Today

• Course evaluation
• Multiplayer
• MMO presentation by Jon Holtan
• Types of players
• Player creativity and type of worlds
Course evaluation

Department questions on document projector
Multiplayer
Multiplayer

- We’ve mostly discussed single-player games
- The history of games is mostly multi-player
- Much of what we discuss as emergence (e.g., in-game economics) is most significant in multi-player
- When we play with other people, we bring many aspects of social relations into play
Multiplayer

• What are some major organizations of multiplayer gaming?
• PvP (including esports/tournaments)
• Coop (including L4D, raiding, tabletop LotR)
• Indirect or out of game interactions (including economics, forum posts, creating spaces, mods, and objects used by others)
Multiplayer

• In computer game history, *Spacewar!* and *Pong* start out as multiplayer

• But being multiplayer over a network (*MUD I*) is the breakthrough that led to massive multiplayer

• Combined with a persistent state, we get the tradition that leads to virtual worlds and MMOs
 MMO presentation  
Jon Holtan
Let's talk MMO-RPGS

By Jon Holtan
The Focus

- Everquest developed by Verant/Sony Online Entertainment  
  ○ (Historical MMORPG)

- World of Warcraft developed by Blizzard  
  ○ (Current Gen MMORPG)

- Rift developed by Trion  
  ○ (Next Gen MMORPG)

Some Quick History

- First commercial MMORPG named Island of Kesmai designed by Kelton Flinn and John Taylor.
  - Became available in 1985 for $12 an hour, supported 100 players
- First graphical MMORPG named Neverwinter Nights designed by Don Daglow and Cathryn Mataga.
  - Available for AOL PC owners in 1991-1997 for $6 an hour
- Ultima Online was released in September 1997.
  - Credited with popularizing the genre.
  - Featured 3D isometric/third person graphics
- Everquest launched in March 1999 by Verant (SoE).
  - Brought fantasy MMORPGs into Western mainstream
- Asheron's Call created by Turbine launched in 1999
- Ultima, Asheron's and Everquest were titled the Big Three
Into the World of Norrath (Everquest)
Everquest Details

- Everquest launched in March 1999 by Verant Interactive
- Launched with modest expectations, quickly surpassed Ultima Online.
- Original team consisted of Brad McQuaid, Steve Clover and Geoffrey Zatkin.
- Fun Facts
  - Originally contained 14 classes, 2 others were later introduced along with 16 races for players to choose from.
  - First Expansion launched in March 2000.
  - Everquest contains 17 official expansions
  - Everquest is designed for solo, group and raid style play.
  - Currently features a voting/time locked progression server. Players start in Classic Everquest and work their way up in 3 month intervals
Welcome to Azeroth (World of Warcraft)
World of Warcraft Details

- WoW was launched by Blizzard on November 23, 2004 for the 10th anniversary of Warcraft franchise.
- The game is set in the 3D Warcraft universe of Azeroth.
- WoW is in its 3rd expansion (Cataclysm), which is by far the most extensive expansion.
- WoW contains two factions, Horde and Alliance. These factions can not communicate with each other.
  - The faction war creates tension in game as well as in real life.
- WoW was ultimately praised by critics.
- A few common terms used to describe new MMORPGS
  - WoWClone - A game that has similar styles to WoW.
  - WoWKiller - A term used by players to discuss if new MMORPGS are successful or not
Now Entering Telara (Rift)
Rift Details

● Rift was launched on March 1, 2011 by Trion Worlds
● Rift the first game to offer complete customization of classes
  ○ Base classes: Warrior, Cleric, Rogue, Mage
  ○ Each base has souls that go along with the base
  ○ Allows players to create custom classes via Soul Trees
  ○ Players are able to keep up to 5 soul configs at a time.
  ○ Giving players the ability to switch from a tank to dps or a healer to dps, etc.
● Follows the trend of WoW providing two factions for players to choose: Guardians and Defiant.
● For content players focus around open world rifts.
  ○ Rifts are areas of elemental instability that represent the intrusion of elemental planes into the land of Telara
  ○ Rifts of six different types (earth, fire, air, water, life, and death) are possible
What are the Fundamentals?

As game designers we must be able to look at these games to see what they have done right and what they have done wrong.

- **Successes:**
  - Created a sense of Flow
  - Provided a sense of emergence with in-game Economies
  - Catered to all levels of playability. EX: Solo, Group and Raiding.
  - Maintain a sense of balance in game-play.

- **Problems:**
  - Unable to prevent sale of in-game currency
  - Issues with hacking/exploiting
  - Players using abilities for unintended purposes
Types of players

From Bartle and others
Bartle’s player typology

- Achievers, explorers, socialisers and killers
- Memory device: “achievers are Diamonds (they're always seeking treasure); explorers are Spades (they dig around for information); socialisers are Hearts (they empathise with other players); killers are Clubs (they hit people with them).”
Of course, players aren’t just one thing:

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<td>Casual Chat, Helping Others,</td>
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<td>Escapism</td>
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<td>Relax, Escape from RL, Avoid RL Problems</td>
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And some motivations are different...
Documentary by Ge Jin ("Jingle")
UCSD PhD student
What do you think?

Why do people engage virtual worlds?
Are only some motivations acceptable?
Player creativity

One option is using games to make other media
My Trip to Liberty City
Machinima

- Amazing play — of the game or parallel to the game
- Using the game world to make a movie — exploring or ignoring the world
- Often commenting/connecting to game culture
- Just one form of game creativity
What are some other forms of player creativity?
Machinima is “out of game” creativity

Amazing play is another form of creativity (Henry Lowood)

Creating with in-game tools is another form (Little Big Planet, Spore, Minecraft)

Creating mods is another (Counterstrike)
Different types of worlds encourage different creativity
Bartle’s world typology

• “The vast majority of virtual worlds, whether commercial or hobbyist, are game-like (Dorothy) worlds, the leading title at the moment being *World of Warcraft*...” Designer-fixed goals and player roles

• “However, there are also social (Wendy) worlds of some significance, the most important of which is *Second Life*...” Player-determined goals and player roles.
Bartle’s world typology

- “The players of those few balanced (Alice) worlds that remain usually consider them to be game-related, while nevertheless recognizing that they're somehow different than Dorothy worlds” *(Ultima Online)*

- “[T]he designer constructs a world with no storyline, but with a lush capacity for interaction. This results in a framework for the creation of story by the players”