

Visualizing Player Interactivity in Shared Virtual Environments

**You can discover more about
person in an hour of play than
in a year of conversation.**

– PLATO

An MMOPRG typically features a real world-like arena set in a fantastical age in which gamers engage in a variety of interactions with other players through battles and commerce (e.g., exchange or sales of valuable items), or purely recreational activities.



My goal is to design and build a data visualization piece about player interactions in massive multiplayer online role playing games (MMORPGs).



**Looking at interaction through
three different categories:**

- Player communication**
- Player avatar activity**
- Player finance and commerce**

The communication category will look at the number of times a player sends and receives messages in the game

- No. of Incoming and Outgoing Private whispers**
- No. of Incoming and Outgoing Group Chat**
- No. of Incoming and Outgoing Legion Chat**

Player Character Activity

Login Activity

Combat Information

Item Upgrading Information (success/failure)

Number of Dungeons Entered

Area Travel

Player Finance

How much they earn and spend

[P] /README.mc ×

app.js ×

+

[P] /README.md

```
2 { raw: '2017.03.10 03:34:05 : You successfully enchanted Provenance Greatsword by +1.' },
3 { raw: '2017.03.10 03:34:44 : You successfully enchanted Provenance Greatsword by +2.' },
4 { raw: '2017.03.10 03:37:34 : You successfully enchanted Provenance Greatsword by +2.' },
5 { raw: '2017.03.13 00:37:17 : Blahblah has succeeded in enchanting Provenance Greatsword to level 15.' }
6 ];
7
8 for (var i = 0; i < enchantment.length; i++) {
9   // console.log(enchantment[i].raw.indexOf('parsons'));
10  enchantment[i].enchant = (enchantment[i].raw.indexOf('You successfully enchanted') >= 0);
11  console.log(enchantment[i]);
12 }
13
```

bash - "neuralism" ×

Immediate ×

app.js - Stopped ×

+

```
neuralism:~/workspace $ node app.js
{ raw: '2017.03.10 03:34:05 : You successfully enchanted Provenance Greatsword by +1.',
  enchant: true }
{ raw: '2017.03.10 03:34:44 : You successfully enchanted Provenance Greatsword by +2.',
  enchant: true }
{ raw: '2017.03.10 03:37:34 : You successfully enchanted Provenance Greatsword by +2.',
  enchant: true }
{ raw: '2017.03.13 00:37:17 : Blahblah has succeeded in enchanting Provenance Greatsword to level 15.',
  enchant: false }
neuralism:~/workspace $
```



0 ONLINE



DIRECT MESSAGES

 Migu
Playing Alone

 iKon
Playing Alone





DOWNLOAD APPS

Find or start a conversation



@Migu



Search



Hey Migu! Is it ok if I do a quick check-in with u on the log file?

April 2, 2017



Applied Last Sunday at 12:46 PM

Hi Migu! I'm sorry! I forgot to mention in your Aion RainMeter, under:
Settings > Main Settings > Main
There's a checkbox below the "Enable Chatlog" button called:
"Try to enable it automatically when it is turned off by the client"
Is it possible to keep that checked? Sorry for the trouble! Thanks!

Also, if it's not too much trouble, when you have 5 mins today.
Could you send me a copy of your log file?
I need to show my professor something this week.
Thanks, Migu! You're the best!!!



Migu Last Sunday at 6:38 PM



Chat.log
69.98 KB

I'll send you another one later



Migu Last Sunday at 9:20 PM



Chat.log
346.92 KB

April 3, 2017



Applied Last Monday at 2:14 AM

THANK YOU SO MUCH ❤️

April 6, 2017



Migu Today at 1:30 PM



Chat.log
405.62 KB



Applied Today at 2:47 PM

THANK U SO MUCH MIGUGG



Applied
#1529



Message @Migu

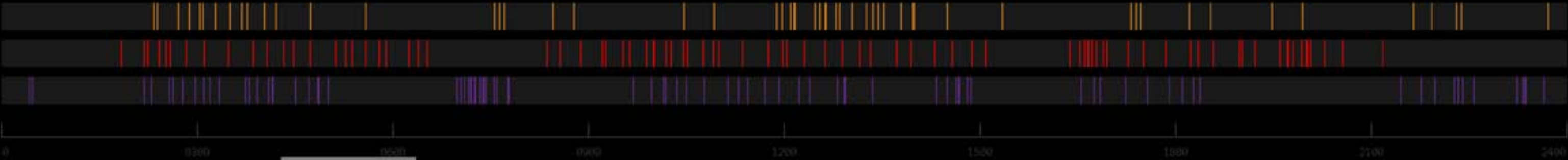


Figure 1 consists of five horizontal bar charts, each representing a different demographic category. The x-axis for all charts represents the percentage of respondents, ranging from 0% to 100%. The y-axis lists the categories for each chart. The data is presented for five age groups: 18-24, 25-34, 35-44, 45-54, and 55-64.

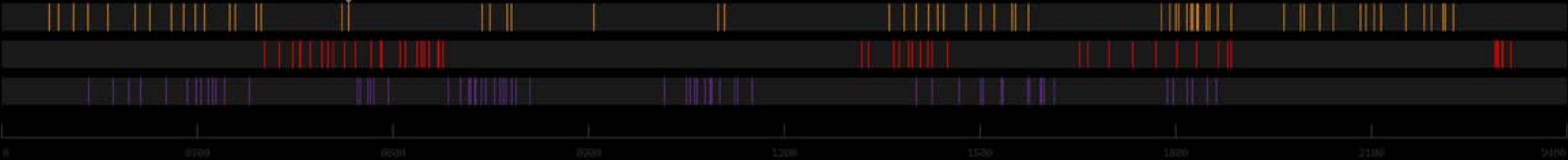
- Chart 1: Gender**
 - 18-24: Male (55%), Female (45%)
 - 25-34: Male (50%), Female (50%)
 - 35-44: Male (45%), Female (55%)
 - 45-54: Male (40%), Female (60%)
 - 55-64: Male (35%), Female (65%)
- Chart 2: Education**
 - 18-24: High School (30%), College (40%), Graduate (30%)
 - 25-34: High School (25%), College (45%), Graduate (30%)
 - 35-44: High School (20%), College (40%), Graduate (40%)
 - 45-54: High School (15%), College (35%), Graduate (50%)
 - 55-64: High School (10%), College (30%), Graduate (60%)
- Chart 3: Income**
 - 18-24: Low (20%), Middle (40%), High (40%)
 - 25-34: Low (15%), Middle (45%), High (40%)
 - 35-44: Low (10%), Middle (40%), High (50%)
 - 45-54: Low (5%), Middle (35%), High (60%)
 - 55-64: Low (5%), Middle (30%), High (65%)
- Chart 4: Marital Status**
 - 18-24: Single (60%), Married (30%), Divorced (10%), Widowed (0%)
 - 25-34: Single (50%), Married (40%), Divorced (10%), Widowed (0%)
 - 35-44: Single (40%), Married (50%), Divorced (10%), Widowed (0%)
 - 45-54: Single (30%), Married (55%), Divorced (15%), Widowed (0%)
 - 55-64: Single (20%), Married (50%), Divorced (20%), Widowed (10%)
- Chart 5: Employment**
 - 18-24: Full-time (40%), Part-time (30%), Unemployed (20%), Retired (10%)
 - 25-34: Full-time (35%), Part-time (35%), Unemployed (20%), Retired (10%)
 - 35-44: Full-time (30%), Part-time (30%), Unemployed (25%), Retired (15%)
 - 45-54: Full-time (25%), Part-time (25%), Unemployed (30%), Retired (20%)
 - 55-64: Full-time (20%), Part-time (20%), Unemployed (35%), Retired (25%)

Player Activity

Player 1



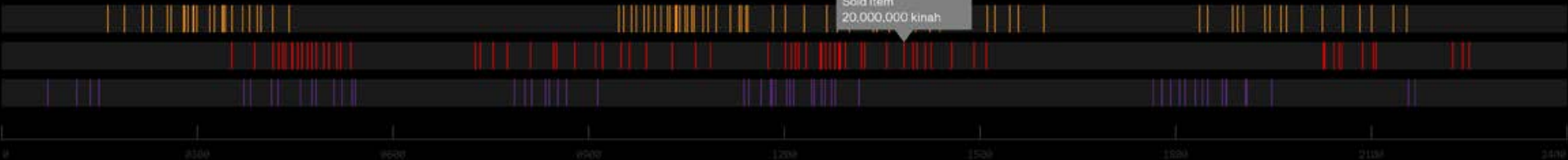
Player 2



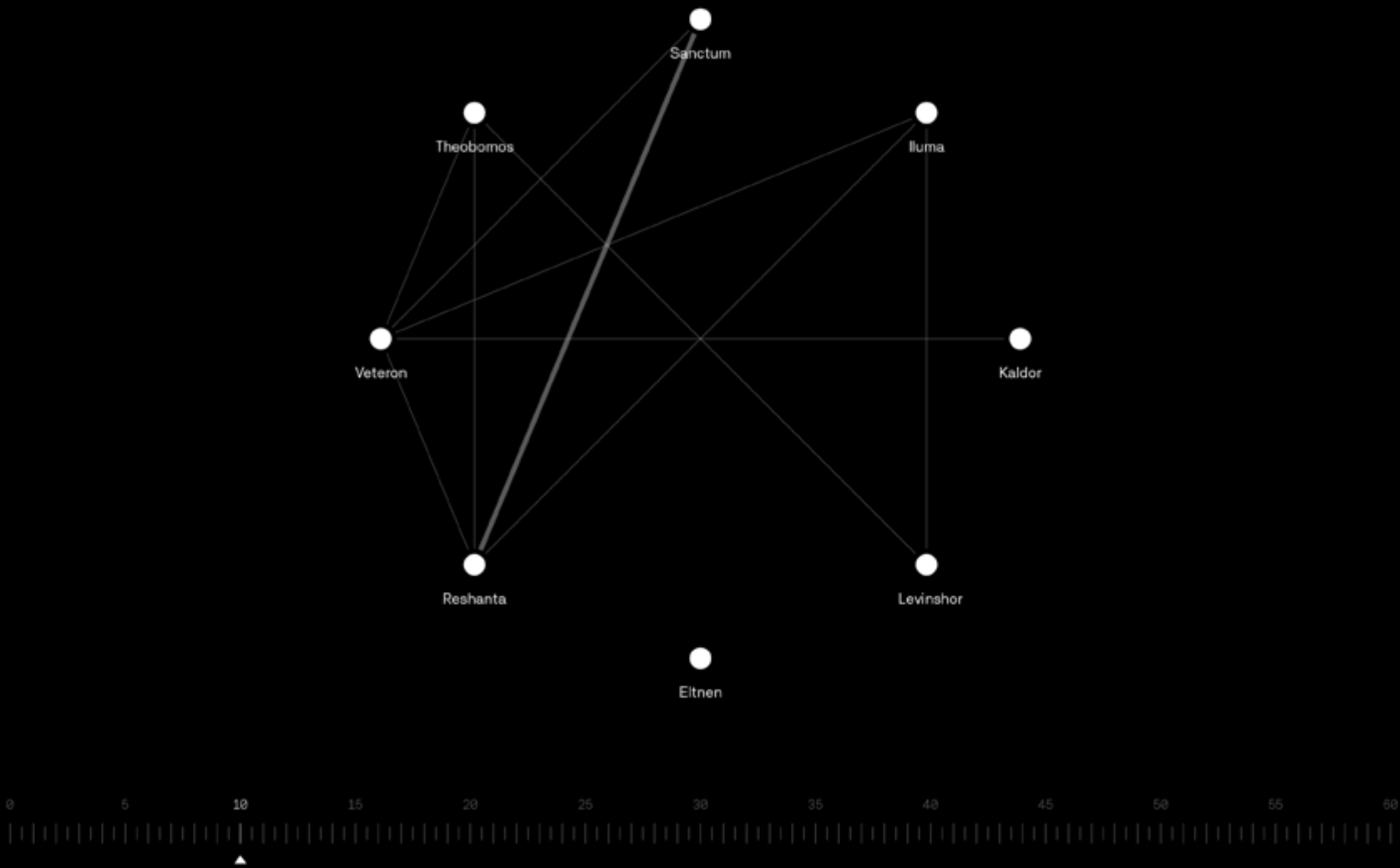
Player 3



Player 4

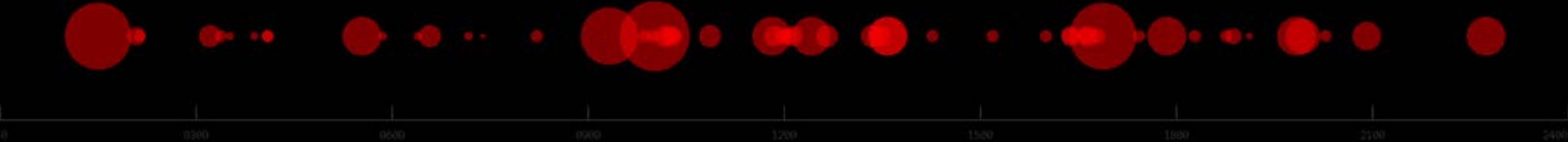


Area Travel

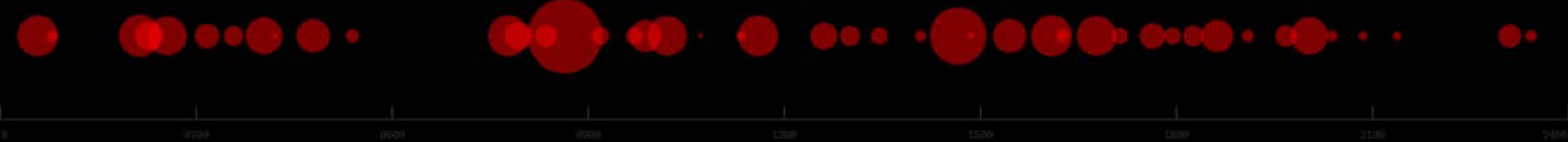


Damage Over Time

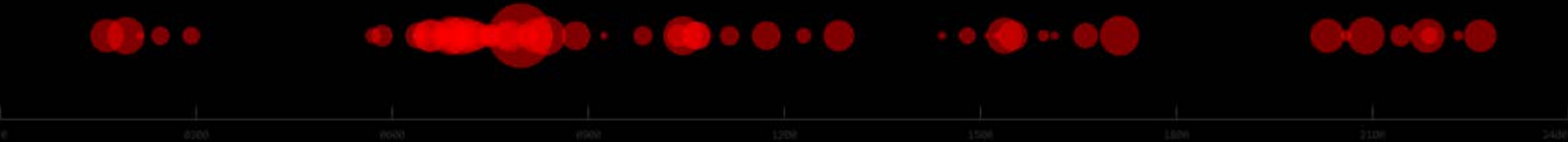
Player 1



Player 2



Player 3



Player 4

