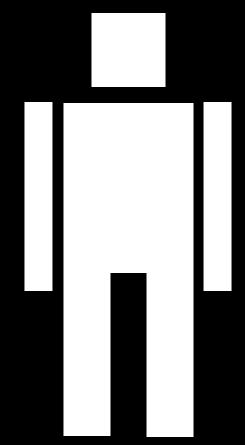


Visualizing Player Interactions in Aion

Massively Multiplayer Online Roleplaying Games (MMORPGs)

WORLD
OF
WARCRAFT

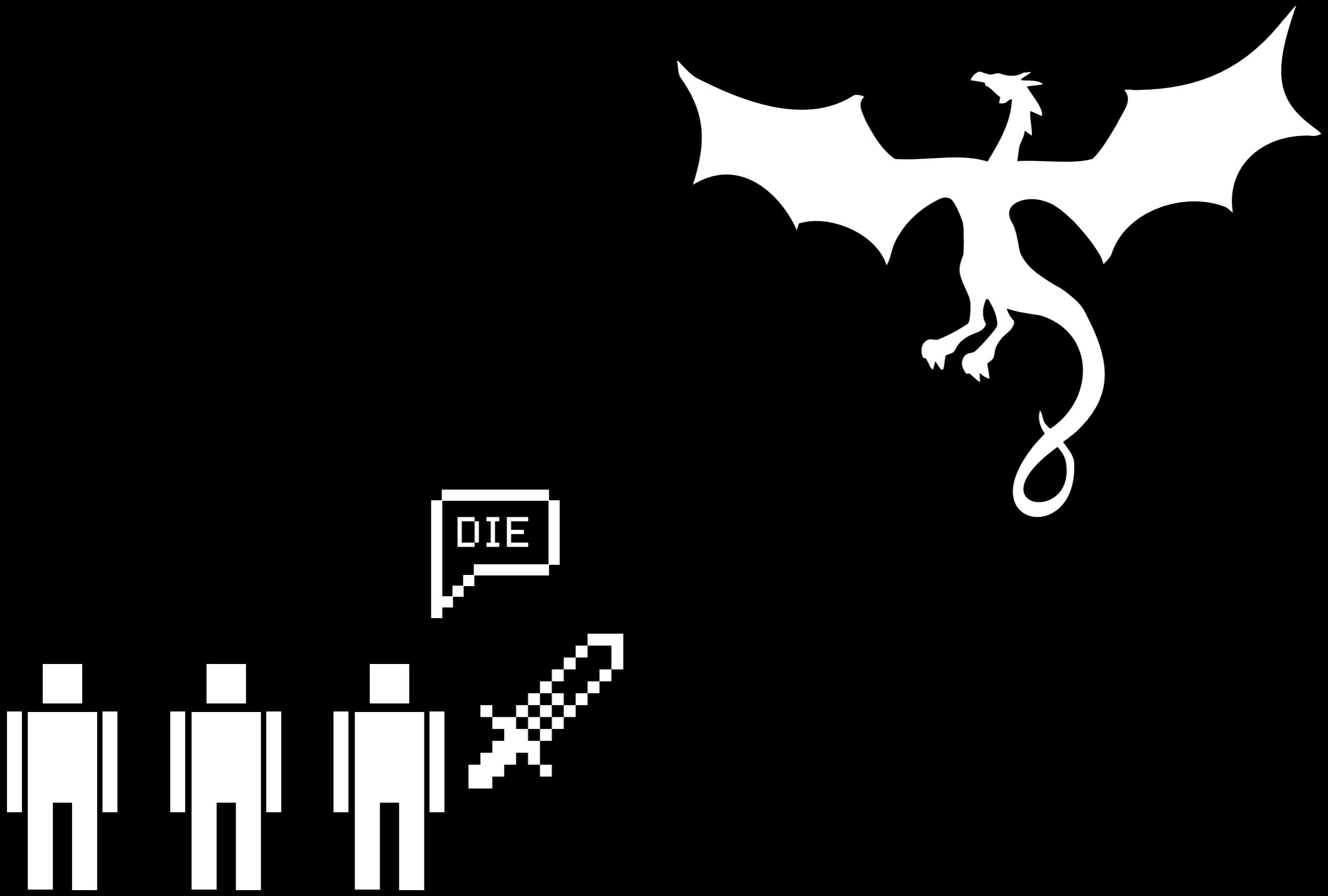
AION™

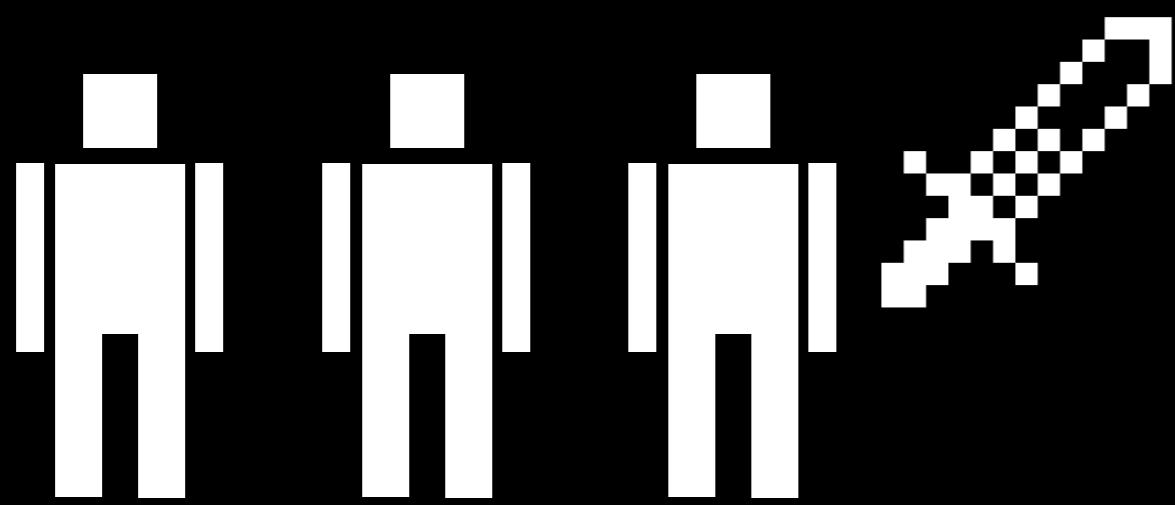
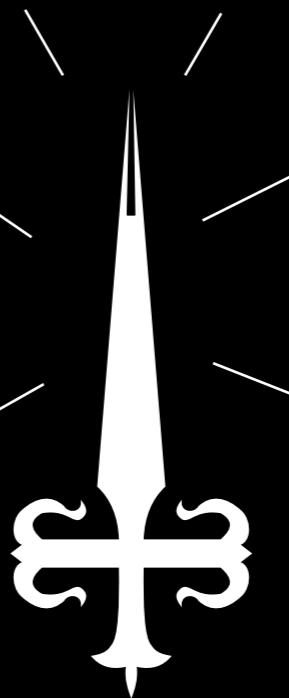


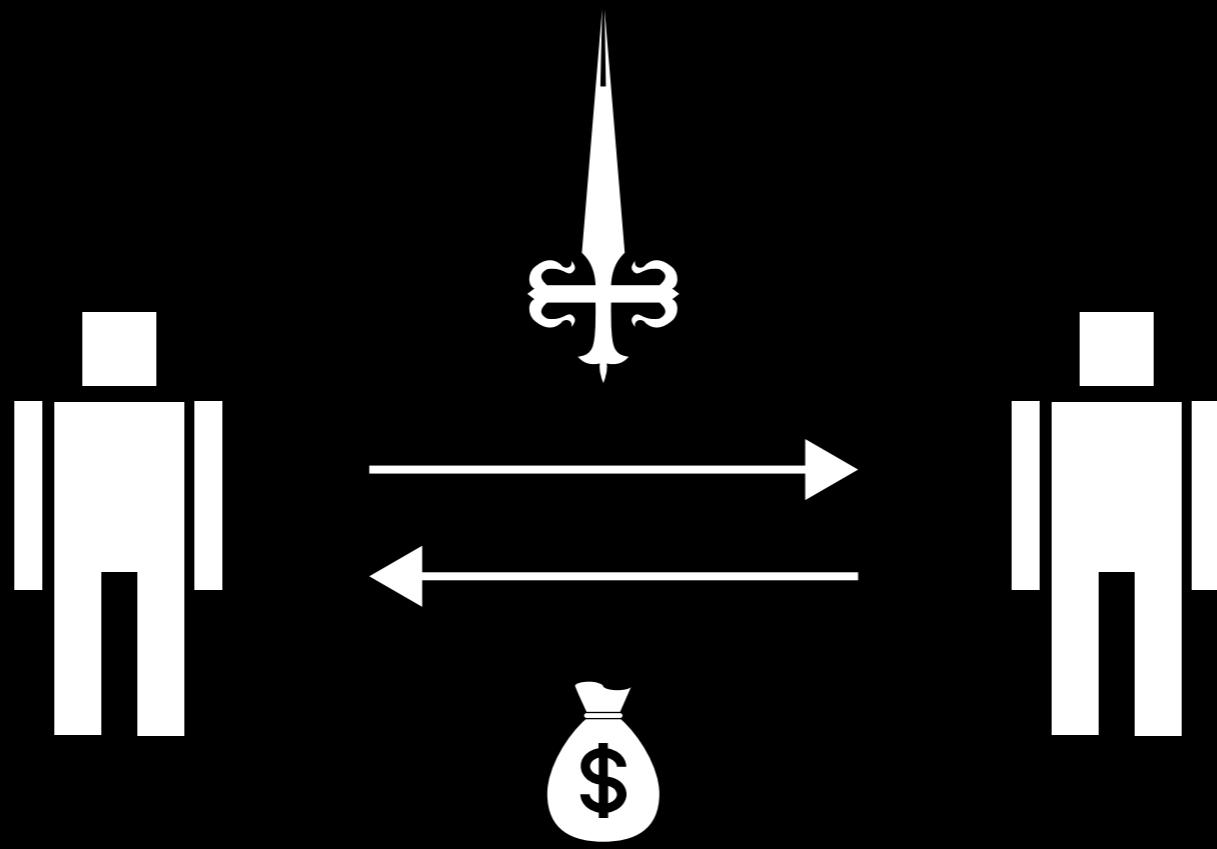


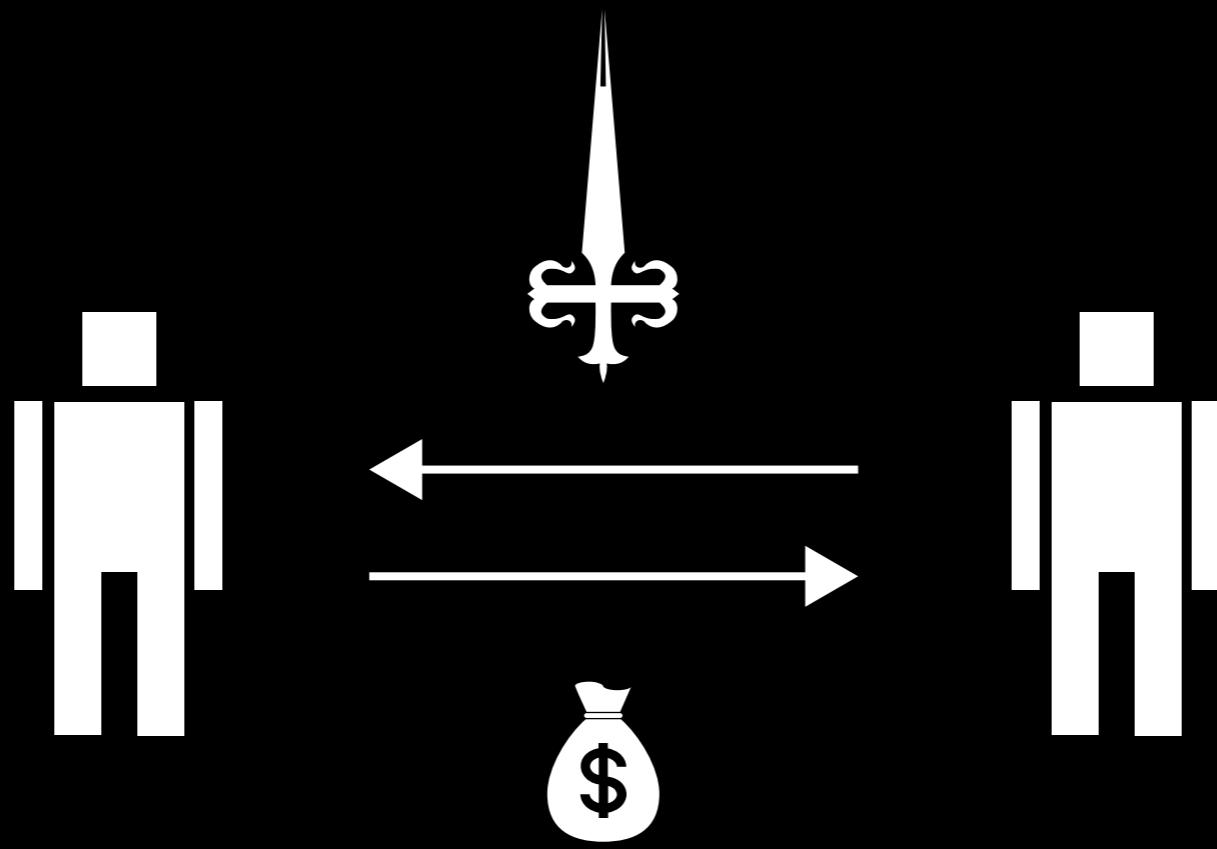








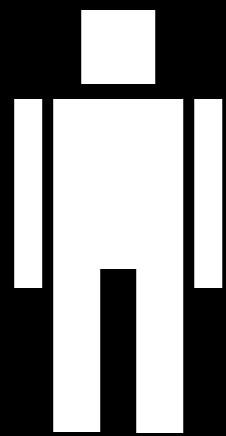




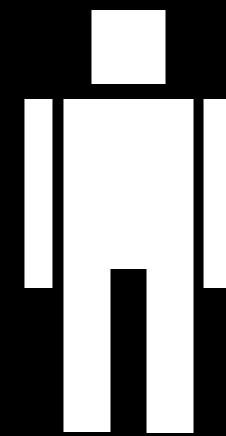
Game Activity is Logged



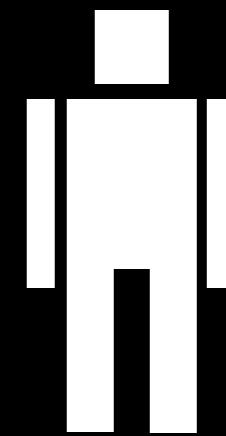
3 Players Selected



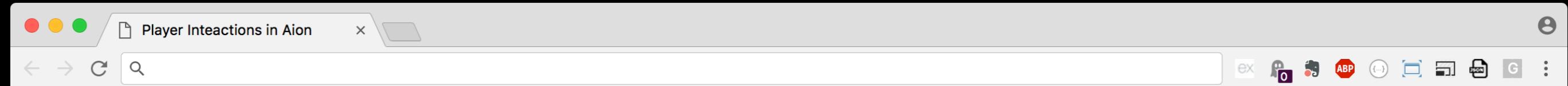
Player 1



Player 2



Player 3



Visualizing Player Interactions in Aion

What do people do in online games? what motivates them to become so invested in these shared virtual environments? This visualization investigates player interactions in the massively multiplayer online role-playing game (MMORPG) called Aion. Three players were randomly assigned to have their gameplay interactions visualized through three critical lenses: in-game money transactions, private messages, and damage statistics.

[Explore by Aggregate](#)

[Explore by Days of Week](#)

In-Game Money

Player 1

Earned 2,813,295,828 Kinah (USD \$61.47)



Spent: 5,008,215,632 Kinah (USD \$109.43)



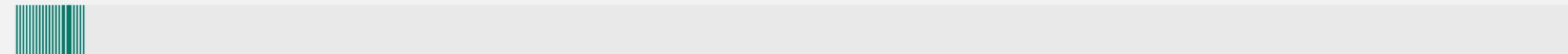
Player 1 earned USD \$61.47 and spent USD \$109.43 worth of in-game money based on Real Money Trading (RMT) exchange rates.

Player 2

Earned 1,793,186,993 Kinah (USD \$39.18)



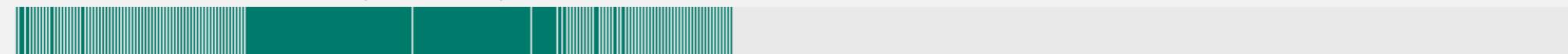
Spent: 14,865,011 Kinah (USD \$0.32)



Player 2 earned USD \$39.18 and spent USD \$0.32 worth of in-game money based on Real Money Trading (RMT) exchange rates.

Player 3

Earned 1,380,237,446 Kinah (USD \$30.16)



Spent: 3,234,015,628 Kinah (USD \$70.66)



Player 3 earned USD \$30.16 and spent USD \$70.66 worth of in-game money based on Real Money Trading (RMT) exchange rates.