Strayer University

**Massively Multiplayer Online Role-Playing Games**

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By

Kennedy Kabaso.

Professor: Edeki Charles.

**Massively Multiplayer Online Role-Playing Games**

This paper is about the Massively Multiplayer Online Role-Playing Games. As you may know **Massively Multiplayer Online Role-Playing Games (** MMORPGs )are becoming very popular online and are other games which bring people from all over the world together like social media. In this paper, I will describe cognitive social phenomena that occur specifically to the context of this game that wouldn’t happen in a face-to-face checkers game, then Compare and contrast the game user interaction environment and a face-to-face environment where Spades is being played and finally Outline and describe the user interface requirements that a game designer needs to include in order to engage players in the game environment.

Before I go any further, I would like to define these terms to make it easy to be understand by anyone who is not familiar with the terms. What are MMORPGs ? According to an article and I quote “**Massively Multiplayer Online Role-Playing Games** are a combination of **role**-**playing** video **games** and **massively multiplayer online games** in which a very large number of **players** interact with one another within a virtual world. MMORPGs are **played** throughout the world.”

**Describe cognitive social phenomena that occur specifically to the context of the MMORPG that wouldn’t happen in a face-to-face checkers game.**

SinceMMORPGs is an online game which unable people all over the world to interact with one another, it has promoted the social experience among prayers. In addition, this has encouraged people coming together in playing MMORPGs which in turns make the social belonging becomes more important than if they are playing a face-to-face Checkers game. Moreover, the experience in playing Massively Multiplayer Online Role-Playing Games could be felt in each game because the loose becomes frustrated and the winner got that feeling of achievement. Also, the could be an invitation to join an adventuring party, the proper division of treasure, and how a player is expected to behave while grouped with other players.

**Compare and contrast the MMORPG user interaction environment and a face-to-face environment where Spades is being played. Next, identify whether or not the environment has an impact on the player’s ability to play Spades in this environment.**

A user interface in this game of MMORPG is built on a culture of a community which can be referred to as an attempt to cultivate, nurture, or engage with a given audience. And the attachments to those groups strong or weak gives the strings of association. In this gaming environment, players share experiences and interactions with groups all over the world that cannot be found in the game of face to face environment. In addition, this community unable players to continue playing the game which plays an important role in their interaction. Also, players socialized with different people whom they play the game with which are of different race and background. And people of all skill levels enjoy the task challenges and changing environments that come with MMORPGs. Moreover, relationships which are made in MMORPGs can often be as strong as relationships made between friends or partners met outside the game, and often involve elements of collaboration and trust between players. In a face to face environments, all the above-mentioned points cannot be established. In the spades environment on the other hand, there is few things which player can do such as some degree of teamwork in parts of the game. There is no such thing like the tasks of players to take on roles in the group, such as protecting other players from damage which is called tanking in the game of MMORPG. Although both games have the same purpose of planning to win and the spirit of partnership in winning, the titles are different. You win as a King or Queen of spades while in MMORPGs, you must complete levels to get the bigger title. In addition, in the game of spades, you sit on a chair around a table while in MMORPCs you interact on a computer.

**Outline and describe the user interface requirements that a game designer needs to include in order to engage players in a MMORPG environment.**

The following are the user interface which are needed in the game of Massively Multiplayer Online Role-Playing Games to be played.

* Course or level menu
* Powerful client software icon
* Pre- existing “thin clients”
* Web browser
* Better graphical card
* High performance sound card
* Custom User designer

 In the game of MMORPG, because it is run on multiple separate servers all over the world, players need to have a very powerful software to make this game accessible on different world of game. And they can connect to it via a client software. This software can give them access to the entire playing world and it can be bought at a onetime fee. There is an ongoing suggestion for MMORPGs to be working using a pre – existing “thin clients” like a web browser. As the purpose of this game is to keep people on line, therefore, designers need to come up with the best designer which is entertaining and with a better sound system. In addition, they need to come up with the best animation programs which is engaging and has the best sound effects. Many interface elements and a lot of animation at once may slow down the overall game experience, so that should be lessen at a time This can be achieved by installing the high graphics card. Facebook has gain popularity among other social media because of it user friendly features which make them custom their own interface. The same feature is needed to this designer because it will make player designer their interface which include a picture to make this more interesting and a better look. Another most important thing to take into consideration is adding some levels menu on the same page for beginner who can go through those lesions how to play the game. In addition, they should be a level on each game so that player can know where to start if new to the game. It is the same in the levels of education, people start from the first grade and move on as they progress in their level. This makes it easy to enjoy what is been done. Speaking on a programming point of view, you can start by programming simple programs before moving to the most advanced one where there is an introduction of functions, procedure or methods depending on what programing language one is using. The reason why I am suggesting this issue of levels is because they are people all over the world who don’t want to waste their time playing with less experience players. In order, to make an interface which is easy to users and likeable by most of the players, users need to be involved in designing the interface because their feed back would help making the game of massively multiplayer online role-playing games better.

**Conclusion**

Finally, the Massively Multiplayer Online Role-Playing Game (MMORPG) are the world biggest online games which are built on a [client–server](https://en.wikipedia.org/wiki/Client%E2%80%93server) [system architecture](https://en.wikipedia.org/wiki/System_architecture). Players can play them at any time of the day or night because there are powered by the server software which generates a [persistent](https://en.wikipedia.org/wiki/Persistent_world) instance of the [virtual world](https://en.wikipedia.org/wiki/Virtual_world) that runs continuously. There are the most powerful games which unable people of all walks of life to play the games which are unbeatable by any other kinds of games like spades. It is a new way of interacting and building social experience using your computer system. In addition, it is a way of building a community of great players of the world in gaming which will result in a creation of new world of interconnection. Moreover, the Massively Multiplayer Online Role-Playing Game has built the interactive environment which the face-to-face Spades game environment has not yet accomplished. Looking forward, the game would open more new doors of games which has similar goals and it would also open new careers for designers of online games. Moreover designer, would have a much understanding of designing the game which would be more engaging and entertaining.

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