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

can nostalgia for a game cause entrapment

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?

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.

Can we look at the whole mmorpg gaming experience as a near miss

Massively Multiplayer Online Role-Playing games and Near Miss: Can some players be *driven/motivated* by near miss in MMORPGs?

Can this near miss experience be a driving and motivational force for some MMORPG players?

# Introduction

Near miss is a term that can be used to describe the situation where a gambler is in a losing situation, but interprets it 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 (Karlsen, Faltin 2010). In a MMORPG, this term could be used to describe several aspects of the game, i.e. when grinding (Wikipedia link) 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 for a long time. In reality, random is random, and it could still take anything from one to a thousand tries until the item drops.

## Theory/expected outcomes

I will base the 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"(2010). Karlsen examines how entrapment and near miss may exist in MMORPG gaming, and does, among other things, conclude that near miss to some extent is present in the MMORPG World of Warcraft. He has however limited his conclusion on the subject to the raiding environment alone. Based on his findings, as well as that of other papers, I will attempt to show that near miss experiences, like the one mentioned and others, may act as a driving and/or motivational force for some MMORPG players.

## Method

References

What is Grinding: http://en.wikipedia.org/wiki/Grinding\_%28video\_gaming%29

"link to Faltins paper"