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THE PSYCHOLOGY OF MASSIVELY MULTI-USER ONLINE ROLE-PLAYING GAMES: MOTIVATIONS, EMOTIONAL INVESTMENT, RELATIONSHIPS AND PROBLEMATIC USAGE By Nick Yee.

Summary:

Starting off with the terminology MMO most commonly called as Massively Multiplayer Online. It's a genre of video games including extensively interaction between various people from different countries around the globe. People of different countries, different places meet in a closed server, do different sort of activities and know about each other. In addition to it, it involve great boosting of communication skills. Also, from the recent few years, the world of MMO is changing drasactically. Now as days, you can even contribute to a real world problems in it. It is highly related to research on social-interaction in Shared Virtual Environments most commonly called as SVES. Avatars are used for this purpose in MMO's. With the passage of time, MMOS are forming the basis of Virtual Realities. The virtual reality is the future. It's is one of the biggest project of the Metaverse and coming future. With Virtual Relaity the whole world will be accessible at your door step. MMOs are one the basis of the VR's and Metaverse. By the survey, it has been confirmed that around 30,000 people, from the world join and contribute in a single space. That is why Massively Multiplayer Online is the mainstream these days.

No doubt, our youth is readily involve in different sort of active activities like sports, exercises, fitness, cooking, learning e.t.c. Aside of it, the trend of video games arised among the young generations in the past few years. Also, it is being observed that video games are undergoing manipulations and changes in the behaviours of young boys and girls. Just like normally, the boys who prefer more aggressive video games are on more top in temperament chart as compared to the girls or the boys who play less aggressive video games. Playing video games has become usual these days. Now a days, almost every child, teen or adult know about video games. By the recent survey it is also obeserved that the percentage of the facing anxiety are more involved in playing video games. By the study, it is found that people play video games in order to remove their anxiety and to relax their minds. The present study is also significant in assuming that boys are more addicted for video games than females. Findings of the different studies revealed that about 53 and 93 percent of children at elementary school are play computer based games. So we can conclude by the above passage the relationship of video games and behaviours of people.

Gaming consoles becoming popular in commercial centers and chain restaurants, a new possible section opened for game production when personal computers started appearing in households and technological advancements, such as Intel's invention of the microprocessor came to the market. While home computers started growing in popularity having much more powerful processors than the previous generation of consoles, consoles started getting bad press. In the late 1987 computers and consoles allowed users to connect their devices with other players. This was the first step towards the idea of deathmatch 1 and exploded in popularity when Doom was released in 1993.

The most popular and top grossing mobile games are the so called free-to-play or freemium games. The innovative business model has become an industry standard, and while the name suggests it being free, thus not associated with high earnings, it brings in billions in revenue. Supercell's biggest hits, Clash of Clans and Clash Royale, are an example of successful use of the freemium model in which the users can download the game for free but have the option to purchase the premium virtual currency of the game.

Knowledge and technology spillover across industries can also be understood in the context of labor flows. For example, the ESSnet Culture report finds that creative professionals such as designers, advertisers, software developers, but also professionals in film and television industries may be employed outside the creative industries, bringing with them new techniques, ideas, and ways of working. Or, they may start spin-off companies in a different sector. This means creative industries may be significantly more involved in the innovation system of national and regional economies than has previously been recognized. This is also one of the main key feature related to video game industry.

Introduction

Every day, millions of users [1, 2] interact, collaborate, and form relationships with each other through avatars in online environments known as Massively Multi-User Online Role-Playing Games (MMORPGs). For example, in a planetary system known as Corbantis, geological surveyors are busy inspecting their chemical harvesting installations to maintain their daily quota for a cartel of pharmaceutical manufacturers. These manufacturers, allied with a rebel faction, are struggling to research and supply key medical supplies to the front lines of the conflict. Corbantis is an incredibly sophisticated online environment capable of supporting thousands of users at a time. Users log on to the server from remote locations independent of each other, and interact with each other through graphical avatars to accomplish complex goals. But Corbantis is merely one planetary system out of many other equally complex worlds. These online environments offer tantalizing glimpses of how millions of avatars interact on daily basis outside a laboratory setting and what users derive from that experience.

Background:

The study of MMORPGs is highly relevant to research on social interaction in Shared Virtual Environments (SVEs) and avatars at work and play in these environments. Although many of the theoretical implications of social interaction in virtual environments have been explored in the artificial confines of Virtual Reality (VR) research laboratories [3–8], MMORPGs are the only existing naturalistic setting where millions of users voluntarily immerse themselves in a graphical virtual environment and interact with each other through avatars on a daily basis. The opportunity to study what R. Schroeder and A.S. Axelsson (Eds.), *Avatars at Work and Play*, 187–207. # C 2006 Springer. Printed in the Netherlands.188 Yee people actually do when they choose to be in a virtual environment with thousands of other people cannot be overstated, and the results and implications of a survey study of 30,000 MMORPG players will be presented in this chapter.

In the following section, the history and structure of MMORPGs will be presented, followed by an overview of the methodology used in the survey study. The demographics, usage patterns

and motivations of users will then be presented. A combination of quantitative and qualitative data will guide the discussion of relationship formation, role exploration, skill transfer, and problematic usage in these environments. Finally, potential uses of these environments for social science research will be discussed.

Methodology:

MMORPGs are a new class of Multi-User Domains (MUDs) – online environments where multiple users can interact with each other and achieve structured goals. The first MUD—an adventure game in a persistent world that allowed multiple users to log on at the same time—was created in 1979 by Roy Trubshaw and Richard Bartle [9]. While it is commonly thought that MUDs descended from table-top role-playing games (RPGs) such as Dungeons and Dragons, the two genres emerged around the same time and co-evolved beginning in the early 1970s [10] and became popular during the 1980s. Both games allow users to create characters based on numerical attributes (i.e. Strength, Dexterity, Intelligence) and templated roles (i.e. Warrior, Cleric, Druid) with different strengths and weaknesses. Game-play typically revolved around a combination of interactive story-telling and logistical optimizations under the guise of slaying monsters and attaining higher levels and skills. In RPGs, a designated Game Master controlled the outcome of events based on dicerolls and references to charts and tables. In MUDs, this is controlled by the server.

As the graphical and processing capabilities of the modern personal computer increased, and as accessibility to the Internet became widely available, it became possible in the early 1990s to build MUDs with graphical front-ends. Ultima Online, launched in 1997, is recognized to be the first MMORPG—a persistent, graphical, online environment that allowed thousands of users to be logged on at the same time. The number of active users that Ultima Online could

support was what distinguished MMORPGs from existing graphical MUDs. The second MMORPG, EverQuest, launched in 1999, quickly achieved a sustained user base of 400,000 and remains the most popular MMORPG in North America as of 2004 [2] even though at least 10 competing MMORPGs have emerged since then.

Results:

In the current world, video games are not only limited to entertainment purpose. It is being widely used for education purposes. Medical researchers use video games in order to actively check the behaviour of patients. Engineers use video games to demonstrate and illustrate the Pre-Construction demos of their projects. Construction industries are using video game based emulators in order to design different bridges, roads and projects. Also, if specially we talk about IT industry, video games are widely used for testing different sort of softwares. Video games are not longer only the fun source. A large percentage of people are directly or indirectly earning from the video games. Many people are involved in buying items and products that are affiliated with video games. A large percentage of people is attached with the hardware and software buying related to video games. So video games are more than entertainment in the current time.

Conclusion:

A dramatic change happened in 2007 with the first smartphone was released. Together with the first smart phones, platform specific app stores emerged, making it simple and easy for consumers to access games and the same time more developers could independently produce and release games, because there was no need to focus on hardware development. Three of the most popular mobile platforms are iOS, Android and Windows Phone, each of them have their own app stores. The total number of iOS apps on Apple's App Store has grown from 500 to 1,5 million.

Video Games has been greatly influencing young people and teenager boys. A significant part of the existing research shows the degree to which computer games apply constructive or destructive impacts in various conditions . Videogame playing is considered as an activity that encourages collaboration, social activities, and cyber-communication. The indul- gence in video games has become a fundamental part of gamers' daily routine . In particular, one of the key attributes of videogame playing is that it fosters individual engagement . An active area of research is uncover- ing the factors that lead to consumer engagement in video games.

Different approaches have been exercised to investigate consumer engagement in video games. Ear- lier, little attention was given to understanding personality traits on how consumers engage with video games

Appendices:

What Do We Know About Social and Psychological Effects of Computer Games? A Comprehensive Review of the Current Literature
Aggression and Violence as Effects of Playing Violent Video Games?
Theoretical Model of the Effects and Consequences of Playing Video Games?
What Can We Learn From Playing Interactive Games?
Why Video Games for Entertainment and Education?
What is the need for Game Playing and Adolescents' Development?
What is Social History of Game Play?
What are Video Game Uses and Gratifications as Predicators of Use and Game Preference?
What is the Role of Presence in the Experience of Electronic Games?
What is the Role of Music in Video Games?
What is Narrative and Interactivity in Computer Games?

What is Realism, Imagination, and Narrative Video Games?

What is the term Playing Online?

What Went Wrong With The Sims Online: Cultural Learning and Barriers to Identification in a Massively Multiplayer Online Role-Playing Game?