

Game Communities for Learning

The Digest Version
- Katrin Becker

06/06/2005

Final Fantasy

© 2001 SQUARE CO., LTD. CHARACTER DESIGN / TETSUYA NOMURA

Unlimited Adventures...

My Mission:

1. Explain Online Games
2. Explain why they should not be ignored.
3. Look at some related communities.
4. Look at what happens in and around games.

FORGOTTEN REALMS
NEVERWINTER
NIGHTS



BIOWARE
CORP



NOT My Mission:

- MMOGs are the (or even *an*) answer.
- We should expect to be able to incorporate and use these ideas tomorrow.
- Models of & technologies in game communities are directly transferable to formal educational settings.



Your Mission:

1. Put these ideas in the back of your head.
2. Go about your professional life.
3. Notice when these ideas come to the fore again.
4. Re-examine them from time to time.
5. Be open to discussions with those involved in these communities.



What's the
diff.?

It's a matter
of Scale

A Game



A Multiplayer Game:



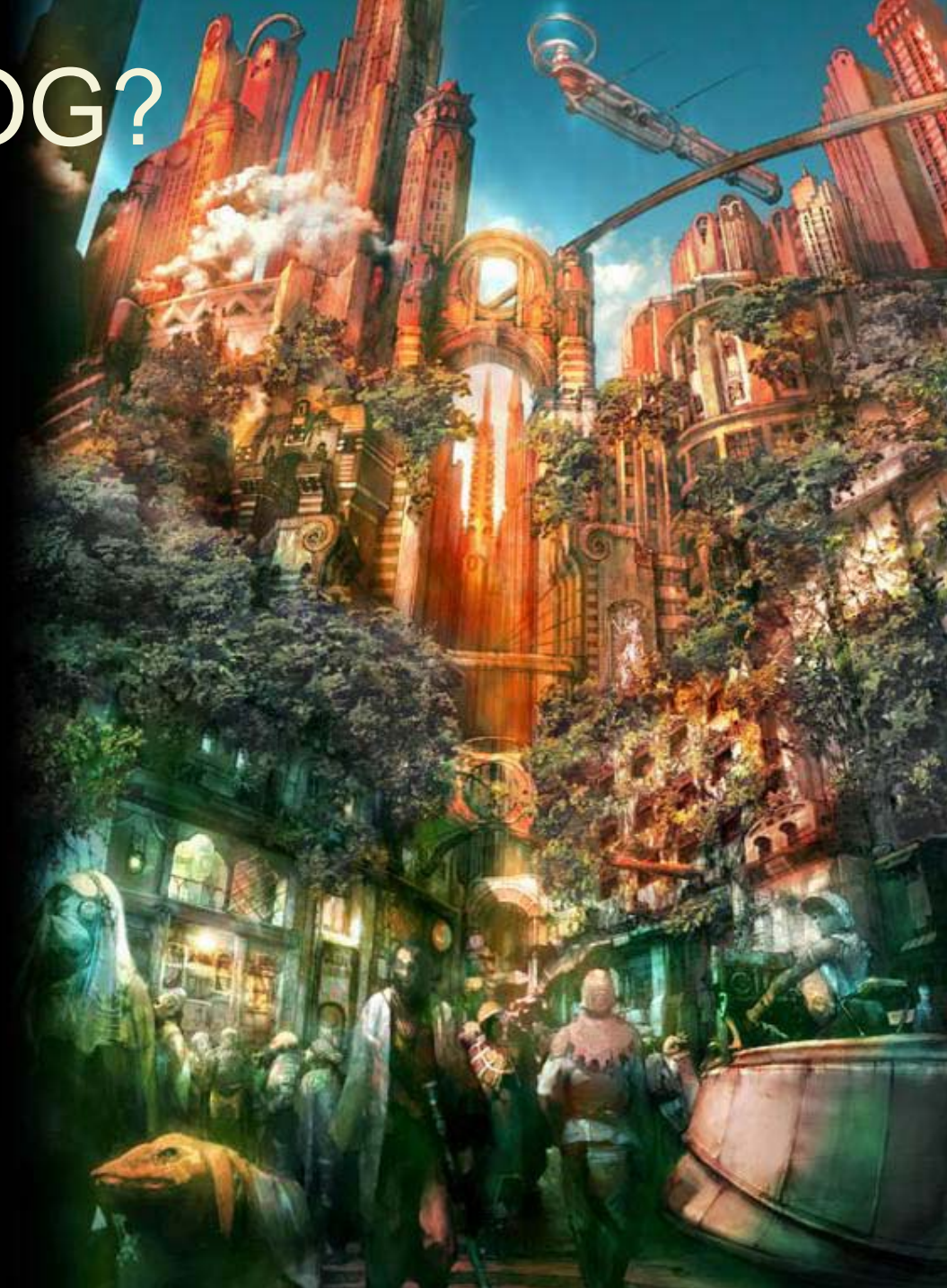


A Massively Multiplayer Game

What is an MMOG?

Massively
Multiplayer
Online Game

MMORPG =
Massively
Multiplayer
Online Role-
Playing Game



Games the tend to promote strong community structures:

- Traditional Games played online (Bridge, Go, Chess)
- Popular Single Player (often Strategy) Games (eg. CIV III)
- MMOGs (Lineage II, WoW, SWG, FF11...)
- ARGs (The Beast, I Love Bees)



Mastatec
<The Black Market>

Galactic
<The Black Market>

Yea, so?

Matrix

Who plays Online Games?

- 18-29 = 52%
- 30-49 = 34%
- 50-64 = 28%
- 65+ = 38%

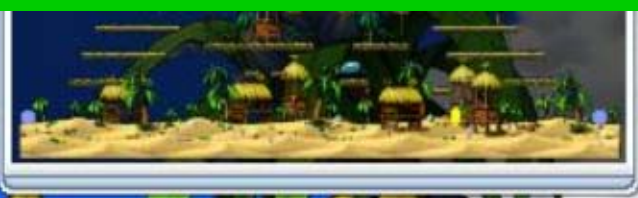


Fun facts to know and tell....

- Average age of MMORPG players is around 26.
- 25% of MMORPG players are teenagers.
- About 50% of MMORPG players work full-time.
- About 36% of players are married, and 22% have children.

http://www.nickyee.com/daedalus/gateway_demographics.html

More Fun Facts to Know and Tell....



- On average, MMORPG players spend 22 hours a week in these environments and usage is not correlated with age.
- 20% of MMORPG players play the game with a romantic partner, and 28% play with a family member.

[Welcome] Welcome to MapleStory!!



What Makes These Games Special?

- Highly graphical
- Social interaction is a key motivator
- Persistent virtual worlds
- Real-time, avail. 24/7
- Loosely structured open-ended narratives
- Players do as they please (!!!)
- Escapist fantasy, yet emergent realism (Kolbert 2001)

The Everquest Economy (in 2001)

Thanks to out-of-game trading of in-game items, Norrath, the virtual setting of *EverQuest*, is the 77th largest economy in the real world, with a GNP per capita between that of Russia and Bulgaria.

One platinum piece, the unit of currency in Norrath, trades on real world exchange markets higher than both the Yen and the Lira (Castronova, 2001).

World of Warcraft

- Launched Dec. 10 2004
- **IRVINE, Calif. - January 10, 2005** –Blizzard Entertainment® today announced that *World of Warcraft*® has sold through more than 600,000* units to customers in North America, Australia, and New Zealand.
- The fastest-growing massively multiplayer online role-playing game (MMORPG) has also shattered all previous concurrency records in North America, achieving over 200,000 simultaneous players during the holiday period.



Need
11 of 18
Have:0 Lost:0
Score:3,871
Coins:49

Wik and the Fable of Souls

- One to watch
- New out 2004
- Indie game award winner
- The game and community is just growing and forming.
- <http://www.wikgame.com/index.html>

Why Should Educators Care?



Game Communities *are* learning communities.

Why Should Educators Care?

Game Communities
are an emergent
social phenomenon
– not a passing fad.

CHRONICLE 1 :: Harbingers of War

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2004 May

1 sat

2 sun

3 mon

4 tue

5 wed

6 thu

7 fri

8 sat

10 mon

11 tue

12 wed

13 thu

14 fri

15 sat

16 sun

17 mon

18 tue

19 wed

20 thu

21 fri

22 sat

23 sun

24 mon

25 tue

26 wed

27 thu

28 fri

29 sat

30 sun

31 mon

Why Should Educators Care?

Game Communities form a significant element of youth culture.

<http://www.lineage2.com>

What Can we Learn?

- Directly
- Indirectly



Lilim Knight

STAR WARS KNIGHTS OF THE OLD REPUBLIC™



www.swkotor.com



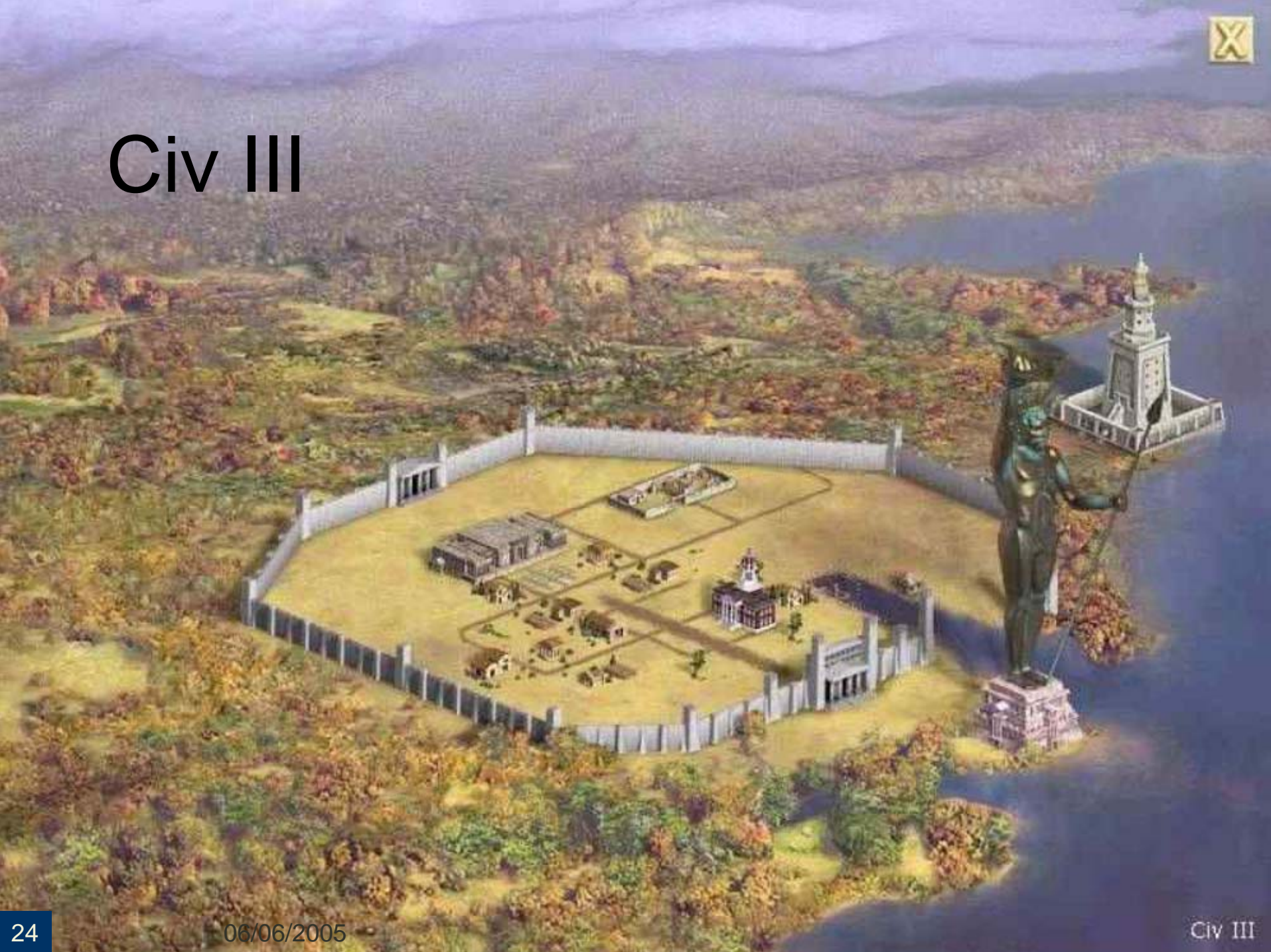
Rakata

2003 LucasArts Developed by BOWARE CORP Evolving Communities of Practice

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Civ III



World of Warcraft



- <http://www.worldofwarcraft.com/>

mini MAP + - WORLD

Maple Story



You have gained experience (+10)
 You have gained experience (+8)
 You have gained experience (+5)
 You have gained experience (+10)

Shift	Ins	Alt	Ctrl
Ctrl	Del	End	Print

189 98
100 95

Hoonani : can i tell u something?

26 31 Thief[Rogue] next

HP [741/741] MP [147/486] EXP: 1003[0.92%]

CASH SHOP MENU SHORTCUT

More Information on MMOGs:

- The Dedalus Project (Psychology of MMORPGs)
<http://www.nickyee.com/daedalus/>
- Constance A. Steinkuehler (U Wisconsin @ Madison
MMOG researcher)
<https://mywebspace.wisc.edu/steinkuehler/web/>
- Elizabeth Kolbert, New Yorker Article :FACT, 2001
http://www.newyorker.com/fact/content/?010528fa_FACT



Civilization III - Links

- Homepage: <http://www.civ3.com/>
- Fansites: <http://www.civ3.com/fansites.cfm>
 - <http://www.geocities.com/civgamers/>
- Features: <http://www.civ3.com/features.cfm>
- Teacher Features:
<http://www.firaxis.com/community/teacher.php>

World of Warcraft (mmog) - Links



- Home: <http://www.worldofwarcraft.com>
- Community Site:
<http://www.worldofwarcraft.com/info/index.html;jsessionid=B0027B5A64017FFA7B41320C6FE6FC8B.app01>
- Blizzard Entertainment: <http://www.blizzard.com/>

WIK the Fable of Souls

- Home:
- Reflexive.net site:
http://reflexive.net/index.php?PAGE=game_detail&AID=135&CID=4653

Need
11 of 18
Have:0 Lost:0
Score:3,871
Coins:49



Maple Story - Links



- Home: <http://www.mapleglobal.com/>
- Community: http://www.mapleglobal.com/community/maplestory_forums.aspx?5152

Robin : Hello~)

31 34 Warrior[Spearman] Robin HP [2075/2075] MP [287/344] EXP 3219 [2.06%]

KEY SETTING QUICK SLOT CASH SHOP MENU SHORTCUT

Augmented Reality Games

- An alternate reality game is a cross media game that deliberately blurs the line between the in-game and out-of-game experiences. While games may primarily be centered around online resources, often events that happen inside the game reality will "reach out" into the players' lives in order to bring them together.

http://en.wikipedia.org/wiki/Alternate_Reality_Game

Augmented Reality Games:

- **About ARGs:** <http://deaddrop.us/>
- **Jane McGonigal (ARG research):** <http://www.avantgame.com/>
- **I Love Bees:** <http://www.ilovebees.com/> and <http://ilovebees.blogspot.com/>
- **Paper: Towards Augmented Reality Gaming (Thad Starner, Bastian Leibe, Brad Singletary, Kent Lyons, Maribeth Gandy, and Jarrell Pair)** <http://www.cc.gatech.edu/ccg/publications/imagina2000/>
- **The Unreasonable Man:** http://www.unreasonableman.net/2004/04/augmented_reali.html
- **Parsec Project:** <http://parsecproject.com/archives/augmented-reality-for-hal.html>

Thanks!

Image & Background Credits & Sources:

- Game sites: WoW, MS, Lineage II, SWG, Wik, Civ III, NWN, FF, Matrix, Syberia (images include downloadable screenshots, player & publisher wallpapers)
- Downloadable images from:
<http://www.gamewallpapers.com/>
- Personal photos taken @ E3