Synopsis

My thesis examines the spiritual experiences of World of Warcraft video game players. My thesis is a standard qualitative-based thesis in which I will interview around 20 individuals about their experience in the game of World of Warcraft. Through asking the participants’ questions revolving around their experiences in World of Warcraft I wish to determine in what ways their experiences may be considered spiritual or religious. I will collect only basic demographic information including age, sex and religious preference if applicable.

The interviews themselves will be conducted in the game World of Warcraft via the text-chat feature. Interviewees are free to end the interview or not answer any question they are uncomfortable with and I am only interested in asking individuals questions to individuals over the age of 18. Because these interviews are not face to face, a signed consent form would be impossible to obtain, however I will inform every interviewee who I am and what the question’s answers will be used for (academic research).

Respondents will be gathered at random and identified by their World of Warcraft character name, which I will alter in my documents to further conceal identities.