can you feel entrapped as cause of feeling invested in a game

To what degree is actually the phrase "vanilla wow was so much better" just nostalgia?

To what degree can nostalgia for a game cause entrapment

Did the increase of items each players ratio in wow make the game less appealing to those that was "in it for the social status".

Is the whole mmo experience partially just a near miss experience? You always stretch for the best gear available, and once you've got it new content, with better gear is released. You never really reach the end (you never win), even though you may feel you are really close this time.

# Introduction

Near miss is a term often used to describe the situation where a gambler is in a losing situation that he/she interprets as being close to winning. In gaming we can apply this term to describe the gamers false interpretation of being close to finishing or achieving something, while in reality that may not be the case. In a MMO game this could be said for several aspects of the game, i.e. when "grinding" for an item with a random chance of dropping and the player get the falsified feeling the item soon will drop because he/she has been grinding after it for a long time. In reality random is random, and it could still take "forever" until it drops. This near miss experience may often be the motivation that keeps the player going. Without it, he/she may have given up earlier.   
  
I will take this term and examine its validity on the MMO gaming experience as a whole. MMO games are known for being repetitive, and while new content usually is released on a regular basis, the gamers are still, in its most basic form, doing the same over and over. What drives them to repeat the same cycle of progressing and farming content over and over. While there certainly are some other motivational factors like the social aspect of the gaming(source), the interest in the lore(source) and other(source), could a near miss experience, where the gamer feel he/she will achieve something this time, be a vital part of it all?

## Theory/expected outcomes

The theory of the paper is that there is a large number of MMO gamers out there who have a deluded belief they are going to finish the MMO game they are playing at some point. I will base this paper on Faltin Karlsens paper, "Entrapment and Near Miss: A Comparative analysis of Psycho-Structural elements in Gambling games and Massively Multiplayer Online Role-Playing games". Karlsen examines how entrapment and near miss may exist in MMORPG gaming. Based on his findings, as well as the findings of other papers, I will try to find evidence that some gamers are in fact trapped in an "endless" cycle of repeating content, that opposed to what their conscious or unconscious mind believes is something they never really will finish in the fashion they imagine.