Kassin +0 (O: 2238)  
[22:56:58.326] Smirk gains 163 mana from Bampo's Replenishment

[22:56:58.326] Robinboy gains 160 mana from Bampo's Replenishment  
[22:56:58.326] Lappé gains 183 mana from Bampo's Replenishment  
[22:56:58.326] Meripihka gains 176 mana from Bampo's Replenishment  
[22:56:58.326] Thasilian gains 160 mana from Bampo's Replenishment  
[22:56:58.326] Burec Speaking of Rage Arm Tentacle \*2171\*  
[22:56:58.326] Bampo Lifebloom Sejta +\*0\* (O: 1785)  
[22:56:58.326] Daewyn gains 172 mana from Bampo's Replenishment  
[22:56:58.326] Jhazrun gains 180 mana from Bampo's Replenishment  
[22:56:58.326] Kahva casts Stormstrike on Arm Tentacle  
[22:56:58.344] Brainrobber hits Arm Tentacle 2966  
[22:56:58.344] Tombolo Mind Flay Arm Tentacle 8499  
[22:56:58.383] Burec Explosive Shot Arm Tentacle 15052  
[22:56:58.383] Burec's Explosive Shot fades from Arm Tentacle  
[22:56:58.383] Meripihka Insect Swarm Wing Tentacle 3846  
[22:56:58.401] Ironi Blood Plague Arm Tentacle 6171  
[22:56:58.401] Ironi Frost Fever Arm Tentacle 4179  
[22:56:58.435] Yliajo casts Sinister Strike on Arm Tentacle  
[22:56:58.435] Meripihka's Shooting Stars fades from Meripihka  
[22:56:58.435] Meripihka begins to cast Starsurge  
[22:56:58.435] Meripihka's Clearcasting fades from Meripihka  
[22:56:58.435] Robinboy begins to cast Fireball  
[22:56:58.435] Lappé gains Starfall from Lappé  
[22:56:58.435] Lappé casts Starfall  
[22:56:58.490] Sejta gains Beast Fury (4) from Sejta  
[22:56:58.490] Ironi casts Festering Strike on Arm Tentacle  
[22:56:58.490] Tombolo Vampiric Touch Arm Tentacle \*18867\*  
[22:56:58.505] saitaM casts Bite on Arm Tentacle  
[22:56:58.505] Hand of Gul'dan casts Curse of Gul'dan  
[22:56:58.505] Awynia Main Gauche Arm Tentacle \*12255\*  
[22:56:58.505] Awynia Instant Poison Arm Tentacle 5601  
[22:56:58.505] Iiris Seals of Command Arm Tentacle 1116  
[22:56:58.505] Smirk Enlightened Judgements Smirk +0 (O: 4202)  
[22:56:58.505] Smirk gains Judgements of the Pure from Smirk  
[22:56:58.505] Paradar gains Titanic Strength (6) from Paradar  
[22:56:58.505] Paradar gains Enrage from Paradar  
[22:56:58.505] Thasilian Cleansing Flames Lilja +0 (O: 9901)  
[22:56:58.505] Thasilian Cleansing Flames Yliajo +0 (O: 7345)  
[22:56:58.505] Thasilian Cleansing Flames Sejta +\*0\* (O: 18257)  
[22:56:58.505] Thasilian Cleansing Flames Ironi +0 (O: 7610)  
[22:56:58.505] Thasilian Cleansing Flames Kahva +0 (O: 8518)  
[22:56:58.505] Thasilian Cleansing Flames Fraggoros +\*0\* (O: 15642)  
[22:56:58.505] Thasilian Cleansing Flames Daewyn +\*5356\* (O: 13551)  
[22:56:58.505] Thasilian Cleansing Flames Tombolo +0 (O: 7070)  
[22:56:58.505] Thasilian Cleansing Flames Burec +0 (O: 9403)  
[22:56:58.505] Thasilian Cleansing Flames Paradar +0 (O: 9498)  
[22:56:58.505] Thasilian Cleansing Flames Awynia +0 (O: 6596)  
[22:56:58.505] Thasilian Cleansing Flames Smirk +0 (O: 10021)  
[22:56:58.505] Thasilian Cleansing Flames saitaM +0 (O: 7221)  
[22:56:58.505] Thasilian Cleansing Flames Phuumon +\*0\* (O: 14973)  
[22:56:58.505] Robinboy Flame Orb Wing Tentacle \*7366\*  
[22:56:58.505] Kahva gains Combat Trance (2) from Kahva  
[22:56:58.505] Kahva gains Velocity from Kahva  
[22:56:58.505] Kahva gains Combat Trance (3) from Kahva  
[22:56:58.505] Táuno gains Velocity from Táuno  
[22:56:58.530] Táuno gains Lightweave from Táuno  
[22:56:58.530] Baltha Scorch Wing Tentacle \*22948\*  
[22:56:58.530] Yliajo Instant Poison Arm Tentacle 5685  
[22:56:58.530] Jhazrun Holy Fire Arm Tentacle 25296  
[22:56:58.530] Arm Tentacle afflicted by Holy Fire from Jhazrun

Table 5.

1 Second of a  
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## Appendix F: 1 Second of a CombatLog

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[22:56:58.589] *Arm Tentacle afflicted by Corruption from Daewyn*  
[22:56:58.589] *Tombolo Vampiric Embrace Tombolo +0 (O: 406)*  
[22:56:58.589] *Tombolo Vampiric Embrace Tombolo +0 (O: 405)*  
[22:56:58.589] *Tombolo gains Lightweave from Tombolo*  
[22:56:58.589] *Sejta gains Lifebloom (2) from Bampo*  
[22:56:58.589] *Bampo gains 3554 mana from Bampo's Revitalize*  
[22:56:58.589] *Arm Tentacle afflicted by Stormstrike from Kahva*  
[22:56:58.589] *Kahva Stormstrike Arm Tentacle 17733*  
[22:56:58.589] *Kahva Stormstrike Off-Hand Arm Tentacle 8346*  
[22:56:58.589] *Tombolo Vampiric Embrace Tombolo +0 (O: 324)*  
[22:56:58.589] *Tombolo Vampiric Embrace Tombolo +0 (O: 325)*  
[22:56:58.589] *Tombolo gains Dark Evangelism (2) from Tombolo*  
[22:56:58.589] *Táuno Hand of Gul'dan Wing Tentacle \*41554\**  
[22:56:58.589] *Yliajo Sinister Strike Arm Tentacle \*33514\**  
[22:56:58.589] *Ironi Festering Strike Arm Tentacle 23794*  
[22:56:58.589] *Tombolo Vampiric Embrace Tombolo +0 (O: 720)*  
[22:56:58.589] *saitaM Bite Arm Tentacle \*16707\**  
[22:56:58.589] *Brainrobber Claw Arm Tentacle \*11321\**  
[22:56:58.589] *Fraggoros Deep Wounds Arm Tentacle 1300*  
[22:56:58.589] *Devai Speaking of Rage Arm Tentacle 1374*  
[22:56:58.589] *Burec Speaking of Rage Arm Tentacle \*2171\**  
[22:56:58.589] *Devai Auto Shot Arm Tentacle \*22394\**  
[22:56:58.589] *Iris casts Holy Wrath*  
[22:56:58.636] *Awynia casts Sinister Strike on Arm Tentacle*  
[22:56:58.636] *Meripihka Moonfire Arm Tentacle 8392*  
[22:56:58.672] *Xenophics casts Devouring Plague on Wing Tentacle*  
[22:56:58.692] *Arx gains 153 mana from Iiris's Replenishment*  
[22:56:58.692] *Xenophics gains 144 mana from Iiris's Replenishment*  
[22:56:58.692] *Phuumon gains 90 mana from Iiris's Replenishment*  
[22:56:58.692] *Kahva gains 37 mana from Iiris's Replenishment*  
[22:56:58.692] *Zurilshril gains 86 mana from Iiris's Replenishment*  
[22:56:58.692] *Tombolo gains 152 mana from Iiris's Replenishment*  
[22:56:58.692] *Baltha gains 148 mana from Iiris's Replenishment*  
[22:56:58.692] *saitaM crits Arm Tentacle \*5211\**  
[22:56:58.692] *Lappé Insect Swarm Arm Tentacle 4137*  
[22:56:58.692] *Ironi hits Arm Tentacle 11752*  
[22:56:58.711] *Devai Speaking of Rage Arm Tentacle 1374*  
[22:56:58.730] *Burec Speaking of Rage Arm Tentacle \*2171\**  
[22:56:58.730] *Kyy begins to cast Vampiric Touch*  
[22:56:58.730] *Burec gains 18 focus from Burec's Energize*  
[22:56:58.730] *Burec begins to cast Cobra Shot*  
[22:56:58.748] *Awynia crits Arm Tentacle \*8572\**  
[22:56:58.748] *Táuno casts Bane of Agony on Wing Tentacle*  
[22:56:58.748] *Yliajo hits Arm Tentacle 2826*  
[22:56:58.804] *Tombolo Devouring Plague Arm Tentacle 4356*  
[22:56:58.804] *Burec Auto Shot Arm Tentacle \*20646\**  
[22:56:58.804] *Kahva hits Arm Tentacle 2917*  
[22:56:58.822] *Xenophics Shadow Word: Pain Wing Tentacle 4411*  
[22:56:58.822] *Lilja crits Arm Tentacle \*12670\**  
[22:56:58.840] *Meripihka Insect Swarm Arm Tentacle 4269*  
[22:56:58.856] *Kahva hits Arm Tentacle 5076*  
[22:56:58.856] *Paradar casts Bloodthirst on Arm Tentacle*  
[22:56:58.891] *Devai Explosive Shot Arm Tentacle \*31409\**  
[22:56:58.891] *Lilja casts Rake on Arm Tentacle*  
[22:56:58.891] *Lilja casts Primal Fury on Arm Tentacle*  
[22:56:58.914] *Kahva Flametongue Attack Arm Tentacle 4106*  
[22:56:58.914] *Lilja gains Combat Trance (7) from Lilja*  
[22:56:58.914] *Awynia gains Combat Trance (10) from Awynia*  
[22:56:58.914] *Awynia gains 15 energy from Awynia's Combat Potency*  
[22:56:58.914] *Baltha gains Combat Mind (2) from Baltha*  
[22:56:58.914] *Baltha gains Impact from Baltha*  
[22:56:58.932] *Jhazrun gains Evangelism from Jhazrun*  
[22:56:58.932] *Daewyn gains Combat Mind (2) from Daewyn*  
[22:56:58.932] *Tombolo Vampiric Embrace Baltha +0 (O: 405)*  
[22:56:58.932] *Tombolo Vampiric Embrace Robinboy +0 (O: 405)*  
[22:56:58.932] *Tombolo Vampiric Embrace Meripihka +0 (O: 406)*  
[22:56:58.932] *Tombolo Vampiric Embrace Phuumon +0 (O: 406)*  
[22:56:58.932] *Tombolo Vampiric Embrace Daewyn +0 (O: 406)*  
[22:56:58.932] *Daewyn gains Dark Intent (2) from Daewyn*  
[22:56:58.932] *Bampo gains Expansive Mind (2) from Bampo*  
[22:56:58.932] *Bampo Nick of Time Phuumon +0 (O: 40357)*  
[22:56:58.932] *Kahva gains Combat Trance (4) from Kahva*  
[22:56:58.932] *Kahva gains 1171 mana from Kahva's Primal Wisdom*  
[22:56:58.932] *Kahva gains Combat Trance (5) from Kahva*  
[22:56:58.932] *Kahva gains Combat Trance (6) from Kahva*  
[22:56:58.932] *Tombolo Vampiric Embrace Baltha +0 (O: 324)*  
[22:56:58.932] *Tombolo Vampiric Embrace Robinboy +0 (O: 324)*  
[22:56:58.932] *Tombolo Vampiric Embrace Meripihka +0 (O: 324)*  
[22:56:58.932] *Tombolo Vampiric Embrace Phuumon +0 (O: 324)*  
[22:56:58.932] *Tombolo Vampiric Embrace Daewyn +0 (O: 325)*  
[22:56:58.932] *Táuno gains Combat Mind (3) from Táuno*  
[22:56:58.932] *Yliajo gains Shallow Insight from Yliajo*  
[22:56:58.932] *Ironi gains Titanic Strength (5) from Ironi*  
[22:56:58.932] *Tombolo Vampiric Embrace Baltha +0 (O: 720)*  
[22:56:58.932] *Tombolo Vampiric Embrace Robinboy +0 (O: 720)*  
[22:56:58.932] *Tombolo Vampiric Embrace Meripihka +0 (O: 720)*  
[22:56:58.932] *Tombolo Vampiric Embrace Phuumon +0 (O: 720)*  
[22:56:58.932] *Tombolo Vampiric Embrace Daewyn +0 (O: 720)*  
[22:56:58.932] *Daewyn gains Dark Intent (3) from Daewyn*  
[22:56:58.932] *Tombolo Wrath of Tarecgosa Arm Tentacle 18867*  
[22:56:58.932] *saitaM's Culling the Herd is refreshed by saitaM*  
[22:56:58.932] *Burec's Sic 'Em! fades from Burec*  
[22:56:58.960] *Devai gains Combat Trance (4) from Devai*  
[22:56:58.960] *Kassin gains 10 focus from Devai's Go for the Throat*  
[22:56:58.960] *Wing Tentacle afflicted by Vampiric Touch from Xenophics*  
[22:56:58.960] *Awynia Sinister Strike Arm Tentacle \*34280\**  
[22:56:58.960] *Xenophics Improved Devouring Plague Wing Tentacle 11325*  
[22:56:58.960] *Xenophics Improved Devouring Plague Xenophics +0 (O: 1698)*  
[22:56:58.960] *Wing Tentacle afflicted by Devouring Plague from Xenophics*  
[22:56:58.960] *Thasilian Heal Daewyn +0 (O: 14459)*  
[22:56:58.960] *Wing Tentacle afflicted by Bane of Agony from Táuno*  
[22:56:58.960] *Tombolo Vampiric Embrace Tombolo +0 (O: 166)*  
[22:56:58.960] *Tombolo gains Power Torrent from Tombolo*  
[22:56:58.960] *Tombolo Devouring Plague Tombolo +0 (O: 653)*  
[22:56:58.960] *Burec gains Combat Trance (6) from Burec*  
[22:56:58.960] *saitaM gains 10 focus from Burec's Go for the Throat*  
[22:56:58.960] *Xenophics Vampiric Embrace Xenophics +0 (O: 168)*  
[22:56:58.960] *Xenophics gains Shadow Orb from Xenophics*  
[22:56:58.960] *Paradar Bloodthirst Arm Tentacle \*83536\**  
[22:56:58.960] *Devai's Sic 'Em! is refreshed by Devai*  
[22:56:58.960] *Lilja Rake Arm Tentacle \*25621\**  
[22:56:58.960] *Arm Tentacle afflicted by Rake from Lilja*  
[22:56:58.960] *Devai Speaking of Rage Arm Tentacle 1375*  
[22:56:58.960] *Burec Speaking of Rage Arm Tentacle 1406*  
[22:56:58.960] *Iris Censure Arm Tentacle 7435*  
[22:56:58.960] *Thasilian Echo of Light Daewyn +0 (O: 76)*  
[22:56:58.960] *Awynia hits Arm Tentacle 6678*  
[22:56:58.960] *Yliajo crits Arm Tentacle \*12898\**  
[22:56:58.983] *Tombolo Mind Flay Arm Tentacle 8500*



## Appendix G: Contents of the DVD

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### Appendix G: Contents of the DVD

**Data:** Folder containing the movies, the interview and the tables used.

**Literature:** Folder with the literary sources according to the bibliography.

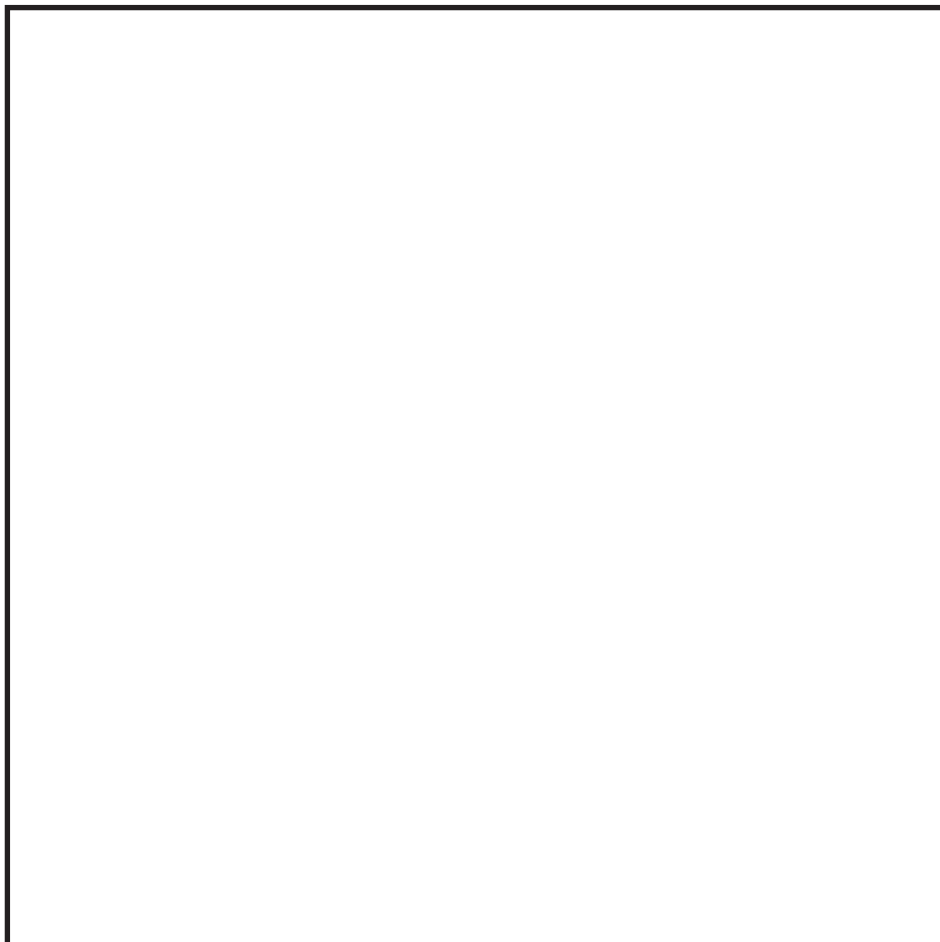
**Text:** Folder with the original source file for the thesis.

**Illustrations:** Folder containing the illustrations used.

**Studying Virtual Cultures.pdf:** Adobe document file containing the thesis.

**Abstract.txt:** Abstract in English.

**Zusfsg.txt:** Abstract in German.





## Appendix H: Declaration of Autonomy

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### Appendix H: Declaration of Autonomy

#### Originalarbeit

Ich erkläre ausdrücklich, dass es sich bei der von mir eingereichten schriftlichen Arbeit mit dem Titel

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