1. general social issue
   1. The purpose of a MMO is to play an online game with other people. It’s meant to be an alternative to doing some other social.
   2. In-game, this only supports text. Groups usually use some sort of 3rd party voip software to easily talk and collaborte with each other.
   3. You are aware of others because you can see their avatar in front of your.
   4. Since most in-game chat is restricted text, I suppose most people treat this as texting in a manner. when people are talking “face-to-face”, they usually face their avatars towards each other as if they were having a conversation.
   5. Awareness information provided is usually just the presence of the avatar. As last in WoW, emotion is not transmitted through the screen (although the character animates when the user speaks)
   6. The communication method is basically texting, so its not awkward.
   7. Texting in game is not an effieceint means to chat, so most players move their high level coordination to a 3rd party voip app.
2. Specif interaction design issues
   1. text
   2. You can see characters move, and their face animates when they talk, but no other information is communicated when chatting with characters. I suppose the gear the character is wearing could also communicate the users power level and skill at the game. They could buy expensive items/mounts and show them off to others.
   3. Modes of interaction are relatively seemless. texting can be done remotely, although you do need to stop moving to type. The more seamless form of communication occurs through voip apps.
   4. At least in WoW, strangers (but usually friends ) will gather together to complete a difficult obstacles together. I can’t really think of an example in the real world that this happens
3. What design features would I include/change to improve collaboration and communication?
   1. I would add some ability to write on the screen so that everyone could see the strategy to beat some boss. Currently, we are limited to little symbols that have limited usablility.