Over the course of more than a decade World of Warcraft has changed a lot. Some things we try work well and improve the game, some don’t. Some appear to work one way initially, but have far reaching consequences that only appear over time.**Explain a little about what you believe to be the most influential positive change we ever made to World of Warcraft? Likewise, what was the change you felt has had the strongest negative impact, and why?**

**The strongest positive impact on feature was the addition of transmogrification.** Transmogrification was really forethoughtful because the addition of item level is going to make everybody look the same eventually. Transmogrification not only satisfies every players’ inner urge to become handsome/pretty and unique, but also solves the problem of huge unused resources such as old dungeons and raids. Transmogrification, in other words, revived WoW to some extent.

**The strongest impact on gameplay was the simplification and lowering the easiness of the low level fight.** In the time of TBC or even further back, players can be easily overwhelmed by all those fancy spells and even different spells levels. Truncation of low level play difficulty brings in a lot of new blood, while still holding the experienced player since such simplification do them no harm. Easy to learn, difficult to master is a true saying that never gets old.

**In my opinion, the strongest negative impact on gameplay was the addition of resilience.** It caused the isolation between PvE players and PvP players, making PvE players no longer standing on the same level to fight PvP player. PvE players, or players in general, eager for strong human interactions deep in their heart because no matter how hard and fun raid can be, fighting a real human controlled ‘monster’ can generate ever-changing and everlasting fun. So making PvE paths players focusing only on raids and dungeons can degenerate pleasure really quickly, causing loss or less play time of those players.

**The strongest negative impact on feature side was the random raids and dungeons.** The intention of such feature is actually really good and forethoughtful, trying to catch the heart of those non-core players. But the implementation of random raids and dungeons nowadays, I think, are leading to a result where the adhesive power of World of Warcraft became lower than ever. The reason a lot of people got attached to WoW is because of friendship, because whenever they login, they have a lot of friends, not necessarily real life friends, to interact with. And it is the friend or the guild that keeps them online all the time. Without them, only few players can persist on having a grand journey for years and years on their own. And random raids are ripping the strongest multi-player interaction in game, guild, in part because fewer and fewer people join guild raids since they find out random raids and raids with unfamiliar players are much easier to find and join. Random dungeons, on the other hand, are lowering the chances of players making deep bounds of friendship with other players because they are just entering and leaving the dungeons sometimes without even greeting others first. Such features, in my opinion, have the strongest negative impact.

Working on the World of Warcraft team affords our interns an invaluable learning experience. If you were awarded this internship opportunity **what would be your primary learning goal during your time on the team as an intern?**

If I were to be awarded this precious and invaluable opportunity, my primary learning goal would be the amazing balancing World of Warcraft designers have been doing. Balancing a simple roll playing game can be sometimes easy, but some times frustrating and hard. Such enormous set up of World of Warcraft balancing must be really exciting. (I always tell myself, if I could ever learn how to balance World of Warcraft, I could easily balance everything.)

Hopefully you are already on the road to becoming a good game designer. **What do you feel is the most fundamentally important lesson you have learnt about game development so far?**

**Core mechanic(s) of a game is what makes a game fun and makes people want to play in the first place, person vs. person interaction is what keeps the player playing**. (PvP here not only means the “duel” like ppl against ppl interaction, but also “friends” like people interaction in general.)

Blizzard designs all of its games with our core values in mind. **Which of the core values do you believe is most important to the development of World of Warcraft and why?**

I believe “**Every voice matter**” is the most important core value and it is also what makes the company so popular among players. World of Warcraft focuses a huge lot on the player’s opinions and interacts with players frequently on the forum. And unlike other companies, blizzard actually cares and remembers what players want the most. Every changes WoW made has a huge lot to do with player’s concerns. For example, flying in Azeroth and Draenor, random raids and dungeons, simplification of spells, straight to level 90 and etc. So many modifications are based on player’s opinions and the careful selections and development of ideas of the game designers. World of Warcraft team is always one of my favorite because you guys knew, after all, unlike novels, unlike movies, games are for players and are always for players only.