Hate the Player
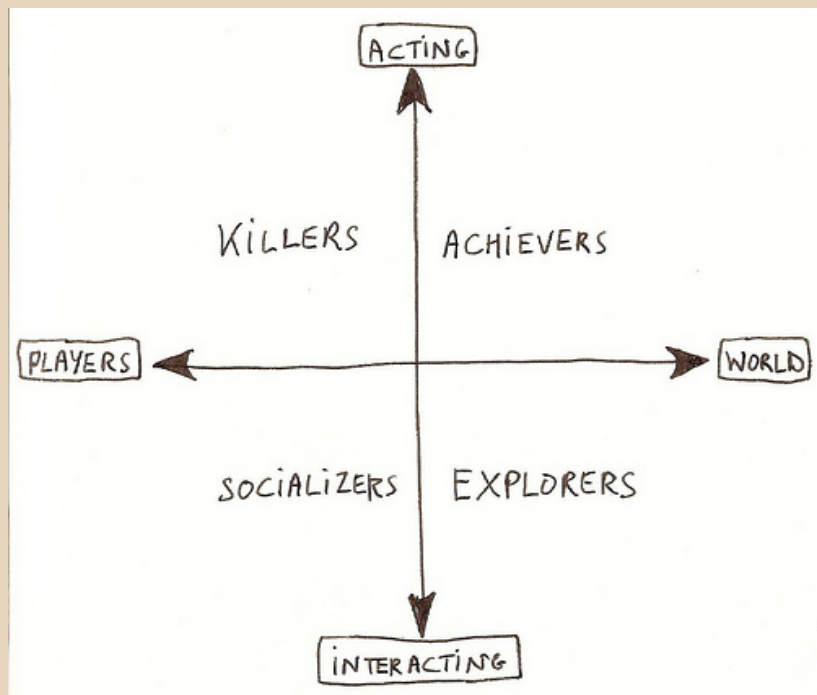
Or Hate the Game?

What Causes a Player to be Hostile?

A player is hostile regardless of the game.

In the experiment we will measure hostility by the number of swears in the forum posts of the top 100 games.

Already we know these players already like to interact with other players.

Gathering Data

- Data was scraped from the Steam website
- Data Set 1: Game Data
  - For each Game: {Name, Release Date, ID, Total Swears, Total Threads, Swear to Thread Ratio, How Many Times Each Swear was Said}
- Data Set 2: Forum Data
  - For each Game Forum: {Users and A Count of Each Swear They Said}

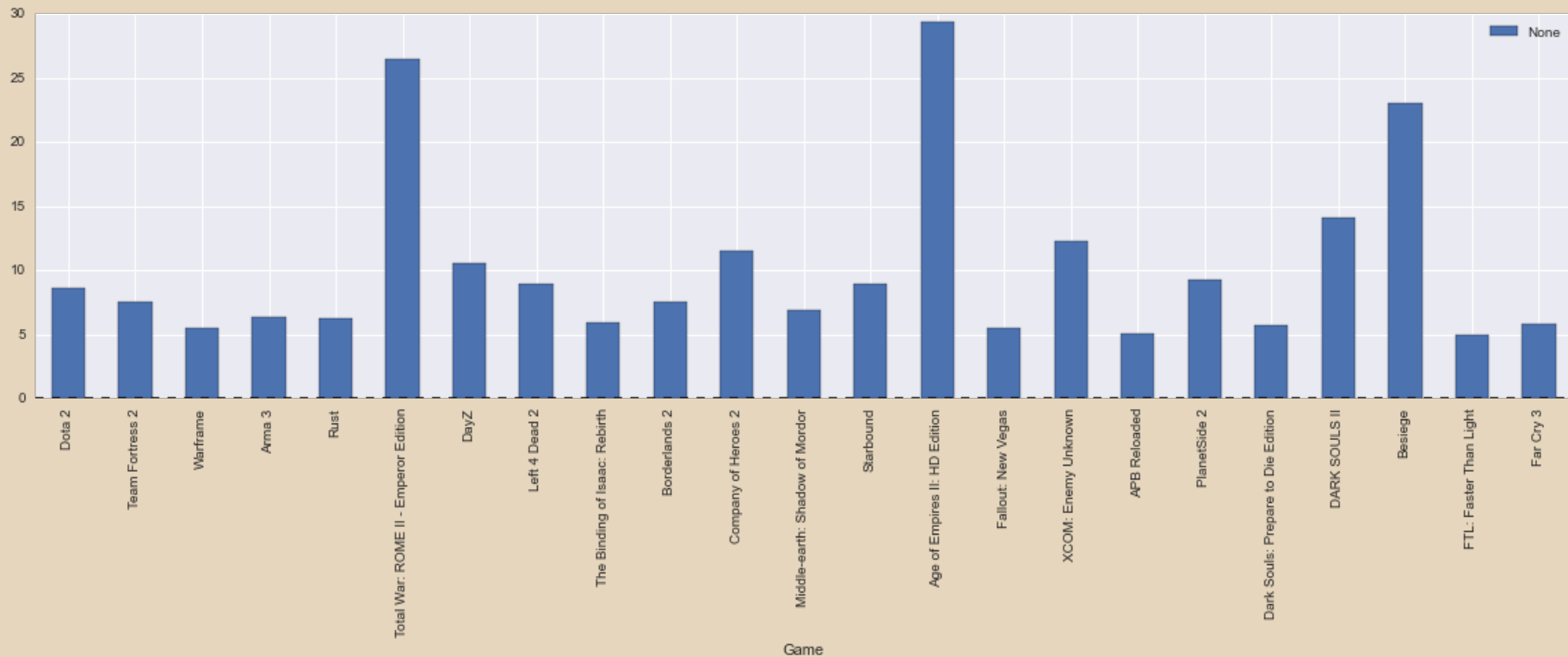# Do Certain Games Attract More Hostility?
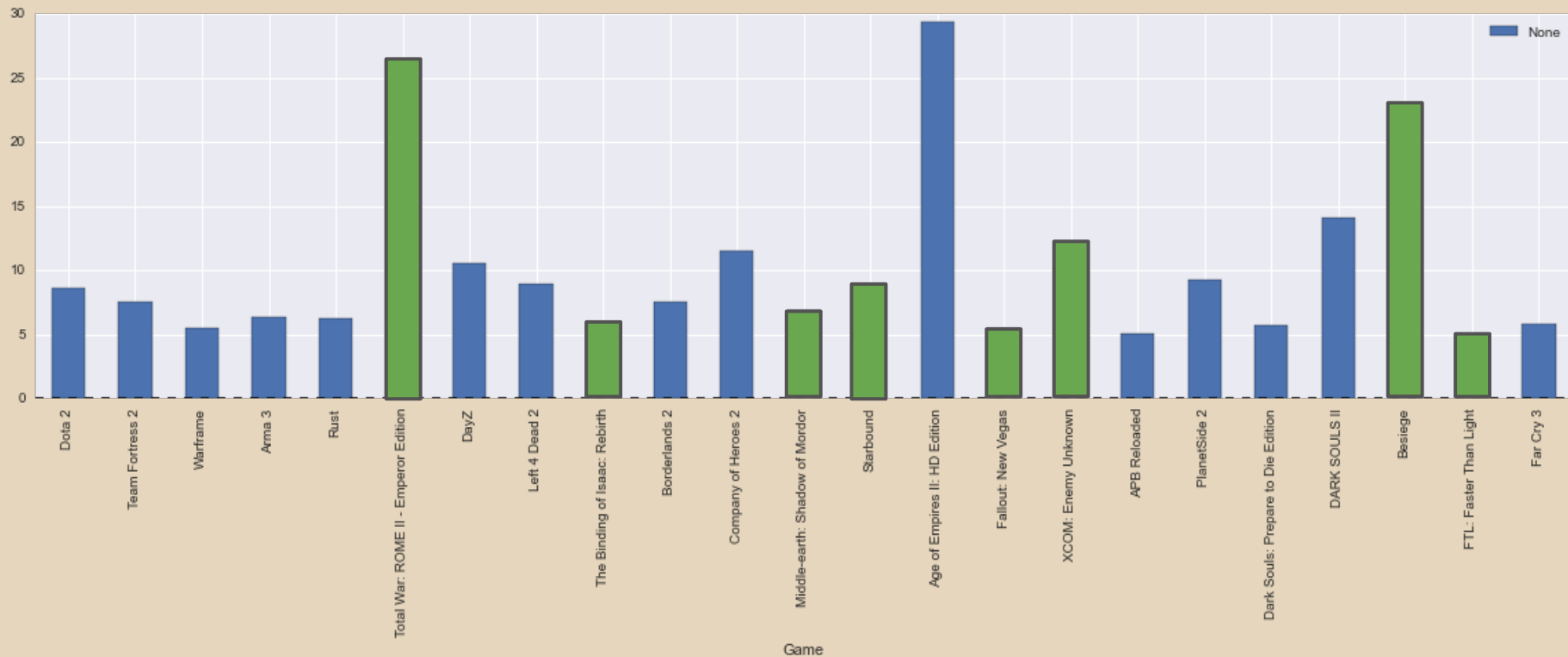
Game vs. Number of Swears
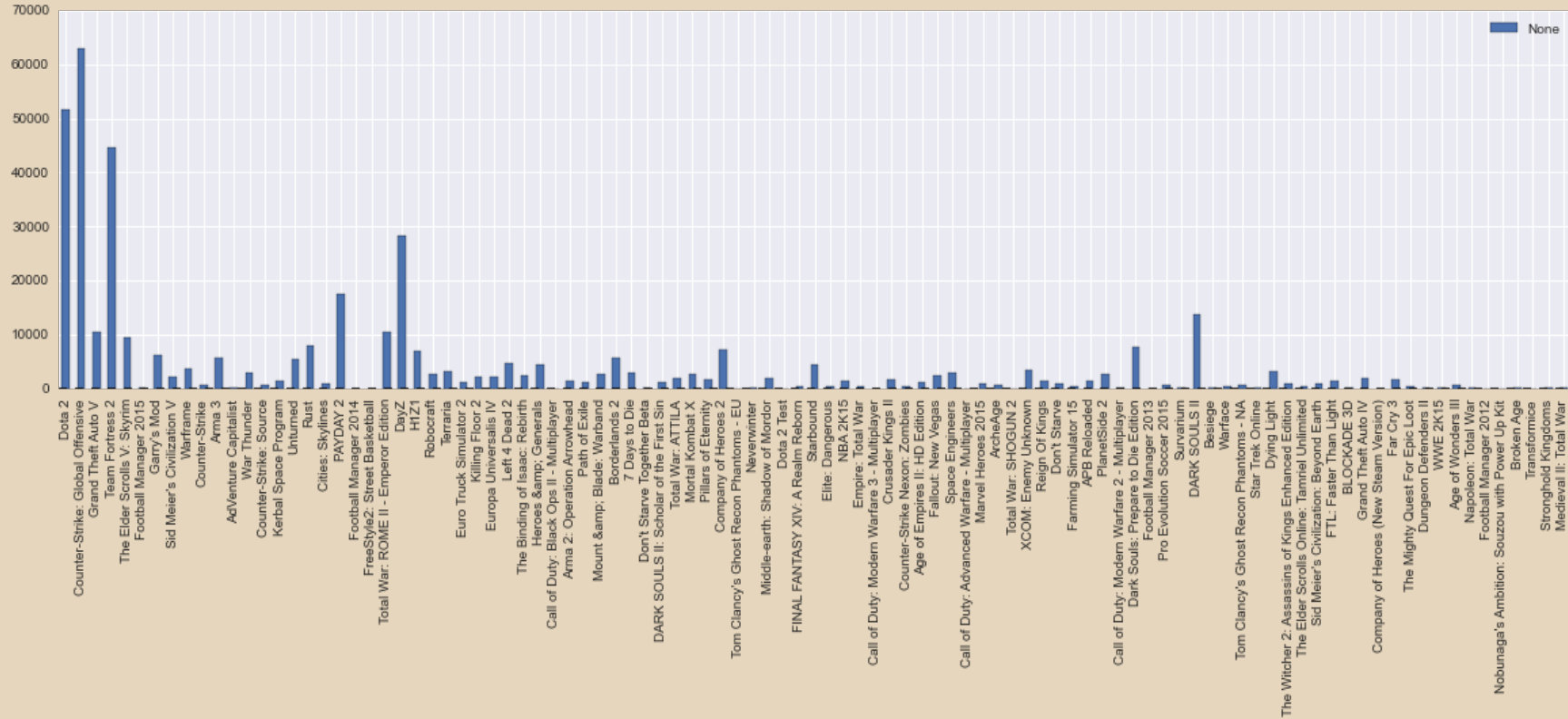
Game vs. Number of Swears/Thread
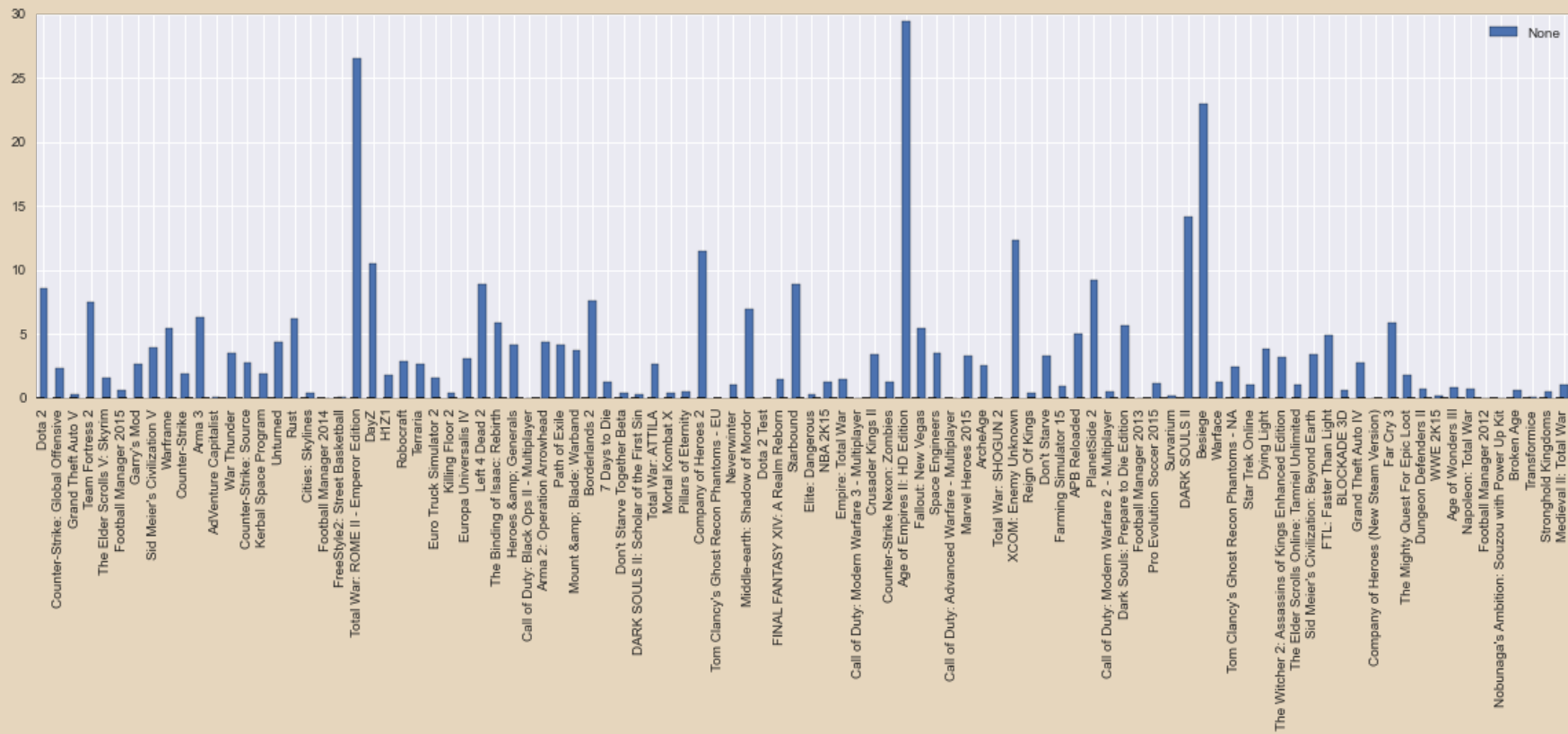
Game vs. Highest Ratio of Swear/Thread

Game vs. Highest Ratio of Swear/Thread

Does Encouraging Interaction Equal Encouraging Hostility?

Two thirds of the highest insult/thread ratio are multiplayer games which implies games with more interaction have hostiler environments but of the three highest ratios, two are non-multiplayer games which calls this implication into question.

Do Multiplayer Games Breed Hostility?

Dota 2
Team Fortress 2
The Elder Scrolls V: Skyrim
Arma 3
AdVenture Capitalist
War Thunder
Kerbal Space Program
Cities: Skylines
Robocraft
Terraria
Euro Truck Simulator 2
Left 4 Dead 2
Path of Exile
Mount & Blade: Warband
Borderlands 2
7 Days to Die
Don't Starve Together Beta
Pillars of Eternity
Neverwinter
Middle-earth: Shadow of Mordor
FINAL FANTASY XIV: A Realm Reborn
Starbound

Elite: Dangerous
Age of Empires II: HD Edition
Space Engineers
Marvel Heroes 2015
ArcheAge
Reign Of Kings
Don't Starve
Farming Simulator 15
Survarium
Star Trek Online
The Witcher 2: Assassins of Kings Enhanced Edition
The Elder Scrolls Online: Tamriel Unlimited
Sid Meier's Civilization: Beyond Earth
BLOCKADE 3D
Dungeon Defenders II
Age of Wonders III
Broken Age
Transformice

Football Manager 2014
Call of Duty: Black Ops II - Multiplayer
Tom Clancy's Ghost Recon Phantoms - EU
Dota 2 Test
Call of Duty: Modern Warfare 3 - Multiplayer
Call of Duty: Advanced Warfare - Multiplayer
Total War: SHOGUN 2
Football Manager 2013
Company of Heroes (New Steam Version)
Football Manager 2012
Nobunaga's Ambition: Souzou with Power Up Kit

Counter-Strike: Global Offensive
Grand Theft Auto V
Football Manager 2015
Garry's Mod
Sid Meier's Civilization V
Warframe
Counter-Strike
Counter-Strike: Source
Unturned
Rust
PAYDAY 2
FreeStyle2: Street Basketball
Total War: ROME II - Emperor Edition
DayZ
H1Z1
Killing Floor 2
Europa Universalis IV
The Binding of Isaac: Rebirth
Heroes & Generals
Arma 2: Operation Arrowhead
DARK SOULS II: Scholar of the First Sin
Total War: ATTILA
Mortal Kombat X
Company of Heroes 2
NBA 2K15

Empire: Total War
Crusader Kings II
Counter-Strike Nexon: Zombies
Fallout: New Vegas
XCOM: Enemy Unknown
APB Reloaded
PlanetSide 2
Call of Duty: Modern Warfare 2 - Multiplayer
Dark Souls: Prepare to Die Edition
Pro Evolution Soccer 2015
DARK SOULS II
Besiege
Warface
Tom Clancy's Ghost Recon Phantoms - NA
Dying Light
FTL: Faster Than Light
Grand Theft Auto IV
Far Cry 3
The Mighty Quest For Epic Loot
WWE 2K15
Napoleon: Total War
Stronghold Kingdoms

Gametype vs. Playertype

When Clustered based on hostile words, we see a distinction between two different types of games: RPG-centric, and Fight-centric. This result implies people who play Fight-centric games (player-centric) are more likely to have hostile environments.
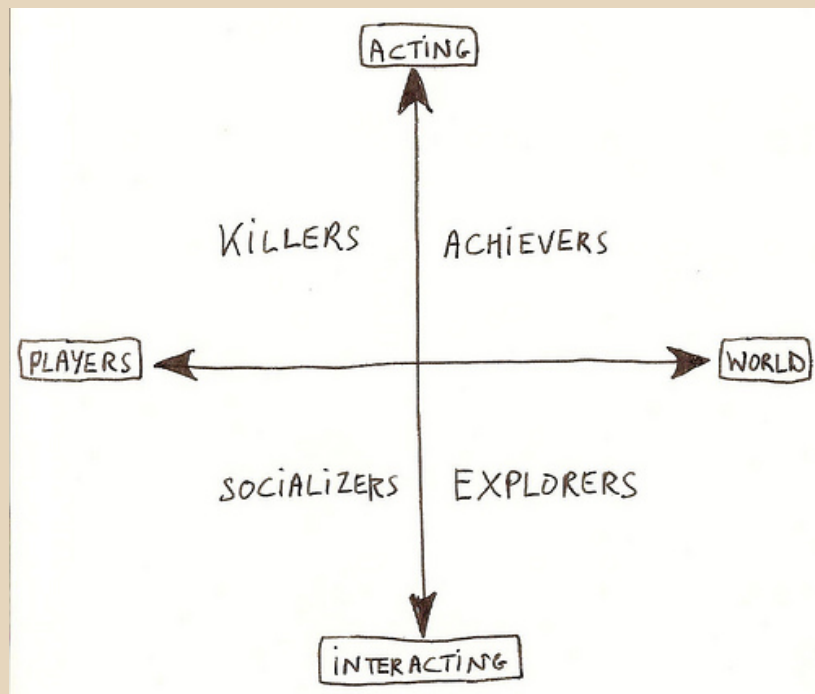
Player Hostility Distribution
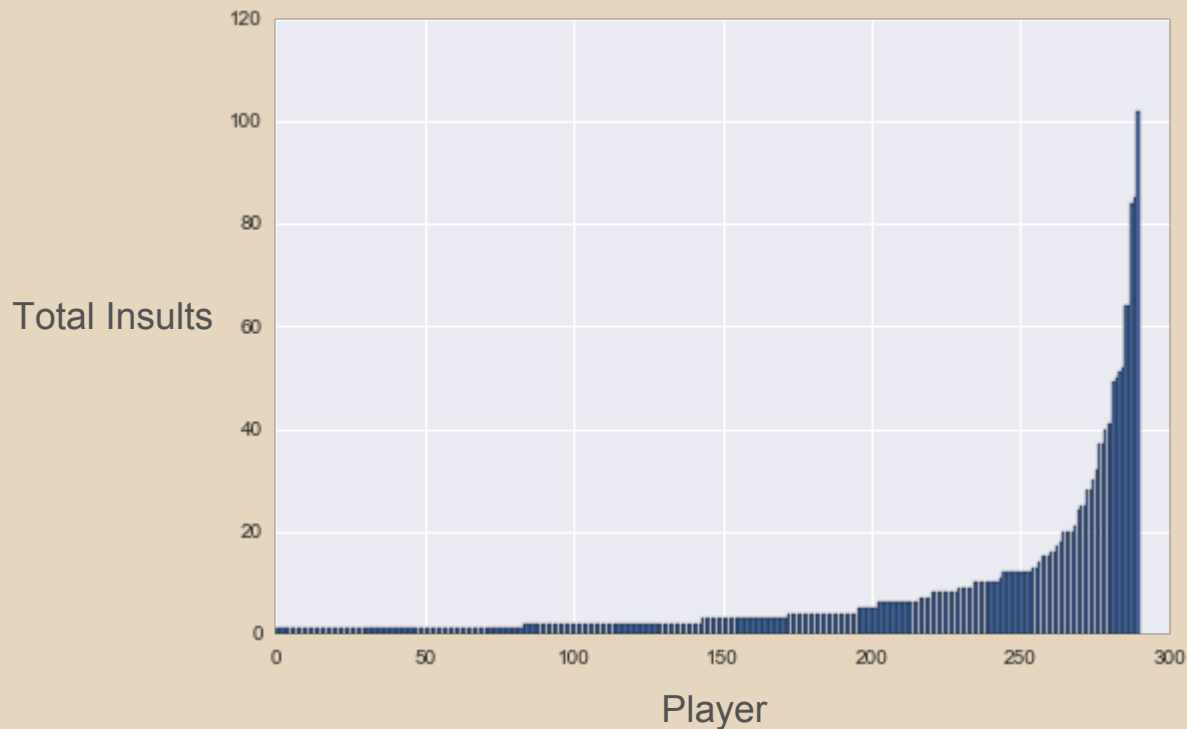
Conclusion

A small percentage of players actually contribute to a hostile environment

In general, interactive, player-centric games have hostiler environments

Resources

http://farm3.static.flickr.com/2336/5723969741_567f89c0fb.jpg

http://store.steampowered.com/