

Worldplay Research Initiative (WRI)

Content: Open-Ended Survey Data (PDF)

Date Posted: 12/1/09

Dates Collected: 11/12/09 – 11/23/09

Welcome to the Worldplay Research Initiative -- a collaborative research project that explores the issues associated with cross-cultural interactions in virtual worlds. Our goal is to identify creative ways that players, game developers, and industry professionals can nurture and extend transnational cooperation in virtual worlds. This project is spearheaded by approximately eighteen communication scholars at Trinity University in San Antonio, Texas.

In the interests of reciprocity, we are opening up our research process to the broader community of gamers and games researchers. This document contains the first batch of English raw data that we received in response to our open-ended survey. All personally identifiable information has been scrubbed from the document. If you notice anything that should not be here (e.g. an e-mail address, name or phone number), please let us know immediately by sending a message to aaron.delwiche@trinity.edu.

As you will see from the following pages, we have left the rest of the data – including comments from griefers – untouched. After you've had a chance to review the findings, please feel free to share your thoughts. You can do this by [adding your thoughts to the survey](#) or by [participating in the Worldplay discussion forums](#).

This is the first time we've exported the data to the public web site. We're experimenting with a strategy for automating the process, and it is likely that the report format will change during the coming weeks. If you need to access this data set in *.XLS or *.CSV format, please send an e-mail to the Worldplay team (worldplayresearch@gmail.com) and let us know what you need.

Thanks for your help!

Language: English

Downloaded: 11/23/09 at 8:30 am

You can use this page to jump to answers to individual questions.

1. In many virtual worlds, players are encouraged to cooperate with other players. To what extent has cooperation and collaboration with other players played a role in your experience of virtual worlds?
2. In many virtual worlds, players are encouraged to compete with other players. To what extent has competition with other players played a role in your experience of virtual worlds?
3. What cross-cultural experiences -- if any -- have you had in on-line games and virtual worlds?
4. In general terms, how do you feel about the ability to interact with players from other countries in virtual worlds? Do you view this as a good thing? Do you view this as a bad thing? Does it matter to you at all?
5. Many virtual worlds are "region-locked" in ways that exclude players from other geographical regions. Have you ever been aware of region-locking in your favorite games? Has this practice ever stopped you from playing a game with someone? Do you prefer region-locked games?
6. What language barriers and cultural barriers -- if any -- have you encountered in virtual worlds? How did these affect your gaming experience?
7. Do you have any suggestions for how gamers, game developers, and game distributors might foster and promote transnational interaction in virtual worlds?
8. Do you have suggestions or recommendations for the Worldplay research team?

Worldplay Survey

| 1. In many virtual worlds, players are encouraged to cooperate with other players. To what extent has cooperation and collaboration with other players played a role in your experience of virtual worlds? | | |
|--|--|----------------|
| | | Response Count |
| | | 66 |
| <i>answered question</i> | | 66 |
| <i>skipped question</i> | | 3 |

| Response Text | | |
|---------------|--|-----------------------|
| 1 | In MMO's, cooperation and collaboration does not play a large role in virtual worlds during the beginning and middle stages (such as early/mid levels) as it is difficult and often pointless to work with others while leveling. However, during endgame scenarios, player cooperation is much more enjoyable and oftentimes necessary, such as during boss encounters | Nov 11, 2009 12:58 AM |
| 2 | It has played a large role in the two games I have played--World of Warcraft and Dungeons and Dragons Online: Stormreach. (DDO UnlimitedD). In each game, a series of quests is designed for a small group of players (though WoW party questing was mostly at end-game). Groups of players are expected to work together to solve common goals, i.e. completion of the quest. Collaborating with other players was helpful for me while learning both games. Veteran players gave me hints and advice for building characters, solving puzzles, and what gear to get to boost abilities I use such as healing or fighting. | Nov 12, 2009 2:24 AM |
| 3 | Very large extent. Since in most games when you progress you face more and more challenges that can only be handled by groups/raids, this is a given. | Nov 12, 2009 10:33 AM |
| 4 | Honestly, none, as I have very little experience of virtual worlds. The few times I have participated in such platform as "Virtual World", "Second Life", etc., I have mostly been exploring the various ways to shape my avatar and roaming around the various "regions" of these virtual worlds, but had very little interactions with other players. | Nov 12, 2009 11:36 AM |
| 5 | It's a major part of my MMO gaming experience, having friends I know from real life adds to the fun. | Nov 12, 2009 4:48 PM |
| 6 | I KILL EVERYONE WITHOUT MERCY | Nov 12, 2009 4:54 PM |
| 7 | Dicks | Nov 12, 2009 4:59 PM |
| 8 | A large amount. | Nov 12, 2009 6:15 PM |
| 9 | I love to make the buttseks | Nov 12, 2009 6:26 PM |
| 10 | I KILL EVERYTHING WITHOUT MERCY | Nov 12, 2009 6:28 PM |

| Response Text | | |
|---------------|---|-----------------------|
| 11 | <p>I would say that for me, cooperation has always been a major part of my play in virtual worlds - not just online virtual worlds but also in - I'm assuming virtual worlds include fantasy settings and are not limited merely to computer games - pen and paper RPGs. I have a pretty heavy P&P RPG background - I've tried D&D and also White Wolf's Exalted, and both the MMORPGs I've tried (Guild Wars and DDO) are cooperation-heavy. You have to know how to work with other players.</p> <p>For me, this has two results: firstly, that you do meet other players, and good players tend to recognise each other fast; they can be friendly. On the other hand, after a while, it prevents interaction. Nobody likes failing a mission or a quest simply because there's an idiot in their group, and sometimes this means they stick purely to people they know or have played with. There's also the issue of people being turned off a particular game due to jerks, griefers, and what they feel is a generally unwelcoming community. Having met all kinds of players, I personally feel that cooperative play, while encouraging teamwork (which is a challenge in itself!), can also lead to a lot of hurt feelings and blame-shifting.</p> | Nov 12, 2009 7:23 PM |
| 12 | <p>I will answer this question (and the following ones) only from the perspective of Guild Wars (GW), even though I do have some experience with other multiplayer online environments.</p> <p>In GW, groups of players can be formed in towns and outposts, not in the explorable areas, since they are instanced. Thus, cooperation with other people usually is goal-oriented. You team up for one quest or mission, then you usually disband afterwards.</p> <p>If the experience was extraordinarily pleasant, you have the opportunity to put people on your friendlist and to do some more quests together later on.</p> <p>I personally and nowadays usually team up with my guild mates and with the friends that I already have found.</p> | Nov 12, 2009 8:09 PM |
| 13 | <p>at the start of an MMO, the players is very much depending on other players for obvious reasons, but when the game is getting older more players start to feel there self better then others.</p> <p>so to let them feel better, they reject beginners and call the so called pugging bad simply because beginners don't know everything about the game yet.</p> | Nov 12, 2009 9:00 PM |
| 14 | A large portion of game-play revolved around co-operating with other players. | Nov 12, 2009 9:40 PM |
| 15 | In the mainly cooperative games I play, collaboration is vital to gameplay. The alternative is playing the game alone while surrounded by a finely crafted multiplayer environment. I prefer the social option. I enjoy cooperation and fill my need for collaborative multiplayer this way. Since the games are designed with coop multiplayer in mind, I feel this is the optimal way to play the game and experience the content. | Nov 13, 2009 1:45 AM |
| 16 | I guess cooperation and collaboration makes Virtual Worlds a bit like a coffee bar, where you meet friends, chat, help them with their homework, get helped yourself. | Nov 13, 2009 10:48 AM |
| 17 | I am a social player and prefer to play with other 'real' people. If I don't have someone to play with, I will typically decide to go do something else off the computer. This is also the reason I don't play solo games like shooters or own a console game system. | Nov 13, 2009 9:09 PM |

| Response Text | | |
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| 18 | <p>Cooperation and collaboration has played a very large role for me in gaming online and in virtual worlds. I have played many MMOs in my time, and I am attracted to these types of games because of the ability to make friends and socialise in a virtual world.</p> <p>Working together, or against others, is a lot more enjoyable than playing against computer controlled opponents. There is a lot more emergent gameplay involved, with an increased level of challenge. It is also satisfying to know that your actions actually mean something, and that things can expand from that.</p> <p>Take Eve Online for instance. They recently released a video called the Butterfly Effect (http://www.youtube.com/watch?v=oq2ox7Nrxo). This is what attracts me to Eve especially, and playing games online. Your actions can affect hundreds and thousands of others if you put yourself in the right position or are influential enough. That is the extent of how cooperation and collaboration can really make a game. It is very important.</p> | Nov 14, 2009 3:29 AM |
| 19 | A very large one. While the game may be lacking in content it's the player interactions that can keep players from stopping the gameplay. Also, interactions help players to settle into a game faster if they are new to it. | Nov 14, 2009 1:04 PM |
| 20 | In most of the games I have played I could do a lot on my own. However some of the harder games I had talked my husband and older son into playing so they could help me. So for me I had an at hand team. On games that have just come out recently (a few months or so) people seemed to be very helpful, but where as games had been out for a years when i started it was harder to get help or cooperation. I guess it depends on the age and gender the game is based around. | Nov 14, 2009 1:32 PM |
| 21 | It is a key part of the game. Those who work best with others can dominate a game. | Nov 14, 2009 1:58 PM |
| 22 | In many games that I've played, even if cooperation with other players wasn't encouraged, it tended to happen on it's own. Nobody likes being alone, people like to group and socialize and work together in a team, to feel a part of something. In every game I've played there has been lots of cooperation amongst players. | Nov 14, 2009 4:04 PM |
| 23 | Free Realms - gaming- fighting to achieve a hard level successful outcome. Help from hioher level players, help from players whose characters have specific skills, help fighting in groups. Mass group events such as virtual run and explore to show support for Pink day for breast cancer awareness etc | Nov 14, 2009 4:12 PM |
| 24 | When I played Everquest, it was nearly impossible to find a group because of being a low level. I quit this game for that reason. I now play Free Realms and anytime I need help there are a multitude of players ready to assist. | Nov 14, 2009 6:18 PM |
| 25 | To me, cooperative play is the entire point of my mmorpg joy. I am a healer in pretty much every game I play, and the reward is bringing a group through to a goal we've been working for ages. | Nov 15, 2009 12:20 AM |
| 26 | In many cases it has been a key point in my experience of online virtual worlds, be that in the form of a MMORPG or on a far smaller scale. These range from teamwork to complete dungeons, to tactical collaboration in the case of certain capture the flag games, to simple social interaction in the form of RPG's. | Nov 15, 2009 4:42 AM |
| 27 | Mostly in Shaiya I have cooperated with others to get exp faster, and defeat our pvp-opponets more efficiently. Now I just joined guild and look forward to help make our guild one of top 30. | Nov 15, 2009 4:38 PM |
| 28 | Cooperation with other players online for me has been pretty important, mainly because you'd get more and more quests completed in game quicker as well as also having a fun time with those people too. | Nov 15, 2009 4:58 PM |
| 29 | A pretty significant amount. Instances where cooperation has led to achievements (and conversely where it failed horribly) are always memorable. | Nov 15, 2009 8:48 PM |

| Response Text | | |
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| 30 | You've lost me here. We aren't told to cooperate. We kill the mob and yell at each other for not lvl up out stats or weapon or abilities or etc while we kill the mob. I suppose we cooperate in tortuing each other with silly games. | Nov 16, 2009 12:28 AM |
| 31 | A huge roll that I think has made it more enjoyable. | Nov 16, 2009 4:07 PM |
| 32 | Experience share. Entertaining together. | Nov 17, 2009 11:12 AM |
| 33 | An extreme amount. | Nov 17, 2009 5:52 PM |
| 34 | When I first bought and played Left 4 Dead, one of the mods on the server I was playing was giving me a hard time since I was so new to it. Even as a teammate, he was calling me retarded for not knowing every random drop point for all the items. I eventually quit the server and joined a much more laid back one. That one really negative experience sticks out much more than every other positive one. | Nov 17, 2009 6:13 PM |
| 35 | I have found that I enjoy games more that I am able to benefit more from working with other live people, where interaction is actually required beyond, "you are now in a party, and that is the only objective." I have stopped playing all games that do not require interaction with other players. | Nov 17, 2009 7:31 PM |
| 36 | Exceedingly far. There have been occasions where we have had to stay on for hours attempting to achieve a common goal. (Usually to get some type of item and typically dying numerous times.) | Nov 17, 2009 7:34 PM |
| 37 | d | Nov 17, 2009 7:57 PM |
| 38 | So far collaborating with other players haven't been the most pleasurable experience in online games, because you get to know how much people aren't ready to deal with the feeling of lose (like when their chars die), and they often go on a childish furious rampage on you, this is a sad reflection of how poorly those people are being raised... | Nov 17, 2009 10:24 PM |
| 39 | <p>My response to this question will vary drastically depending on which game I use to frame my answer. If you go back to the days of Everquest 1 I have fond memories of simply sitting in grinding parties chatting about anything to pass the time. The content wasn't particularly challenging, the XP grind was long and slow particularly in hell levels... though twisting (painful on the hand) on my bard and chatting for hours provide some of my fondest MMO memories. Back then soloing and grouping provided me about the same level of XP, so I personally made the choice to work with others. I find this much more appealing than forced cooperation.</p> <p>EVE is one example of a game that lives and dies by player coordination and cooperation. It basically makes EVE what it is, solo it's a pretty terrible game. Entire books could be written just summarizing the drama between corps in EVE, it's great.</p> <p>Collaboration in WoW, and other level based mmo's I'm sure, is great on a small scale but I find that with such a broad customer base when you get into larger groups it's hit or miss. The culture in WoW isn't great - people begrudgingly group with each other to get what they need and part ways. If you can find a few solid players be sure to get their e-mails and save them. These games can be a lot of fun with a dedicated group of friends.</p> | Nov 18, 2009 5:12 AM |
| 40 | This aspect has been the central experience of my time in virtual worlds. While I often "solo," any time I know I will have the time I tend to look for a group with which to quest. I have also been a member/officer of a number of guilds, with guild chat--provided its an option--being my major social experience in the worlds. | Nov 18, 2009 10:38 AM |

| Response Text | | |
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| 41 | For me, cooperation isn't properly organised in many games or is very much a case of the cart before the horse. In many MMORPGs the co-operative aspects sound great but then log in and it is very much a different story. Many players only want to cooperate to accomplish an immediate end and cooperation is used in the loosest sense of the term. This is why Left 4 Dead was seen as so ground breaking by many people because cooperation was enforced. You had to cooperate and cooperate well or fail everytime. For me by far the best kind of cooperation is when you are cooperating with people sitting in the same room be it Escorting Elvis through a bank with three buddies in Timesplitters, playing Tennis together in Wii Sports, conducting an Orchestra in Wii Music, working as a team in 1 vs 100 or helping each other out in Resident Evil 5. This is by far the most enjoyable form of cooperation because you can plan, act and digest the cooperatively play on the fly. This in theory could be done over voice chat but tends to be much less successful and rewarding. However, you do get some players who are very good at cooperating and they are by far doing the most interesting things in virtual worlds. From the "performances" from Something Awful in Second Life and Eve Online. The infamous funeral ganking in WoW and also being on the receiving end of a team of people cooperating in FPS. That level of cooperation produces exhilarating results and often says more and shows more about virtual worlds than 100 Terra Nova posts ever can. | Nov 18, 2009 11:06 AM |
| 42 | Limited - but the game I play, Shaiya, is based almost totally on cooperation and collaboration. I choose not to get involved in the groups that can be formed (guilds and Parties) for various reasons. Guilds tend to disintegrate into drama-filled shells. I was an officer in a guild but left because egos got in the way of game objectives. Parties, the smaller groups that collaborate to achieve short-term goals, are often very good experiences. However, to fully participate you need to spend substantial extended periods of time playing the game and I cannot do this as my play time is very fragmented. | Nov 18, 2009 12:39 PM |
| 43 | Players cooperating with controllers is the very reason to use VATSIM as opposed to offline flying. It would be pointless if no one cooperated. In Shooters, they need to agree on a tactic but sometimes a rogue player just goes on his own. | Nov 18, 2009 2:39 PM |
| 44 | people are very cooperative. lots of them like to help and only about like 2% of the people ive met arent cooperative and are just no good | Nov 18, 2009 2:42 PM |
| 45 | A great deal actually. I find it very appealing, when I have to work together with one or more partners in a co-op experience. It adds another dimension to a single-player campaign, that can be enjoyed online with a friend(s) and/or stranger(s). | Nov 18, 2009 7:13 PM |
| 46 | Friends are important."You're better with me than against me" | Nov 18, 2009 7:38 PM |
| 47 | The virtual world setting in which I interact with international players is usually a warzone of some type, simulating actual combat. The cooperation and collaboration Ive had with players ranging from almost every European country to Russia will go as far as necessary in order to survive and accomplish our mission. Nationality is never an issue when it comes to working together under fire. | Nov 18, 2009 9:31 PM |
| 48 | Depends on the game. Shoot-em-ups such as Counter-Strike: Source often depend on the player to accomplish goals. Other shooters, such as ArmA II, rely on teamwork. | Nov 18, 2009 9:52 PM |
| 49 | It's led to meeting and making new "real life" friends. By the way, I hate that term, "real life" because I think it implies that what you do in your gaming experience lacks emotion or connection. This couldn't be further from the truth. I only use it now because it helps to define my answer. While your avatars may be virtual, the time and effort are quite real. Cooperating with others leads to a more worthwhile experience. | Nov 19, 2009 2:18 AM |
| 50 | a great deal in the design and little in the play. | Nov 19, 2009 3:05 AM |

| Response Text | | |
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| 51 | To the extent that I've made very many short term friends online. But most of us end up losing touch and drifting apart as soon as one or all of us are done playing a game together. | Nov 19, 2009 5:43 AM |
| 52 | I am a nice guy in real life, but in games I tend to use people as a means to an end. I'm also a lot more inclined to be an asshole because there are no consequences for most actions. I guess at the same time people expect to get "griefed" at some point and view it as a part of the game. | Nov 19, 2009 8:23 AM |
| 53 | It depends on the style of the game. For example, in Ragnarok Online, I interact very little with people I don't know prior to gameplay. In World of Warcraft, the game requires you to organize in large groups to get to the higher echelons of gameplay -- therefore, I cooperate with others more. | Nov 19, 2009 1:55 PM |
| 54 | I play primarily in Everquest Online Adventures (EQOA) for the Playstation. To be successful in any campaign, you must join a group of up to 4 players. Ideally there is a warrior, healer, damage caster & 'battery' or power provider. More advanced campaigns require Raids composed of several groups cooperatively attacking advanced MOB's. | Nov 19, 2009 9:15 PM |
| 55 | In general, I play solo. Despite that, I play the game (WOW) because it is communal. I am alone, but not completely. My favorite game experiences have all been with friends, usually ones I know IRL as well. There are aspects of the game I would not have attempted if I didn't have the proding and help of a friend. | Nov 20, 2009 12:32 AM |
| 56 | Cooperation between players is one of the characteristics of online games that make them different from other games. The consequences made possible by the interaction of players go far beyond the consequences programmed by developers for each share of avatars | Nov 20, 2009 1:30 AM |
| 57 | The sort collaboration and cooperation that I have experienced in widespread online games has always encouraged great teamwork, precise playing, and creates a new standard of player ability. Further, whenever I encountered this sort of teamwork, It gives me a new reason to excel and create new strategies for approaching certain situations. | Nov 20, 2009 2:41 AM |
| 58 | a lot | Nov 20, 2009 5:04 AM |
| 59 | Cooperation and collaboration has played an important role in most of the MMOs I have played. The simplest benefit of being in a group is having someone to talk with while doing the monotonous "grind". The more obvious benefit however is getting help doing quests, whether in the form of information, or help taking out powerful enemies. | Nov 20, 2009 6:49 AM |
| 60 | I leveled a Gnome warrior up to level 33 on a trial account of WoW, once. Some Horde guys wiped out a village and I had to hide behind a barn. My companion, a Dwarf hunter, was slaughtered in front of my eyes. | Nov 20, 2009 7:27 AM |
| 61 | Player cooperation has been vital to my experience. Whether it's just showing me the ropes, taking me along to higher level quests, or grouping together for some good old PVP, cooperation for me has been invaluable. | Nov 20, 2009 8:07 AM |
| 62 | I love the interaction with other players during my gaming, I feel that with that I get a lot more fun out of games, and helping other players in need is always fun. | Nov 22, 2009 9:35 AM |
| 63 | It depends on the game: Some allow you to avoid it for most of the game if you want, other like Final Fantasy XI force you to play in groups to stand any chance. Mostly, I played on a "group only when necessary" policy. | Nov 22, 2009 6:54 PM |
| 64 | difficult raids require different classes to come together to beat a difficult foe finding the crafting recipes in the 'Shroud' raid - see http://forums.ddo.com/showthread.php?t=132855 for more on this - it basically was 2 months of the whole ddo community coming together to solve the crafting challenge | Nov 23, 2009 12:12 AM |
| 65 | In Evony, alliances are the backbone of wealth and success. The stronger and more active an alliance is, the better off a member of that alliance can be. | Nov 23, 2009 1:04 PM |
| 66 | It would be hard to complete to level 20 in DDO without cooperation among players. Teamwork is key to completing many of the quests/raids in DDO. | Nov 23, 2009 1:21 PM |

Worldplay Survey

| 2. In many virtual worlds, players are encouraged to compete with other players. To what extent has competition with other players played a role in your experience of virtual worlds? | | |
|--|--|----------------|
| | | Response Count |
| | | 66 |
| <i>answered question</i> | | 66 |
| <i>skipped question</i> | | 3 |

| Response Text | | |
|---------------|---|-----------------------|
| 1 | As stated above, competition is more enjoyable at higher levels, especially in large scales. | Nov 11, 2009 12:58 AM |
| 2 | I disliked World of Warcraft's PvP servers. Not knowing if I would be hunted and killed by players from the opposing army while I was going about my business made the game less fun in my opinion, as I had to watch over my shoulder even as I was running from village to village. There were a few rare cases where a mixture of emotes and running back and forth created some understanding between myself and a peaceful questing member of the opposing army. My human paladin even had a blood elf paladin run to my aid when I was being overrun by dinosaurs. Dungeons and Dragons Online Unlimited | Nov 12, 2009 2:24 AM |
| 3 | Quite a lot, but not as much as cooperation. I am not a Player-vs-Player fan since most of the time, if the player skills match, the technical environment decides over winning and losing - and if you play a game hosted in the USA from outside the USA, players from inside the USA have an advantage. I play from a rural area in germany... | Nov 12, 2009 10:33 AM |
| 4 | None at all. | Nov 12, 2009 11:36 AM |
| 5 | Competition is a necessary aspect of any online MMO, as it provides a sort of peer pressure effect. People are pushed to become better. | Nov 12, 2009 4:48 PM |
| 6 | I KILL EVERYONE WITHOUT MERCY | Nov 12, 2009 4:54 PM |
| 7 | Dicks | Nov 12, 2009 4:59 PM |
| 8 | In most of the games I play this is a key part of the gameplay, so this has impacted on me greatly. | Nov 12, 2009 6:15 PM |
| 9 | Orgies are om nomnomnom | Nov 12, 2009 6:26 PM |
| 10 | I KILL EVERYTHING WITHOUT MERCY | Nov 12, 2009 6:28 PM |
| 11 | I have never tried anything close to organized PvP, since I'm playing GW and DDO from a rather cranky laptop. I do engage in random PvP in Guild Wars (Alliance Battles), and they're fun, but that's all I play them for. | Nov 12, 2009 7:23 PM |
| 12 | In MY experience, competition in GW is non existant. There are player vs. player areas in GW, but they are entirely optional. I just don't visit these areas. In player vs. environment (monsters), the only sort of competition would be if you happen to do a race with someone else, about who achieves a title accomplishment first. That would be highly unusual though. | Nov 12, 2009 8:09 PM |

| Response Text | | |
|---------------|---|-----------------------|
| 13 | <p>IMO playing any kind of PVP is pointless in an MMO, the whole reason for the game is to play the game in a big wide world while getting trough the story and not to bash each other head in two.</p> <p>for what i see, PVP is already reserved for the elite players, it's rare that i see a beginner saying (s)he is getting a team fairly easy.</p> | Nov 12, 2009 9:00 PM |
| 14 | Player Vs Player is a large part of my online gaming experience. | Nov 12, 2009 9:40 PM |
| 15 | <p>As an experienced player of all game types across many platforms, I am very confident in my gaming abilities.I feel no need whatsoever to measure my success or compete with my teammates for any achievement in a coop game. I strongly believe that team games should be about teamwork and team success before individual accomplishments. However, other players do not seem to share my view and frequently boast of their numbers or seek to one-up allies. I dislike this competitive spirit in this setting. It detracts from my goal in the game - to beat the machine as a team and have fun doing it. Frequent reminders of competition also break the friendly team spirit that may develop in these games. When the coop game supports pvp, I will not use that option as I have yet to see a pvm game with a well-realized pvp mode. I look at this mode as a very bad optional minigame.</p> <p>When I play a real, developed-as competitive game though, my expectations change. Since I play all games to have fun and in most games this involves winning, I will compete as best I can in this type of game. I'd say a close match will be much more satisfying than a one-sided battle though. The thrill of victory is greater against those of equal (or greater) skill.</p> | Nov 13, 2009 1:45 AM |
| 16 | I am not very interested in that. I seem to be escapist when it comes to competing. Ruther run away then. | Nov 13, 2009 10:48 AM |
| 17 | Player vs player can be fun as long as the venue has an even playing field. I enjoy team vs team play but not 1v1 play as I prefer to have a good solid leader since I don't lead well in pvp, but I do follow instructions. Winning is very enjoyable. | Nov 13, 2009 9:09 PM |
| 18 | <p>I do not really care for competing with players directly. Killing other players doesn't interest me unless playing games such as first person shooters. Depending on the game, I do not like feeling that I am causing grief to someone else as a form of enjoyment for myself, unless they are trying to do the same to me.</p> <p>Competing as in making yourself better than someone else though is pretty important to me. I like feeling I have accomplished more than others, and certainly enjoy the effect of walking around/flying around in top end items that took a lot to get.</p> | Nov 14, 2009 3:29 AM |
| 19 | Competition is a part of human psychology. As such it has a tendency to sometimes get too aggressive. But mostly for me personally its stress relief and good fun. Having the best items / stats etcetera keeps me driven to better myself. | Nov 14, 2009 1:04 PM |
| 20 | I am not competitive so I do not participate with this feature. It is one thing for me to hack and slash a non existent enemy but another to know that there is a person behind it. | Nov 14, 2009 1:32 PM |
| 21 | The Faction verse Faction , Player verse Player part of teh game that I play is the only reason I play the game. | Nov 14, 2009 1:58 PM |
| 22 | There is always the share of players who think they are the best, and want to force that down everybody else's throats. This usually happens in the form of PvP ing, Player vs Player fighting. This has always been huge in games, ESPECIALLY if you also have cooperation in the mix, and you are competing with your team or group. | Nov 14, 2009 4:04 PM |
| 23 | Free REalms - Gaming - duelling other players in a mass organised duel plus individual requests to duel from players I do not know - both accepted. | Nov 14, 2009 4:12 PM |
| 24 | I hate competition between players. I find it detestable because it only lends itself to the winner bragging and showing off especially when they are of a higher level and have better gear. | Nov 14, 2009 6:18 PM |

| Response Text | | |
|---------------|--|-----------------------|
| 25 | I'm not a very competitive person in my groups. I like to feel that my group (guild, legion, etc) is hardcore and cutting edge, and is something to be proud of, but inside of it, I'm not competitive. | Nov 15, 2009 12:20 AM |
| 26 | Similarly it has played a vast role. It is always good to beat the DPS of a fellow warlock in world of warcraft, or beat the opposing team in killzone and similar games. Part of a 'game' is to compete, be the best that you can and aim to be better. | Nov 15, 2009 4:42 AM |
| 27 | Competition is visible only in pvp-maps. We kill or be killed. survival of fittest. | Nov 15, 2009 4:38 PM |
| 28 | Competition with other players has played a role in most online games such as Player Vs Player and other things for me. | Nov 15, 2009 4:58 PM |
| 29 | Like in question 1; the really memorable victories or defeats play a big part in shaping peoples experience in my opinion. | Nov 15, 2009 8:48 PM |
| 30 | You mean pvp? We beat the snot out of each other. | Nov 16, 2009 12:28 AM |
| 31 | A friendly one with the friends I know in real life but not so much of one that it dominates my game play. I usually only PVP with people I know in real life. | Nov 16, 2009 4:07 PM |
| 32 | You lose nothing if you loose and victore give you sweet taste. So only good thing. | Nov 17, 2009 11:12 AM |
| 33 | A lot. | Nov 17, 2009 5:52 PM |
| 34 | I don't normally play competitive games, but when I do, I rely on my teammates as much as myself. | Nov 17, 2009 6:13 PM |
| 35 | I have found this to be a tricky balance in a lot of games, where I enjoy competing with other players, but at the same time I do not like the ability to kill and / or interfere with the gameplay of weaker players. I find that I enjoy games that periodically reset their leader boards so that players that have a drastic advantage over other players will be put on an even playing field to newer players. | Nov 17, 2009 7:31 PM |
| 36 | very, very, VERY, far. Sometimes to the point where people actively attempt to impede my progress. (although not for long as my years of experience in a variety of game types has given me methods and ways of either disarming or out-competing others.) | Nov 17, 2009 7:34 PM |
| 37 | d | Nov 17, 2009 7:57 PM |
| 38 | Minimal role. I don't play to prove anything to anybody else, but to my own entertainment along with my friends. | Nov 17, 2009 10:24 PM |
| 39 | <p>I'm a competitive person by nature, I don't like to lose at anything. "Competition" in MMO's is really hard to define. Do I want to destroy people in pvp? Are we talking auction house/market pvp? Are we simply talking about showing off gear? I suppose really anything could be considered competition. There are a ton of examples of direct and indirect competition.</p> <p>At the end of the day I play to build a character and work with my group to accomplish goals. Occasionally I'll want to stomp another corp or undercut someone, but it's not my primary goal. The real problem is in any form of MMO "competition" you find yourself competing against someone who has unlimited time. People with jobs and families will never be able to best a hardcore 20 hour per day powergamer. For example, if you focus on market PvP you'd better have a ton of time on your hands or you'll find yourself with a lot of product because some clown is .01 undercutting all of your auctions.</p> <p>I just don't have time to focus on competition when the playing field isn't level.</p> | Nov 18, 2009 5:12 AM |
| 40 | Not much. When I first played Ultima Online, it was an inevitable -- an ultimately annoying -- experience, because people would simply attack and kill anyone they came across. In my first virtual world, Gemstone 3, PvP was rare and generally only occurred in true RP situations. In more recent games, such as Everquest or WoW, I keep PvP turned off, unless particular situations or quest, demand I turn it on. | Nov 18, 2009 10:38 AM |

| Response Text | | |
|---------------|---|-----------------------|
| 41 | It is boring. By far the best competition is when a new virtual world is released. Then everybody is on the same level and the competition is fun. However, days or even weeks after launch there are already players who have been grinding to much higher levels, know all the exploits or have mastered certain playing skills. For me competition with other players in virtual worlds is the best when there is a level playing field. | Nov 18, 2009 11:06 AM |
| 42 | Again, the game I play is based on PvP so it is inherently competitive. Some players avoid this altogether and others fully embrace it. I sit half-way and do not avoid it but also do not engage in it unless I am forced to (by being attacked). The other type of competition that takes place is that between players of the same faction, in terms of who is most powerful, has the best armour etc. In Shaiya, this comes down to who has the most money to spend on the game. Currently, this is an issue that has upset many long-time players who were used to being kings of the castle and who now have their feathers ruffled by brash new upstarts. Very funny to follow all of this - as most of these people are under 30, I guess and cannot seem to get to grips with the idea that things change with time. | Nov 18, 2009 12:39 PM |
| 43 | Trying to gain most of the points, ofcourse. But because I'm only a casual gamer I tend to stay away from leveling-based games (Runescape, World of Warcraft) because I always have a low level and low amount of abilities due to the little time I spend playing, which makes it less fun as it feels unfare to the virtual world being swarmed with addicts. I also don't care that much about the end score, causing mild frustration with people who like to brag about their amazing stats. On vatsim, there's no competition. | Nov 18, 2009 2:39 PM |
| 44 | competition doesnt overtake us; whenever there is a race or a contest going on, we always say good job and congratulations to the winner. Its not like we get mad because we didnt win anything, its just for the fun of the game | Nov 18, 2009 2:42 PM |
| 45 | Competition is in my world Alpha and Omega! I don't find games interesting, if the element of competition isn't there. | Nov 18, 2009 7:13 PM |
| 46 | Well i just want to have fun | Nov 18, 2009 7:38 PM |
| 47 | The only real impact of fighting against international players, if me and my men KNOW that theyre not of our nationalities, would be a way to insult and demean them. This is NOT truly meant, but merely a way to let off steam when we lose to them. Its also sometimes a motivational factor (we must be better than those worthless frenchmen!) | Nov 18, 2009 9:31 PM |
| 48 | Games are designed to challenge the player. The multiplayer aspect of a game is the same concept, giving players new, dynamic, living enemies to conquer. | Nov 18, 2009 9:52 PM |
| 49 | Since I play games like World of Warcraft, and Aion, competition with other players is the focus. | Nov 19, 2009 2:18 AM |
| 50 | A great deal. | Nov 19, 2009 3:05 AM |
| 51 | It hasn't been to any extent really. I am not much of a competitor. I prefer the co-operation or simply the social interactions, while I play alone, or solo. | Nov 19, 2009 5:43 AM |
| 52 | I don't like competition, if I'm satisfied with my character and I'm having fun I don't care about other people, unless they are exceptionally stupid... then I will probably tell them they suck. | Nov 19, 2009 8:23 AM |
| 53 | I don't engage in a lot of PvP in MMO games -- no battlegrounds for me. However, FPS games, which could be counted as "virtual worlds", are created almost entirely around PvP play, and I enjoy them quite a bit. | Nov 19, 2009 1:55 PM |
| 54 | There is a player vs player capability, but it's not what attracts me to this game. | Nov 19, 2009 9:15 PM |
| 55 | I am noncompetitive, so I am often turned off by this aspect. At the same time, I am encouraged to play enough to get my character to a point where she's not an embarassment to me because I recognize the competitive nature in other players! | Nov 20, 2009 12:32 AM |
| 56 | As the competition allows cooperation consequences far beyond the planned by the developers. Both cooperation and competition can be fun or boring, depends on the day of the player or how he can be successful in both tasks | Nov 20, 2009 1:30 AM |

| Response Text | | |
|---------------|--|-----------------------|
| 57 | I have never a game that has a competitive nature not encourage players to strive to be the best. Games like this also seem to be difficult for new people to start up, because the standard of play is so high. | Nov 20, 2009 2:41 AM |
| 58 | a lot | Nov 20, 2009 5:04 AM |
| 59 | While PVP is a large element in most of the games I have played, I rarely participated in such competitions. | Nov 20, 2009 6:49 AM |
| 60 | <p>I prefer cooperation rather than conflict. I love Harvest Moon for the SNES. When I play Age of Empires II at LANs, I like to settle down and farm, as well as decimate as much forestry as possible. I also spread out to every corner of the map in search of gold and stone, where I'm inevitably discovered and annihilated.</p> <p>Oh, some super high level Tauren hung out with me, an Gnome, once. Was pretty cool.</p> <p>As far as true "virtual world" style PVP games go, I generally avoid combat when possible. I'd rather live to search for copper nodes than die fighting a silly Blizzard-controlled pseudo-war.</p> <p>I take Counterstrike Source pretty seriously, though. I get intense at LANs. Freak out.</p> | Nov 20, 2009 7:27 AM |
| 61 | If there was no competition involved with other real people in the game I simply would not play it. It might as well not even be an online game if there was no challenge to be the better player. | Nov 20, 2009 8:07 AM |
| 62 | It really depends on the competiton for me, like if it's an exp based game, and you lose exp when attacked/beat I think it's good. But if it goes to the extent of losing important items(such as items you have gathered in your backpack) it reflects negatively on my experience usually. | Nov 22, 2009 9:35 AM |
| 63 | Very little, as I avoid it for the simple fact that PvP gameplay is invariably infested with people out to make the game into serious business. | Nov 22, 2009 6:54 PM |
| 64 | when mod 7 was released the DDO servers competed with each other to unlock the new raid area. | Nov 23, 2009 12:12 AM |
| 65 | One alliance can target another, and the whole team attacks targets. Aside from the one-on-one aspects, alliance vs. alliance is the name of the game in this particular virtual world. | Nov 23, 2009 1:04 PM |
| 66 | I do not compete with other players. There are PvP arenas but I do not use them. If I pull something from a chest that another character can use, I will pass that item to them. | Nov 23, 2009 1:21 PM |

Worldplay Survey

| 3. What cross-cultural experiences -- if any -- have you had in on-line games and virtual worlds? | | |
|---|--|----------------|
| | | Response Count |
| | | 62 |
| <i>answered question</i> | | 62 |
| <i>skipped question</i> | | 7 |

| Response Text | | |
|---------------|--|-----------------------|
| 1 | Ever since "DDO: Unlimited" went live, I've been interacting with people from all over the globe, though due to time differences, usually Europeans and other Americans. I did end up in a group once that was a rather strange experience: out of six of us, 5 of our group were from one of the Italian guilds, and all five of them were speaking in Italian while we gamed, and I was left to some simple English phrases they could understand and a lot of "emoting" for miming what I was asking. | Nov 12, 2009 2:24 AM |
| 2 | I found that apart from infantile racism and inavoidable language barriers it seems that virtual worlds create virtual cultures, dissolving a lot of the real live cultural influences. | Nov 12, 2009 10:33 AM |
| 3 | None | Nov 12, 2009 11:36 AM |
| 4 | I've played FFXI with Japanese players, and enjoyed trying to properly convey my thoughts/feelings through an in-game translator function. | Nov 12, 2009 4:48 PM |
| 5 | I KILL EVERYONE WITHOUT MERCY | Nov 12, 2009 4:54 PM |
| 6 | Dicks | Nov 12, 2009 4:59 PM |
| 7 | Not a lot personally, but I have heard quite a lot of anecdotal evidence on this area. | Nov 12, 2009 6:15 PM |
| 8 | I play a chick so guys give me money. | Nov 12, 2009 6:26 PM |
| 9 | I KILL EVERYTHING WITHOUT MERCY | Nov 12, 2009 6:28 PM |
| 10 | GW's european server was multi-lingual during it's first few months. Thus, you had in every town a babylonian mix of languages. That was hilarious. Then the devs created language districts, and now the french and germans and italians all have their own districts. Communication with people of other countries is very usually done in english. I haven't had any contact with people from most asian countries, even though GW has servers there. Asians are usually very quiet, if you meet them on the international server, and I don't know if they understand english at all. | Nov 12, 2009 8:09 PM |
| 11 | not much, some annoying parts because of ppl who follow and some players just trying to get on your nerve. but for the major part, it's good enough. | Nov 12, 2009 9:00 PM |
| 12 | Interactions with people from completely different continents is not unusual. | Nov 12, 2009 9:40 PM |

| Response Text | | |
|---------------|--|-----------------------|
| 13 | Since playing online I have many people of different nationalities and cultures and am happy to find that gamers (hardcore gamers like me) share a distinct culture of accomplishment and skill in game that transcends borders and historical culture. Sort of like an anonymous meritocracy. I will associate much more freely with players of my skill level than with players of my geographical or linguistic group. In the context of our (limited) interactions, these people are more like me than my countrymen. These gamers become virtual "neighbors". I have learned from them and they from I. I really enjoy this aspect of online play. | Nov 13, 2009 1:45 AM |
| 14 | I set up Second life environments when living in England and had friends from Finland, Germany, Austria meeting ther. | Nov 13, 2009 10:48 AM |
| 15 | I play with people from Europe, Asia, New Zealand and Australia. I am myself American and on the west coast, which means I encounter lots of Asians and Oceania-region folks. I am very close friends with a Croatian and I talk to her everyday and have helped her out with real world issues. I really enjoy this aspect of online gaming. | Nov 13, 2009 9:09 PM |
| 16 | Playing in Eve Online, there are many nations and cultures that band together to form alliances. Russia for instance has the Red Alliance, who is somewhat feared throughout all of Eve as a force not to be reckoned with. I have not had to deal directly with them, but my own alliance has many conflicts with them, which can sometimes come down to cultural differences too. The conflicts have of course affected me, meaning I cannot travel certain areas else I will be killed. The only cultural differences when it comes to my own friends though is timezones. I know many people from different countries, but in the game, we are all just avatars of another character. Rarely has there ever been any cross overs with culture, other than the odd quip about someones heritage or accent. | Nov 14, 2009 3:29 AM |
| 17 | I prefer over anything, meeting new people from new cultures not known by me. As such I specifically look for groups of people who are preferably not country people. In games i also prefer to speak english instead of my native language. | Nov 14, 2009 1:04 PM |
| 18 | Ive played with people in Europe and Africa, and really other than the language not being perfect you can still understand what needs to be done so it doesn't really harm anything. | Nov 14, 2009 1:32 PM |
| 19 | Language, Language, Language. Beign able to comminicate is a key part of the game and at times not being able to do this quickly has caused many issues. When it is there, I learn more about the world then I could from a whole month of CCN in just a few hours. | Nov 14, 2009 1:58 PM |
| 20 | I've actually had many cross-cultural experiences, but I have purposely seeked them out. I like interacting with players from other countries and learning languages and breaking barriers, so I have an experience every day since I've made friends and keep in touch with the international players. | Nov 14, 2009 4:04 PM |
| 21 | Free REalms - Spoken with players from across the globe and from many different time zones - only able to converse in english though! | Nov 14, 2009 4:12 PM |
| 22 | I find it amazing that I can play with people from other countries. I have made friends in Australia, New Zealand, Canada, Germany, England, and other countries that I would not have otherwise. | Nov 14, 2009 6:18 PM |
| 23 | With the exception of the ubuquitous Quebecois, most of my interactions have been with my own countrymen, or those very close. | Nov 15, 2009 12:20 AM |
| 24 | I have experienced cross-cultural episodes in the form of RP with america, canada, hungary, holland, france and germany, player versus player experiences in the form of combat in one way or another with players from across the globe; mostly europe. There were no real implications as far as communication was concerned so we were able to compete/play together without hindrance. | Nov 15, 2009 4:42 AM |
| 25 | Most problems are related to timezones. Is perfectly possible to meet totally drunk person at middle of the day. As culture is concerned, mostly cultural differencies show at celebrating various holidays. | Nov 15, 2009 4:38 PM |

| Response Text | | |
|---------------|--|-----------------------|
| 26 | Not a lot comes to mind. I'm always either playing with people from Europe or America, culture either goes unmentioned or is similar enough between the two countries that it becomes a nonissue. | Nov 15, 2009 8:48 PM |
| 27 | Many, many, many but most came from the mmorpg FFXI. I am sad to say all other games I play keep shoving us into a catagory: USA players go here, Chinese here, Swedish here on this server, etc. I miss FFXI and us making emotes with the Japanese cause trying to understand. Plus learning each other language on the spot in warfare cause you had to or die. | Nov 16, 2009 12:28 AM |
| 28 | I have met people from other countries. I love the way it brings us all together. | Nov 16, 2009 4:07 PM |
| 29 | I like play together with and again people around the world - americans, korea, german. My english knowledge come basicaly only from online game. | Nov 17, 2009 11:12 AM |
| 30 | I've worked extensively with Brazilians and Canadians in WoW, Japanese in FFXI, and then other cultures to a lesser extent. Also spent a lot of time communicating with Swedish players in Travian, an in browser strategy game. | Nov 17, 2009 5:52 PM |
| 31 | I once played Left 4 Dead with a bunch of Germans. It was my first time to try Survival mode, and the lack of communication didn't end very well. | Nov 17, 2009 6:13 PM |
| 32 | I have found many foreign players who do not speak English, and I am usually unable to effectively communicate with them. Outside of that, I am usually not aware of any personal information of players other than what time zone they live in. | Nov 17, 2009 7:31 PM |
| 33 | On numerous occasions, I've communicated (if vague requests through broken versions of the other party's language could be counted as communication) with people from places such as Australia, Germany, Norway, and numerous countries of South America. (The language barrier is a bit of a problem though.) | Nov 17, 2009 7:34 PM |
| 34 | d | Nov 17, 2009 7:57 PM |
| 35 | I've played with quite a few people from the UK and Canada. I believe one of the Corps in EVE we were at war with for a while was a Russian Corp. In the latter example there wasn't much communication, it was basically nonstop combat. I spent about 2 hours the other night discussing Canadian health care with a fellow from Toronto. That was interesting. Not sure if we're counting gold farmers here. Not much interaction there anyway. | Nov 18, 2009 5:12 AM |
| 36 | I've had a couple guildmates from England and know several French friends who enjoy them, but I haven't been able to play with them. | Nov 18, 2009 10:38 AM |
| 37 | From a UK perspective, from someone who has been burning the midnight oil in some virtual worlds as other time zones come online the whole inter player experience changes. At some point America comes online and you tend to get more abuse and more selfish play. In other virtual worlds, when Korea comes online you get a trouncing from teams of players who know how to cooperate and coordinate properly. It's fun to experience but not exactly positive or negative in any way. I spend a lot of time online with Mario Kart but even then the player ranking system (where stars, steering wheels and gold steering wheels appear next to players names) gives you all the information you might need about a player whos name you otherwise can't read (because it is written in a different script for example). | Nov 18, 2009 11:06 AM |
| 38 | Many. Met people from many other countries. Unfortunately, language can be a major barrier so my main experiences have been with those who can speak english very well. I even got "married" in the game and we had a virtual child! | Nov 18, 2009 12:39 PM |
| 39 | Players who spoke a different language. Cross-culture experiences are still somewhat uncommon because most of the virtual worlds are overrun by westerners (Australia, Europe, US) and other countries are only a small ammount of players, and they either speak english making it unnoticable, or speak too little English to really be able to understand them. | Nov 18, 2009 2:39 PM |

| Response Text | | |
|---------------|---|-----------------------|
| 40 | A LOT. I seen people from turkey,UK,Canada,South America,Puerto Rico and lots more | Nov 18, 2009 2:42 PM |
| 41 | I have had a lot of negative experiences with American teens, and I think they are more rude and narrow-minded than people from other countries. This is just my personal impression (I am from Denmark). | Nov 18, 2009 7:13 PM |
| 42 | Stupid capitalists and religious zealots | Nov 18, 2009 7:38 PM |
| 43 | I've learned about different military tactics used by armies across the world, with the biggest one being British. I've also had some lighthearted chat with international teammates during lulls in the fighting. Those chats generally consist of life in general, not really being too inquisitive of each others homelands. | Nov 18, 2009 9:31 PM |
| 44 | Hardly any. Most video games are region-specific, where American players play online with American players, and German players play with German players, etc... | Nov 18, 2009 9:52 PM |
| 45 | In Aion, I play on a server called Nezekan. I live in the U.S. (Phoenix AZ to be exact), and the server is a GMT +11hrs server. It's set so its prime time is Oceanic (Aus./ NZ). So I play with a group of Aussies. I find that they have many preconceived notions and prejudices against people from the U.S. So there is a lot of Nationalism on the servers. "Americans are fat and lazy," "Americans are stupid," and verbal battles always ensue after each of those comments. But since i play a healer in Aion, I get a lot of "Thx Mate" when I buff a character. They don't know I'm American. I'm honest if they ask, but if they don't, I keep that information to myself. | Nov 19, 2009 2:18 AM |
| 46 | When they try to imitate or mock other cultures (especially American). | Nov 19, 2009 3:05 AM |
| 47 | I've gotten a deeper understanding of some ways people from different countries approach the same problem. It has helped me to be understanding, and more tolerant of many peoples. | Nov 19, 2009 5:43 AM |
| 48 | None that I can think of. I have played with mostly Americans. | Nov 19, 2009 8:23 AM |
| 49 | I play quite a bit online with friends from Europe (I'm an American). I have found that if everyone speaks the same language (either German or English for me), then the experience is usually positive. If the language barrier can't be overcome, then it is difficult to have a meaningful experience. | Nov 19, 2009 1:55 PM |
| 50 | We've had players from several English speaking countries playing together. It's fun. | Nov 19, 2009 9:15 PM |
| 51 | In WOW, none that I'm aware of. I played Guild Wars briefly though and that was different because you can easily switch over to international servers. I speak French, but not natively. I thought that I could practice by joining a French guild, but it was tough! Internet speak is very much a language of its own, and I discovered that I didn't understand French internet lingo any more than my mom understands English internet lingo! | Nov 20, 2009 12:32 AM |
| 52 | Meet the Koreans was interesting, but of course those who spoke English... | Nov 20, 2009 1:30 AM |
| 53 | On the vent program I have met many people from other countries, and sometimes through this I am able to get a better understanding of their culture. | Nov 20, 2009 2:41 AM |
| 54 | meet lots of different people from others countrys | Nov 20, 2009 5:04 AM |
| 55 | Majority of the people I play with are from the US. I hail from the Philippines, so every interaction is a cross-cultural experience. While not extremely obvious, I have found key differences in our play styles that find their roots in the culture we grew up to. These are varied from how we interact with each other, what earns our respect, and what we prioritize in the game. | Nov 20, 2009 6:49 AM |

| Response Text | | |
|---------------|---|-----------------------|
| 56 | <p>Some Canadian kid taught me how to aim low and fire in bursts the first time I ever played CS:S. Pretty cool.</p> <p>Really though, Cyberspace has its own culture -- or cultures, rather. What games you play, forums you frequent, IRC channels you idle in, Blogs you follow and comment on -- they all have their own cultures.</p> <p>Hmm... I suppose I've learned a few things a Kuwaiti member on a flight sim forum...</p> <p>The most real-life culture I've learned is from chilling in Anime-related IRC channels.</p> | Nov 20, 2009 7:27 AM |
| 57 | I can safely say I've met someone from every corner of the globe, which is amazing. I play with a lot of people from the U.K. and it's surprising how different their usage of English is [I am American], mainly the crazy slang. | Nov 20, 2009 8:07 AM |
| 58 | This is a fairly difficult question to answer in my opinion, as I don't quite understand how to interpret the question. But if I interpret it as I think I should, this would be my answer; ofcourse you meet with a lot of different people when playing online games, and I've gotten quite familiar with people from other countries which I've never met in real life. | Nov 22, 2009 9:35 AM |
| 59 | Interacting with people of other cultures is always more common for me than not as I generally avoid other people from my country, since they tend to get too personal. | Nov 22, 2009 6:54 PM |
| 60 | I have learnt some Chinese because there are some chinese players on my server, and they really seem to appreciate even a few words | Nov 23, 2009 12:12 AM |
| 61 | One of the members of our alliance is a limo driver from New York -- quite a ways from working cowboy in NM. Another is the equivalent of a registered nurse in UK, and one is an engineer from Austrailia. We share, and joke, and enjoy the differences. | Nov 23, 2009 1:04 PM |
| 62 | There are lots of chinese and australian players on my server so you group with people from another country frequently. This does not even take into account people from different geographic areas of the United States. | Nov 23, 2009 1:21 PM |

Worldplay Survey

| 4. In general terms, how do you feel about the ability to interact with players from other countries in virtual worlds? Do you view this as a good thing? Do you view this as a bad thing? Does it matter to you at all? | | |
|--|--|----------------|
| | | Response Count |
| | | 65 |
| <i>answered question</i> | | 65 |
| <i>skipped question</i> | | 4 |

| Response Text | | |
|---------------|---|-----------------------|
| 1 | The ability to interact with players from other countries is limited, especially since most of them speak different languages. This is a bad thing, as it is hard to communicate with them whenever it is necessary. | Nov 11, 2009 12:58 AM |
| 2 | I view this as a good thing. You get to hear about different things from different people. There's a few pages up on the forums offering a few basic chinese phrases for those of us that want to interact with people halfway around the world from us. | Nov 12, 2009 2:24 AM |
| 3 | It is one of the core reasons why I play online games. It sharpens my english skills (I am german) and enables me to talk to people from all over the world while having the illusion of being bonded together in a common environment (it is an illusion since, even though we all live in the same world, different cultures work as a boundary). | Nov 12, 2009 10:33 AM |
| 4 | It is probably a good thing, but I haven't experienced it at all, to tell the truth. I found out that I can spend hours in these worlds without having any contact whatsoever with the surrounding people (or avatars, I should say). | Nov 12, 2009 11:36 AM |
| 5 | I think it's a good things, gets people out of their own bubble. Communication is a problem sometimes, as translation tools only go so far. | Nov 12, 2009 4:48 PM |
| 6 | I KILL EVERYONE WITHOUT MERCY | Nov 12, 2009 4:54 PM |
| 7 | Dicks | Nov 12, 2009 4:59 PM |
| 8 | It's a great addition to the way people interact, and I think that it is a massively important part of the future of games generally. | Nov 12, 2009 6:15 PM |
| 9 | They can suck my horse c0ck. | Nov 12, 2009 6:26 PM |
| 10 | I KILL EVERYTHING WITHOUT MERCY | Nov 12, 2009 6:28 PM |
| 11 | This is a very good thing, because it expands the horizon. It can be very interesting to talk about politics, economics or just fluff with someone from the USA (I am from Europe). | Nov 12, 2009 8:09 PM |
| 12 | well, it is not like america is just around the corner so it's only good to get more contact, there are plenty of times where a game brings ppl together. | Nov 12, 2009 9:00 PM |
| 13 | I personally like and enjoy interacting with people from other regions, as it gives a wider breadth to the sorts of people you may end up playing with/against. | Nov 12, 2009 9:40 PM |
| 14 | It does matter to me. I like it A LOT. It puts me in contact with people from countries I may never go to. It allows me the random chance to converse with groups of people I may have trouble reaching outside of this medium. It reinforces my worldview and helps me better understand cultures I may have difficulty being exposed to. | Nov 13, 2009 1:45 AM |

| Response Text | | |
|---------------|---|-----------------------|
| 15 | Certainly good. I am however worried about something I call Cyberprovincialism. Read an article on that at http://creativegames.org.uk/LudicInterfaces/homepage_content/research.htm :-) | Nov 13, 2009 10:48 AM |
| 16 | I love it, I think it is one of the best things about gaming online and it keeps things interesting. | Nov 13, 2009 9:09 PM |
| 17 | I feel it is a good thing if players are speaking the same language. I welcome meeting people from other cultures and countries, but if they form bands and only communicate in their own language, leaving everyone else out, then I don't agree. | Nov 14, 2009 3:29 AM |
| 18 | I love learning new views from people's own frame of reference, be it cultural or religious. I have met many ppl from all walks of life and feel knowing them has enriched my experience in life by facts when read on the internet, just dont mean as much. Interacting with people is a big reason why I play MMO games | Nov 14, 2009 1:04 PM |
| 19 | I think it is a good thing, and can only build an understanding of what is going on in the world. If it goes to a personal level. We all bleed red so we aren't so different. | Nov 14, 2009 1:32 PM |
| 20 | I think it is a good thing. But I also find it a lot like the real world. Some regions are very tribalistic and like to have Region only guilds, while at the same time going nuts whenever people talk about english only in general chat. | Nov 14, 2009 1:58 PM |
| 21 | I think it is a very good thing to be able to interact with the players from other countries. I love learning about different cultures, languages, slang, everything. So I really enjoy it and think it's great to be able to interact with them. | Nov 14, 2009 4:04 PM |
| 22 | Free REalsm - I do view this as a good thing although unless you actually speak with them it makes no difference where they come from. You need to initiate contact or relpy when others initiate. | Nov 14, 2009 4:12 PM |
| 23 | I feel the it is a good thing because it expose players to other cultures they would not be able to experience and learn about. | Nov 14, 2009 6:18 PM |
| 24 | It doesn't really matter to me. | Nov 15, 2009 12:20 AM |
| 25 | Personally it doesnt matter to me at all whether i'm playing with a ten year old american kid with OCD or a forty year old hungarian with a family to feed. Ultimately it is not about where the player is from, but how the player interacts as a person. If they are hostile themselves, then it is likely I will stray from them, however if they are generally fun and harmless people then it is in my best efforts to branch out to anyone. | Nov 15, 2009 4:42 AM |
| 26 | It really is good thing. It is one of reasons why I love to play MMORPG.s. I become more aware that my tiny hometown is allso part of the world. | Nov 15, 2009 4:38 PM |
| 27 | It doesn't really matter to me, if people think it's a bad thing then they just shouldn't do it. For myself I feel it's a good thing anyways as you'll be able to make friends and spend time with others from around the world without physically flying over to their country. | Nov 15, 2009 4:58 PM |
| 28 | I think it's great. I learned a lot talking to them. | Nov 15, 2009 8:48 PM |
| 29 | I wish they would mix us together more with lots of translation sentences to help get us started talking. FFXI had emote sentences but they were to simple like, "Do you need a party." Well, great, but we also needed more complicated ones like "Join us we need a ninja." A true speach translation device would be sooo awesome! | Nov 16, 2009 12:28 AM |
| 30 | I think it is on of the best parts of gaming. | Nov 16, 2009 4:07 PM |
| 31 | Interacting with players from other countries is only good thing. After playing Guild Wars all other games splitted by servers is clumsy for me. You cant chat and play with friend if he/she is on other server, thats bad. | Nov 17, 2009 11:12 AM |

| Response Text | | |
|---------------|---|-----------------------|
| 32 | It can go either way based on the individuals involved and their attitudes. Often clicks can form within larger groups (guilds, linkshells, etc) based upon what locale you are from. | Nov 17, 2009 5:52 PM |
| 33 | It doesn't really matter unless you need to communicate and can't. | Nov 17, 2009 6:13 PM |
| 34 | In many games, this keeps activity running 24/7. The problem with this is that some players are not able to communicate with each other. In some RPGs, I have seen crews or guilds be able to dominate aspects of the game because they are physically able to be on 24/7, while players who are all centralized in one part of a country are left in the dust. | Nov 17, 2009 7:31 PM |
| 35 | <p>The fact that the entire virtually connected world can come together and interact is in itself a good thing. Although the strange thing is, usually I cannot tell that a person I've just met is from halfway across the world unless they have some sort of dead give away (such as communicating only in their native dialogue.)</p> <p>Perhaps if games started to have a sort of integrated translation software in the game itself. (o.O)</p> | Nov 17, 2009 7:34 PM |
| 36 | d | Nov 17, 2009 7:57 PM |
| 37 | Sometimes the cultural shock can be a problem, due the way different people from different cultures deal with issues and solve them. But on an overall it was a good thing. | Nov 17, 2009 10:24 PM |
| 38 | <p>It's a great thing. In the U.S. we're going through this whole health care debacle. On the one hand you have Michael Moore out there with his off the wall "Canada is the greatest" films and on the other hand you have Sean Hannity screaming about how proposed reforms will turn us into Canada (the obvious implication being that Canada has a bad health care system). Obviously there is some middleground, and MMO's have helped me find it.</p> <p>I've on multiple occasions discussed health care with people in different countries and it's helped me form my own opinion based on real first hand experiences within those systems. When people want to start in on me about health care I have an informed opinion based on experiences from people I've chatted up on MMO's. Not second hand garbage filtered to only show one view of the situation.</p> <p>I also like to ask people how they feel about the US. Some would have me believe that the entire world hates us, others would imply the opposite. It's always interesting how others perceive your country.</p> <p>I like to know what goes on in the world, what better way to do that than to play a game with them?</p> | Nov 18, 2009 5:12 AM |
| 39 | I have never tried out any built in translator services, so I don't know how well that can work, but as someone who speaks French, I would appreciate a greater ability to interact with players from other countries whose language I do already speak. | Nov 18, 2009 10:38 AM |
| 40 | It doesn't really matter to me at all. | Nov 18, 2009 11:06 AM |
| 41 | I think it is a great thing - but then I am nearly 60 and have travelled the world and lived in many different countries. What shocks me is the attitude of young americans who seem to be completely unaware that there are cultural values other than their own. It is unfortunate that virtual workds are anonymous so people feel free to behave however they want without any fear of reprisals. This can be a very good thing as it allows others to express aspects of themselves that they would not otherwise express. But too often it allows people to be mean-spirited, arrogant and selfish. I also feel that the language barrier can lead to behaviours that can be badly misinterpreted. SOmeone who does not understand english will not respond to communicaitons and will be branded as being ignorant or worse. One really good thing about Shaiya, however, is the number of women who play and that makes it a little ifferent to other games. | Nov 18, 2009 12:39 PM |

| Response Text | | |
|---------------|--|-----------------------|
| 42 | The idea of playing in realtime with/against people on other continents is pretty neat. | Nov 18, 2009 2:39 PM |
| 43 | i think its good because you can learn new cultures and you can help people who dont speak english well | Nov 18, 2009 2:42 PM |
| 44 | I like polishing my English skills, so I find playing with "foreigners" a good thing. Sometimes there can be both cultural and language barriers. | Nov 18, 2009 7:13 PM |
| 45 | Well I like talking with players around the globe | Nov 18, 2009 7:38 PM |
| 46 | The ability to interact with international players is a great boon to our society. It forms a direct and easy way to relate to people thousands of miles away, who you would normally otherwise never talk to or interact with period. It does matter to me, as I believe the world would be a bit more peaceful if we could all positively interact more and learn more about each other. | Nov 18, 2009 9:31 PM |
| 47 | This depends on the player. Most players are not motivated or willing to learn about other cultures, therefor this aspect of a game is not show significant success in any medium. | Nov 18, 2009 9:52 PM |
| 48 | Love this question! You quickly learn how sensational the media is. People are people and I believe that most are inherently good. Playing with others around the world makes you more aware that wars and conflicts could really be solved peacefully. | Nov 19, 2009 2:18 AM |
| 49 | It is preferable but I have not seen it exploited to creative effect. | Nov 19, 2009 3:05 AM |
| 50 | I think it's a very good thing, but I personally think that a person also still has the ability to ignore the other people. It has in my mind, not created any forced "togetherness". I think as far learning to interact, much of the responsibility lies on parents, or the person to want to learn. | Nov 19, 2009 5:43 AM |
| 51 | Sometimes it's good but often people "stick to their own", including their own language. | Nov 19, 2009 8:23 AM |
| 52 | I do view interaction with players from other countries as very positive, see my comment above about language. It does matter to me however, because I want to continue to be able to play with my European friends. | Nov 19, 2009 1:55 PM |
| 53 | Don't really care where a player is from as long as we can understand them and communicate our intentions. | Nov 19, 2009 9:15 PM |
| 54 | I wish I could more. That's one of my major problems with wow. In general, chat there is littered with sexist, racist, homophobic comments and the assumption is that everyone should speak English perfectly. Anyone who has a problem with this type of chat, or who is in a minority group, is forced "underground" so to speak. We're all in the closet. | Nov 20, 2009 12:32 AM |
| 55 | Meet people from other cultures is very good, but in a virtual world are controlled by the same environment then we are somehow the same culture (the culture of a virtual game). So while we are different, just talking and doing things derived from the same virtual environment. We are very different but equally due to the same virtual environment. | Nov 20, 2009 1:30 AM |
| 56 | I think it is a good thing. Communication between two people should never be discouraged, especially if it brings and opportunity for understanding, learning, or friendship. | Nov 20, 2009 2:41 AM |
| 57 | its good because it allows people to be on at different times to do different things, its bad because of language barriers | Nov 20, 2009 5:04 AM |
| 58 | For me its a good thing. Being able to communicate with people from other countries already has its benefits. Being able to interact with them has a much more powerful effect. | Nov 20, 2009 6:49 AM |

| Response Text | | |
|---------------|--|-----------------------|
| 59 | <p>Different languages and time zones are problematic, but network latency is the overarching issue at this point.</p> <p>Actually, it's 2AM and the night is young. Time isn't an issue for many university students.</p> <p>As for cultural differences, it's not a big deal. I chill with people on a popular international flight simulator enthusiast Internet forum. We have members from all over the world, but we get along fine. Or at least, issues that arise come from things like stupidity and imbecility rather than cultural differences.</p> <p>I'm pretty indifferent about playing with foreigners. There are plenty at my university. It's hard to do a group powerpoint presentation with 2 Koreans when they don't speak English.</p> | Nov 20, 2009 7:27 AM |
| 60 | I think it's amazing! If only everyone from every country played an online game together, maybe the world would be more peaceful, because nobody would be getting anything done - haha! At the very least competition and collaboration helps everyone understand the world a little better. | Nov 20, 2009 8:07 AM |
| 61 | It matters some, for me it's a nice way of both learning to improve my English and the fact that you meet with people you never would have communicated with otherwise is also a very huge plus. | Nov 22, 2009 9:35 AM |
| 62 | What should it matter for? People are people, especially on the internet. | Nov 22, 2009 6:54 PM |
| 63 | I don't think it really matters where you come from | Nov 23, 2009 12:12 AM |
| 64 | I like it. It does seem that perhaps some nationalities and cultures tend to stick together, and this tendency is either becoming more pronounced or I am becoming more aware of it. | Nov 23, 2009 1:04 PM |
| 65 | I think it is a great thing. | Nov 23, 2009 1:21 PM |

Worldplay Survey

| 5. Many virtual worlds are "region-locked" in ways that exclude players from other geographical regions. Have you ever been aware of region-locking in your favorite games? Has this practice ever stopped you from playing a game with someone? Do you prefer region-locked games? | | |
|---|--|----------------|
| | | Response Count |
| | | 66 |
| <i>answered question</i> | | 66 |
| <i>skipped question</i> | | 3 |

| Response Text | | |
|---------------|--|-----------------------|
| 1 | Yes, Yes, No | Nov 11, 2009 12:58 AM |
| 2 | I have never been aware of this. | Nov 12, 2009 2:24 AM |
| 3 | I dislike region-locked games and avoid them. In Ultima Online we only had very few players from outside of Germany on the Drachenfels shard initially. In my opinion it is a bad move. | Nov 12, 2009 10:33 AM |
| 4 | No, I have never encountered this issue. But I guess, I would rather prefer virtual worlds and online games where all players are free to come and play. | Nov 12, 2009 11:36 AM |
| 5 | I haven't played any region-locked games, and it probably wouldn't stop me from playing them. | Nov 12, 2009 4:48 PM |
| 6 | I KILL EVERYONE WITHOUT MERCY | Nov 12, 2009 4:54 PM |
| 7 | Dicks | Nov 12, 2009 4:59 PM |
| 8 | Not personally, no. | Nov 12, 2009 6:15 PM |
| 9 | _33T - @X0/2 | Nov 12, 2009 6:26 PM |
| 10 | I KILL EVERYTHING WITHOUT MERCY | Nov 12, 2009 6:28 PM |
| 11 | Guild Wars used to have region-locking, and they opened 'favour of the gods' depending on which region won in PvP battles. I'm actually glad they stopped this, because I'm Asian (GMT +8 timezone). When they opened up the regions so that you could travel from server to server, it meant I could go to a quiet Korean server if I didn't want to deal with noisy chats, and that I could go to American or European servers depending on the time of day. Since my timezone's neither, that helped a lot. | Nov 12, 2009 7:23 PM |
| 12 | GWs USA/EU servers were locked before. You needed to use the international server to team up; and the international server comes with bad ping and some disadvantages. These two servers are opened up for each other now and you can travel between them as you like. I think that there is still a locked Chinese server and I am not sure at all if the other Asian servers are locked or open. | Nov 12, 2009 8:09 PM |

| Response Text | | |
|---------------|--|-----------------------|
| 13 | <p>it is annoying yes, but as long as every region can play there game, it's actually only good to lock it up.</p> <p>Europe has a lower population in most games, but if it's about skill then you see that there are good parts.</p> <p>you have more time to practice without annoying players around you, kill steal is rare and the servers are not drained away only because so many players want to sell there stuff in american servers.</p> | Nov 12, 2009 9:00 PM |
| 14 | <p>Yes, a few online games that region-locked me to my own continent servers stopped me from being able to play with friends who lived in other parts of the world. I dislike region-locking.</p> | Nov 12, 2009 9:40 PM |
| 15 | <p>One of my favorite games is not region-locked per se. It uses a ping mechanic automatically grouping players by network latency. This of course has the side-effect of generally grouping players by proximity. Sometimes I wish that game would use global servers so I could game with players from around the world, but that's unrealistic.</p> <p>The other online games I play are not region-locked.</p> | Nov 13, 2009 1:45 AM |
| 16 | <p>I think there is a soft region locking via language, cultural framework ...</p> | Nov 13, 2009 10:48 AM |
| 17 | <p>There is region locking in GW, or there has been - Mainland China and Japan were separate for quite awhile. This has not effected me as the Asians I play with so far have been from Taiwan, Hong Kong and Singapore.</p> | Nov 13, 2009 9:09 PM |
| 18 | <p>I wanted to play with my USA friends in World of Warcraft, and was unable to. This was very annoying, as gaming with friends you've known for years is pretty important to me. It essentially meant that I lost interest in the game, as I did not have my friends with me to enjoy it.</p> | Nov 14, 2009 3:29 AM |
| 19 | <p>I dont like Region locks. While i understand the reasons they apply it, i feel it blocks true blending of all cultural exchanges.</p> | Nov 14, 2009 1:04 PM |
| 20 | <p>World of WarCraft did this, but i believe it was to keep the same language speakers together for more of a comfort thing. As long as i can figure out what needs to be done and the people are polite I really don't care where they are from. It is fun however to get to know these people if you can break the communication barrier. However not many people feel the same way as I do.</p> | Nov 14, 2009 1:32 PM |
| 21 | <p>Yes andyes to the first two questions. I do not prefer region locked games but I do prefer Language locked games where general chat needs to be a specific language.</p> <p>Like German servers, Spanish servers..... just for the comminication.</p> | Nov 14, 2009 1:58 PM |
| 22 | <p>I definately do not prefer region-locked games. I have played a few that have done this, and usually I would try to go visit international servers. None of these games have lasted long. The game I play now, Free Realms, is free reign to international players, and all countries play together. It is how I prefer things, and the different cultures mix and make a much more fun environment.</p> | Nov 14, 2009 4:04 PM |
| 23 | <p>Only experience has been in Free Realms where players from USA where able to play a sponsor game, no players from UK (me) or europe were able to play these games - this was very annoying and very frustrating, especially at the beginning when it was not clear that onluy USA players could partake.</p> | Nov 14, 2009 4:12 PM |
| 24 | <p>I was aware that there were region locked games but I don't think that I have ever played any. If the games I play ever become region locked then I would try to find a way to continue playing with friends I made before the lock. No, I do not prefer the region locking.</p> | Nov 14, 2009 6:18 PM |
| 25 | <p>I prefer to play with people with a strong grasp of the same language I use, and with time and server ping issues, I believe that region locking or preferences are necessary to keep a game running smoothly.</p> | Nov 15, 2009 12:20 AM |
| 26 | <p>I'm aware of region locks but it's never ocured to me as a bad thing. Yes I've some american friends who'd like to play certain games with me and it's a shame that we can't, but ultimately i'll meet new friends regardless of where I play and I can still play those that arent locked with friends from outside of europe.</p> | Nov 15, 2009 4:42 AM |

| Response Text | | |
|---------------|---|-----------------------|
| 27 | I have never heard of region locked games. Only thing that has ever barred my way is language barrier. Luckily most of the online games have English as common language. I think I wouldn't want to play if my favourite game was region-locked so that only Finnish could play. | Nov 15, 2009 4:38 PM |
| 28 | Yup, Metal Gear Online has region locks. Locking Japan, the US/Canada and Europe/Australia separately. It means I can't play with my friends in America, Canada or even Japan which is a bit of a pain really .. =(| Nov 15, 2009 4:58 PM |
| 29 | I don't think region locking is a good idea. As stated above I value all my experiences interacting with people from different countries and cultures. It's never actually stopped me playing with someone, as I've gone from more to less region locked games. However; if I wanted to for example go back to World of Warcraft along with a friend from the US, that would be difficult or impossible. So yeah in my case it's not been a problem, but there are plenty of other scenarios where it could be for other people. | Nov 15, 2009 8:48 PM |
| 30 | I know there seem to be a lot more legal restrictions on games and governments trying to find out who to tax. I've seen some really good games go down do to legislation - bureaucrats trying to find out how to stick it to the game developers for making their game avail in more than one state/country. Games just started out and free to play games who might make money irrationally getting hit the worst. | Nov 16, 2009 12:28 AM |
| 31 | I prefer games where I can go anywhere. Exploring is one of my favorite things. However it has not stopped me from playing. | Nov 16, 2009 4:07 PM |
| 32 | Yes, LOTR online. I left game. And I not bought Conan online because there use region and server splitting. | Nov 17, 2009 11:12 AM |
| 33 | I've been aware of it, but it's never been too big an issue. | Nov 17, 2009 5:52 PM |
| 34 | I don't normally play multiplayer games, and the ones I have are not region locked. Even if I knew the game was region locked, I wouldn't care. | Nov 17, 2009 6:13 PM |
| 35 | I have been made aware, by forums, that people are not able to join some games that I like. I do not personally know anyone who has been region locked out of a game. The more frustrating lock-out I have experienced is with players running different Operating Systems (PC / MAC) and we cannot play together. | Nov 17, 2009 7:31 PM |
| 36 | 1. Yes I have been aware. The player community is typically noticeably smaller and generally empties out when night arrives at said region. 2. Yes, there have been a couple of Korean developed mmorpgs I have not been able to experience with friends as they were region locked. Although theoretically I could route my connection through different regions and thus participate in "region-locked" games...it's probably too much of a hassle. 3. I do not prefer region locked games. (>.<) | Nov 17, 2009 7:34 PM |
| 37 | d | Nov 17, 2009 7:57 PM |
| 38 | I've played games locked to certain region, but it was most Western version locking out Asiatic players so they stay in the Asiatic servers. | Nov 17, 2009 10:24 PM |
| 39 | Certain games need to be re-nationalized for technical reasons. Try playing a twitch based game on a server based in another part of the world, not so fun. (I think this is the case still anyway, it was back when I FPS'd, may be different now though given technological improvements.) I don't mind if a game is region-locked for that reason. If it can be avoided obviously I prefer to not region lock a game. Unfortunately most of my international friends typically remain contacts within that game. I don't have any strong enough international bonds to have this cause me any major issues. | Nov 18, 2009 5:12 AM |
| 40 | I am aware of it in World of Warcraft, since I'm currently living in France, but am restricted to US servers. This prevents me from entering the game world at peak hours -- when it would be easier to form a group -- and from meeting anyone in my time zone. I would prefer the game to do away with region locking. Certainly, many French players could play in English as well. | Nov 18, 2009 10:38 AM |

| Response Text | | |
|---------------|--|-----------------------|
| 41 | No preference. | Nov 18, 2009 11:06 AM |
| 42 | Not aware of this other than SHaiya is run on servers in different countries, but as far as I now, you can join any server you choose. I think region-locking is only going to reinforce existing ignorance and xenophobia. One can learn a lot from how other cultures play games. | Nov 18, 2009 12:39 PM |
| 43 | I don't play any region locked games, but players tend to stick to servers within their own region for latency reasons and because they are more familiar with the other gamers being the same culture or even speaking the same language. For the most part i'd be opposed to region locking. | Nov 18, 2009 2:39 PM |
| 44 | Yes I have been aware.No it hasnt stopped me.And i dont really care if its region locked or not | Nov 18, 2009 2:42 PM |
| 45 | The only positive thing I can see in region-locking is to be rid of screaming American teenagers. | Nov 18, 2009 7:13 PM |
| 46 | No I don't prefer them because mostly my region is locked | Nov 18, 2009 7:38 PM |
| 47 | I haven't really experienced it much, but my opinion on is that region-locking should not exist. Video games are about having the freedom to do whatever you want. The best games are the ones which let YOU decide whether to be constructive or destructive. | Nov 18, 2009 9:31 PM |
| 48 | No. The majority of the "gaming" crowd does not have the resources to meet others in real-life to meet them again later online. | Nov 18, 2009 9:52 PM |
| 49 | No I do not prefer region-locked games. However, I understand the logistical reason for it. I'm not forced to buy a game and I generally do my homework. I weigh the pros and cons carefully before plunking down my hard earned money. So if I buy a game that has regional parameters, it's because the type of gameplay outweighs any other characteristics. | Nov 19, 2009 2:18 AM |
| 50 | I have not been aware or adversely affected by it. No. | Nov 19, 2009 3:05 AM |
| 51 | It has never adversely affected me or my gameplay, but I prefer that games do not have region-locking. I like to play with people from all over the world. But again, I think it is more because of my personality. I like to learn about different cultures and meet people from other countries. | Nov 19, 2009 5:43 AM |
| 52 | Region-locking is essential in my opinion... you can't have people running around speaking all different languages... plus it's a lot better to play with people in your time zone obviously. | Nov 19, 2009 8:23 AM |
| 53 | I was unaware that this happens, as I don't play a lot of MMORPGs, and when I do it's usually on private servers that aren't locked. I don't like the idea of region locking though -- I think Battle.net handles this nicely. If you want to play on Asia's servers you can, and vice versa. Geographically speaking, you'll have less lag playing on servers from your home country, but at least the option to do what you want is there. | Nov 19, 2009 1:55 PM |
| 54 | No | Nov 19, 2009 9:15 PM |
| 55 | See #4 | Nov 20, 2009 12:32 AM |
| 56 | Yes I know this practice, it is sometimes more convenient play with players in my region for ease of language | Nov 20, 2009 1:30 AM |
| 57 | I have never experienced a "region-lock". The only thing similar I have seen is a written request from a game host asking for all people not from the same country as himself to leave. But this was a very very low latency game, which required extremely low pings to be played well, so it was understandable. | Nov 20, 2009 2:41 AM |
| 58 | no | Nov 20, 2009 5:04 AM |
| 59 | Some games I played before were region-locked. While I understand the reasons why a game company would do such a thing, I would prefer to play on international servers. This is particularly because I do not like the style of play of most of my countrymen. | Nov 20, 2009 6:49 AM |

| Response Text | | |
|---------------|---|-----------------------|
| 60 | It's generally to reduce lag, especially in fast games like shooters. I actually run a Counterstrike Source dedicated server, and indeed have a mod that bans people connecting with overseas IP's. I'd have to kick them anyway. | Nov 20, 2009 7:27 AM |
| 61 | I don't like playing region-locked games simply because I prefer playing with all sorts of different people, but I can see why some games are like that. Maybe many players are Chinese so they'd want to play a game only Chinese-speaking people can play? Something like that. | Nov 20, 2009 8:07 AM |
| 62 | Region-locked games are moronic. There's no reason in my opinion that a game should be region locked if it's written in English. The only time I've ever experienced this is on servers in CS/CSS other than that I don't really have any experience with it. | Nov 22, 2009 9:35 AM |
| 63 | I have been unable to play at least one game because my country was banned altogether. This is by far the most detestable thing any game can ever do. | Nov 22, 2009 6:54 PM |
| 64 | DDO has no region locking. I prefer region unlocked games at all times. | Nov 23, 2009 12:12 AM |
| 65 | Not familiar with "region-locked". | Nov 23, 2009 1:04 PM |
| 66 | No, haven't seen this. | Nov 23, 2009 1:21 PM |

Worldplay Survey

| 6. What language barriers and cultural barriers -- if any -- have you encountered in virtual worlds? How did these affect your gaming experience? | | |
|---|--|----------------|
| | | Response Count |
| | | 64 |
| <i>answered question</i> | | 64 |
| <i>skipped question</i> | | 5 |

| Response Text | | |
|---------------|--|-----------------------|
| 1 | Language barriers make it worse because it's hard to communicate with other people, especially if they're all speaking a foreign language. | Nov 11, 2009 12:59 AM |
| 2 | Mostly I've run into some groups where English was not a party member's first language. When that happens, and they don't understand English well, it gets very frustrating trying to communicate. I've also had a couple of deaf guild members in my group, where I had to be especially careful to remember to type instructions. | Nov 12, 2009 2:31 AM |
| 3 | I am german, fluent in english. I have seen a lot of problems with people that cannot easily read/write english, which may be a big problem if they are part of a mostly english-speaking group. Usually these people create their own virtual "chat ghetto" where they come together and speak/write their own language. | Nov 12, 2009 10:39 AM |
| 4 | Well, obviously when you are confronted with groups of people with whom you have no common language, communication becomes a lot harder. It seems to me that the Internet being dominated by English, although it is being seriously challenged by Japanese and Chinese, if you don't speak this language, you'll be locked out of a lot of online game platforms. | Nov 12, 2009 3:33 PM |
| 5 | In FFXI, which encourages interaction from around the world, It's sometimes difficult to properly express my intention. It helps alot when other cultures have even a limited understanding of english, but I know I can't count on that. | Nov 12, 2009 4:52 PM |
| 6 | I KILL EVERYONE WITHOUT MERCY | Nov 12, 2009 4:54 PM |
| 7 | Dicks | Nov 12, 2009 4:59 PM |
| 8 | There are always language barriers when interacting worldwide, although a lot of the games I play have been targeted towards western markets meaning that the majority of players can understand English. | Nov 12, 2009 6:16 PM |
| 9 | L33T | Nov 12, 2009 6:27 PM |
| 10 | I KILL EVERYTHING WITHOUT MERCY | Nov 12, 2009 6:28 PM |
| 11 | When I play Alliance Battles in GW, there have been teams who speak different languages. I'm bilingual - I can understand Chinese - but I can't understand, say, German or French. So, when teams start yelling something in chat that I can't understand, I can't do a thing about it; and then I realise that they might not understand what I'm saying, so there's a communication barrier there that is more detrimental to our side for that particular round, I guess. | Nov 12, 2009 7:25 PM |

| Response Text | | |
|---------------|---|-----------------------|
| 12 | <p>I mentioned the oddly silent asians already and my lack of knowledge if they speak english at all.</p> <p>Germans and French sometimes refuse to use the lingua franca (English). Teaming up with them can be difficult therefore. If you have two or more people of one nationality in a group, then they sometimes lapse completely into their native tongue, and the rest of the group can just listen or ignore the incomprehensible chat.</p> <p>But as I said before, people usually just use English for multinational groups, and that is working fine.</p> | Nov 12, 2009 8:13 PM |
| 13 | <p>it is annoying that, what game i encounter, there is never a dutch language support.</p> <p>even if it's just text i would be happy, but the dev's only have some kind of excuse to just not do it, invalid but they still use the excuse.</p> | Nov 12, 2009 9:05 PM |
| 14 | <p>Occasionally there will be a slight language barrier but most non-american or non-uk players seem to speak English at a level which allows for decent enough communication in gameplay. I am not aware of any cultural barriers.</p> | Nov 12, 2009 9:45 PM |
| 15 | <p>One game in particular I used to play - Final Fantasy 11 has a unique language issue among "virtual world" type games. It supports two languages simultaneously. I don't have access to the exact demographics but there is a significant number of uni-lingual players of both languages playing together. The system includes a translator making communication possible between these normally heterogenous groups. I find this brilliant (even though it's rarely used and kinda clunky)</p> <p>I don't like the idea of being artificially limited in my gaming which is why I dislike not being able to play with people with whom I cannot converse. This doesn't happen very often as most games are developed with the western english market in mind.</p> | Nov 13, 2009 1:46 AM |
| 16 | <p>COuldn't read Japanese.</p> | Nov 13, 2009 10:50 AM |
| 17 | <p>It seems almost everyone speaks English, but then I tend to stay in English speaking districts. That being said, the english speaking districts are very active so other nationalities come there to trade, so it ends up being very international.</p> <p>If people are speaking another language I find it more interesting than anything else and it doesn't bother me. A lot of narrow minded folks in Guild Wars get upset about French being spoken on the American server - but it's only because there is a French-Canadian presence, and they have a right to speak their language.</p> | Nov 13, 2009 9:14 PM |
| 18 | <p>I have had language barriers when dealing with people playing Eve. We had a small force of russian battleships enter our territory, and we were trying to communicate with them to leave, or else we would attack. Their english was very broken, and it did not seem that they understood. Eventually they did leave though, after we assisted them with an exit. However, it could have gone badly if they had not been able to understand anything, or if we hadn't understood anything they had to say.</p> <p>It hasn't affected my gaming massively. I do prefer that people speak english in general where ever I play though just as communication is easier and it is frustrating to see many people speaking in different languages and being unable to contribute in someway.</p> | Nov 14, 2009 3:37 AM |
| 19 | <p>I have met very few. The ones i did meet were of a man small minded while its not from his culture. He disliked females and was disrespectful to female players. Ignoring them or making sexistic comments.</p> | Nov 14, 2009 1:10 PM |
| 20 | <p>I really dont think i have encountered a cultural barrier, but I have with the language barrier. We were able to manage to figure out what needed to be done and did it.</p> | Nov 14, 2009 1:36 PM |

| Response Text | | |
|---------------|---|-----------------------|
| 21 | Communication is the key to fun in gaming, almost all arguments I have had are due to language. | Nov 14, 2009 2:09 PM |
| 22 | Recently there have been some players that needed help, but I didn't have all the words in the other language that I needed. Online translators helped, as did other international friends who could fully translate for me. This was the only main problem I have encountered, language barriers. | Nov 14, 2009 4:12 PM |
| 23 | Free Realms experience - I have very limited knowledge of language other than English and as such I would not attempt my limited French as I would not be able to carry on a conversation unless it was in English | Nov 14, 2009 4:17 PM |
| 24 | None. The majority of players I play with either know english well or well enough. | Nov 14, 2009 6:23 PM |
| 25 | It's pretty harsh trying to play with someone with an imperfect grasp of your language. Much end game content requires grasping complex verbal instructions, and I've run into some issues with this. | Nov 15, 2009 12:25 AM |
| 26 | Again, there are no real language issues with the games I play. If people do happen to speak dutch, asking them if they could speak english instead tends to be enough to make them stop. Should they not understand then it's a case of moving on and finding some one else; not the end of the world. | Nov 15, 2009 4:46 AM |
| 27 | I have problems with guild I'm in. Most people like to speak french or spanish at guild chat. Luckily they switch to english if they want me to know something. | Nov 15, 2009 4:48 PM |
| 28 | None, really. | Nov 15, 2009 5:00 PM |
| 29 | Language barriers have been surprisingly not a problem. In my experiences it's been split into 2 main situations: 1. Other Europeans speak English to varying extents 2. People who don't tend to group up with themselves World of Warcraft went some way to solving language issues by splitting servers into English/French/German/Spanish in Europe, but for languages not included under any of those, players tended to group up. There was an incident where one realm became an "unofficial Italian server", with most speakers going there. | Nov 15, 2009 8:56 PM |
| 30 | None. Humans are inventive. Even when we had nothing to go with we found ways to communicate. Emotes help the most. | Nov 16, 2009 12:30 AM |
| 31 | none people usually have the common language of English. Though I do admit that there are a couple of ***** who run around with a guild name that says kill all Jews but other then that one experience the gaming community is usually very friendly, especially in Free Realms. | Nov 16, 2009 4:18 PM |
| 32 | I cant speak english, I can only chat. Thats affect my PvP experience where voice communication is important. | Nov 17, 2009 11:18 AM |
| 33 | In FFXI there are many Japanese players who can't speak English, and English speaking players that can't speak Japanese. The developers built in a translator system with set phrases and words that is useful at times even though it leaves a lot of possibilities uncovered. | Nov 17, 2009 5:52 PM |
| 34 | Too many and not enough time to list them all. (>.<)' Typically end up causing confusion and misunderstanding. Although rarely they are the source of fun. Does being human count as a cultural barrier? There are times when human ignorance has vastly degraded gameplay. Although other times when human stupidity has been the source of much entertainment. | Nov 17, 2009 7:39 PM |
| 35 | If we cannot understand each other, unless we are around already doing the same thing, there is really no way for us to work together. Sometimes, but not always there is no communication needed at all. | Nov 17, 2009 7:41 PM |
| 36 | d | Nov 17, 2009 7:57 PM |
| 37 | Most european, specially polish and russian, players doesn't like to play with girls. I have some girl friends in my group and they're often hiding their gender to avoid harassment. Once their uncovered, it usually result in trouble. | Nov 17, 2009 10:32 PM |

| Response Text | | |
|---------------|--|-----------------------|
| 38 | <p>Can't talk with gold farmers, they don't know what you're saying and if they do they aren't particularly interested in chatting.</p> <p>I think we likely didn't speak with that EVE Russian corp because there were language barriers. We essentially just killed each other for a while and drifted in our own directions. Frankly I don't even know if they were Russian it may have just been a rumor. Regardless they didn't speak to us so it could be true. That whole war might have played out differently had communication lines been established.</p> <p>Either tons of smack talk and a prolonged war, or some understanding and a short war.</p> <p>I ran into an odd situation with one fellow from a particular region of the world. He made it known he didn't like certain religious groups. It was interesting I guess, I'd never experienced that type of hatred. You'd be banned in WoW for remarks he made, but in that part of the world it might be acceptable to say things like that. I guess I don't really know how a developer handles something like that. If its offensive here and fine there, how do you decide what's inappropriate for the game?</p> <p>Needless to say our corp didn't have any problem booting him as it didn't fit into OUR corp culture. CCP can deal with it however they please.</p> | Nov 18, 2009 5:29 AM |
| 39 | None. | Nov 18, 2009 10:40 AM |
| 40 | Some language barriers obviously but the clever use of signs and symbols has bypassed this. | Nov 18, 2009 11:19 AM |
| 41 | I have alluded to these earlier. Language barriers are always there. I only speak english, others only speak their own language but we all play together. Cultural barriers are less profound, but cultural differences are evident and can cause barriers if things are misinterpreted | Nov 18, 2009 12:44 PM |
| 42 | I have encountered Canada,Turkey,Mexico,UK,Australia,South America,Puerto Rico, and some people from Europe but i dont remember what regions or countrys | Nov 18, 2009 2:47 PM |
| 43 | If you don't remember a word in English and you need to communicate that particular word to your partner online in a language that is not your mother tongue, then it can sometimes be a bit difficult. Cultural barriers could be screaming American teenagers, that you have no chance of talking any sense into. Other than that...not really. | Nov 18, 2009 7:18 PM |
| 44 | I saw some "English only" barriers but that does not affect my gaming experience because I speak it fluently | Nov 18, 2009 7:40 PM |
| 45 | Being that the majority of Europeans know enough english to communicate surprisingly effectively, the only cultural group I have ever experienced serious communication difficulty with would be the Russians. Whereas their squad leader could translate for me, he did not do it often and left me feeling uninvolved. | Nov 18, 2009 9:36 PM |
| 46 | Yes. When joining a Counter-Strike server with non English-speaking players, I immediately leave for the reason that I simply cannot understand what they are saying. | Nov 18, 2009 9:56 PM |
| 47 | Slang. Even amongsts U.S. citizens. Someone from the south speaks (types) differently that someone from the NorthWest. | Nov 19, 2009 2:33 AM |
| 48 | strange characters. | Nov 19, 2009 3:06 AM |
| 49 | My first language barrier, I approached similar to if I was really standing with that person. It was a fun social experiment for me. I simply used my character to create actions, and pointed in certain directions. Giving gestures with simple words. It was well recieved, and I have been able to adapt and use this method very well with people who don't understand what I'm saying. I simply stay away from any kind of slang, or colloquialism and I'm fine. | Nov 19, 2009 5:46 AM |

| Response Text | | |
|---------------|---|-----------------------|
| 50 | Plenty... if people can't speak English I'm not going to waste my time trying to play with them. | Nov 19, 2009 8:27 AM |
| 51 | The most common language barrier I find is my inability to speak Spanish and Portuguese. When things are just in text, most players know enough English phrases to get by -- when a mic is required, then it's a bigger barrier. | Nov 19, 2009 1:58 PM |
| 52 | None | Nov 19, 2009 9:16 PM |
| 53 | see my note above about guild wars. | Nov 20, 2009 1:05 AM |
| 54 | The language barrier is often. | Nov 20, 2009 1:43 AM |
| 55 | No. They have always spoke English. | Nov 20, 2009 2:45 AM |
| 56 | sometimes hard to communicate with some people because they dont understand what you are trying to say | Nov 20, 2009 5:05 AM |
| 57 | The only thing that comes to mind are the Brazilian players in Pangya who spoke Portugese. While it didnt detract from the game play, it was annoying how they would talk amongst themselves. | Nov 20, 2009 6:52 AM |
| 58 | Blizzard doesn't allow Horde and Alliance players to talk to each other. Many players who play Crash Team Racing, a PS1 title that is emulated on PCs to allow for online play, are Spanish, so that's interesting. Generally, people can speak English well enough to get along. Written communication makes it easier, I think. Tambien, yo hablo espanol muy bien, si! | Nov 20, 2009 7:36 AM |
| 59 | Surprisingly I have not had language problems, everyone seems to speak English, and very well at that. The only people that don't talk are the Chinese gold farmers and the macro users, but we all know why that is. The only cultural barrier I had was with a fellow American, believe it or not. I was shocked when he started spouting racism and bigotry after getting in an argument with another player, so I left his group and joined with another one. | Nov 20, 2009 8:17 AM |
| 60 | There are ofcourse some language barriers - where some people do not possess a preferred ammount of English knowledge. But if you try and understand it, and don't act like many do - as a bag of douches when they can't understand what the person is saying, you may be able to figure it out by asking a few more questions. | Nov 22, 2009 9:39 AM |
| 61 | I've played a game entirely in japanese; It was pretty dificult figuring out what to do. Not much in terms of cultural differences between players. | Nov 22, 2009 6:59 PM |
| 62 | chinese players often can't understand spoken english and you have to type stuff but it's usually okay. | Nov 23, 2009 12:13 AM |
| 63 | It seems as if everyone speaks english, or tries to. Manners say not to correct bad grammer or language. There are no language barriers that I am aware of, although that could be because I speak english. | Nov 23, 2009 1:08 PM |
| 64 | It is hard when I can't speak chinese and they can only speak a little english (or spanish or whatever group you are running in). It's not hard to pick up a few basic phrases so that you can get going. | Nov 23, 2009 1:22 PM |

Worldplay Survey

| 7. Do you have any suggestions for how gamers, game developers, and game distributors might foster and promote transnational interaction in virtual worlds? | | |
|---|--|----------------|
| | | Response Count |
| | | 63 |
| <i>answered question</i> | | 63 |
| <i>skipped question</i> | | 6 |

| Response Text | | |
|---------------|---|-----------------------|
| 1 | Nope, because it's difficult to do that sort of thing. | Nov 11, 2009 12:59 AM |
| 2 | Nope. | Nov 12, 2009 2:31 AM |
| 3 | Provide servers not only in one country but in many, while not locking out people from other countries. That way players can choose where they want to play (if I am fluent in english I may choose a german or english server, if not I may want to stay on the german server). Automatic translation services are still so infantile that they are virtually useless. | Nov 12, 2009 10:39 AM |
| 4 | Not really, since I have very littel experience in this field. | Nov 12, 2009 3:33 PM |
| 5 | Nothing much, other than providing a plethora of accurate translations for the neccesary pieces of speech. | Nov 12, 2009 4:52 PM |
| 6 | I KILL EVERYONE WITHOUT MERCY | Nov 12, 2009 4:54 PM |
| 7 | Dicks | Nov 12, 2009 4:59 PM |
| 8 | One way would be to try and come up with a game language that can be understood by all, rather than relying on English. | Nov 12, 2009 6:16 PM |
| 9 | Pay me plat and suck my horse c0ck | Nov 12, 2009 6:27 PM |
| 10 | I KILL EVERYTHING WITHOUT MERCY | Nov 12, 2009 6:28 PM |
| 11 | Open the regional servers. It's nice to be able to play with americans if you feel like it, or even just talk with them. | Nov 12, 2009 8:13 PM |
| 12 | if they do something about making the skill bar's less of a struggle and make playing together more of a factor, then interacting with other players will only be boosted. | Nov 12, 2009 9:05 PM |
| 13 | Ability for players to go from their own region onto other regions, so if they can speak a language they can venture into those regions of their own accord. | Nov 12, 2009 9:45 PM |
| 14 | First off, by coordinating localized releases of community games. I mean it's not that bad that Australia gets to play Grand Theft Auto six months after everyone else. Everyone should have access to the same content at the same time when the object of the product is to create a community base. Final 11's auto-translator is a nice place to start for transnational interaction. Beyond that it all boils down to racism and lack of communication ability. | Nov 13, 2009 1:46 AM |
| 15 | I think it should not be an "Everybody speaks English now" approach, but a multiplicity of languages offered at the same time. | Nov 13, 2009 10:50 AM |
| 16 | I'm very happy with my experience with Guild Wars. It has been fun. | Nov 13, 2009 9:14 PM |

| Response Text | | |
|---------------|--|-----------------------|
| 17 | Having servers which can hold a lot more people and therefore only have one main server which everyone connects to would be the best way to get people from different regions playing with each other. This is impossible for some of the advanced multiplayer games out there, but games such as Eve have managed it. Unfortunately language is always going to be the biggest barrier. | Nov 14, 2009 3:37 AM |
| 18 | perhaps they should mind male persona's as much as female when designing clothes. I met many, very many men who prefer to play female characters due to their outfits. Not just because they prefer to play a female character. Just the clothes. | Nov 14, 2009 1:10 PM |
| 19 | Unless you can get a translator in the game I don't see a faster way unless every one is bilingual. | Nov 14, 2009 1:36 PM |
| 20 | Offensive language filters need to be written for the languages allowed in a chat window not just for the main language they expect to be used. Either all languages need allowed and checked or the ones not checked need to be blocked. | Nov 14, 2009 2:09 PM |
| 21 | Events that combine all the different cultures and countries together would help with this. | Nov 14, 2009 4:12 PM |
| 22 | Free Reelms - maybe have a translate phrase option with set phrases - be able to pick phrases to speak - however this would be very very limiting!! | Nov 14, 2009 4:17 PM |
| 23 | Make the game fun and interesting, have open language servers, make language specific chat tabs with on/off functionality. | Nov 14, 2009 6:23 PM |
| 24 | Eugh. Difficult question. With the points I've already made, ie- server ping times, differing time zones, and the difficulty of running high end content with individuals with imperfect grasp of the group's main language, I'm not certain I want to see it promoted. | Nov 15, 2009 12:25 AM |
| 25 | Not particularly. I think what they're doing now works well enough. It suits my needs at least. It is a common thing to hear in game development that if it's not broken, it's not in need of fixing. | Nov 15, 2009 4:46 AM |
| 26 | More consideration about other countries holidays. Online communities could also act as teacher and could hold events at holidays of other countries. As a Finnish person I have been glad to participate in events held in US independence day and veterans day. I'm happy to know those holidays, but I would like to also know about celebrations of other countries that have many players. | Nov 15, 2009 4:48 PM |
| 27 | Just by letting people play together would allow a lot of transnational interaction in virtual worlds to take place. Personally, I don't think it needs to be promoted much. | Nov 15, 2009 5:00 PM |
| 28 | The language barrier is the most difficult thing to overcome. The main difficulty there is human nature in my opinion. As noted before, there's a tendency for those speaking different languages to group up amongst themselves to the exclusion of others, completely by choice. In my experiences though; in situations where the language barrier isn't there, I've had no problem interacting with Americans, Canadians or pretty much anyone else that I'd never normally get the chance to speak to. | Nov 15, 2009 8:56 PM |
| 29 | A speech translator. | Nov 16, 2009 12:30 AM |
| 30 | They really have everything perfect..... | Nov 16, 2009 4:18 PM |
| 31 | All one game servers must be set in one network, so players can change server and play with new friends from other country or with old friend who traveled to other continent. | Nov 17, 2009 11:18 AM |
| 32 | From what I've seen they do a fairly good job within their power. Not sure what else they could add. | Nov 17, 2009 5:52 PM |
| 33 | Integrated translation would be very appreciated. (^.^) | Nov 17, 2009 7:39 PM |

| Response Text | | |
|---------------|--|-----------------------|
| 34 | <p>A simple thing, that I have seen done is to create some key phrases, such as, "follow me," or, "please help me," or "can I help you?" In RPGs, developers could have a feature that makes "what I am doing" public information, such as a quest. Or players could be able to have more direct iconic chat with pictures from the game. In a mission objective, you have the monster icon appear as your first icon, you have a crossed sword for combat, and you have a picture of two heads as the third icon for party. The idea should come across pretty easily.</p> <p>In a First Person Shooter, you could have a log created of what your teammates are doing, so that you are able to get a feel for how they play, assuming you know where those things are.</p> | Nov 17, 2009 7:41 PM |
| 35 | d | Nov 17, 2009 7:57 PM |
| 36 | Ban people who use any language different from the game's official language in regional/server chat channel, because the groups will always refuse to use english and they'll close themselves in groups of their pairs and won't stop spamming always hiding behind the excuse of their lack of proficiency in english. | Nov 17, 2009 10:32 PM |
| 37 | <p>Remove barriers and let cultures mesh in these games. I guess that's really all I'd have to say about that.</p> <p>Ventrilo and a keyboard bring me "face to face" with someone 50 years ago I'd have never dreamed of speaking to. Keep bringing people together and breaking down barriers (technical limits outstanding, of course).</p> | Nov 18, 2009 5:29 AM |
| 38 | Rather than region lock servers, why not define servers based on language? | Nov 18, 2009 10:40 AM |
| 39 | Come up with better ways to bypass conventional language systems for communication. The recent Phantasy Star games had a really interesting example of this, you should look it up. But yes, we are freed in virtual worlds from many of the constraints of real world interaction. The technology should allow for two strangers who don't share a common language to communicate freely. This not only includes body language, gestures and parsed translations but the virtual world itself should be structured around enabling communication. Rather than two people with different languages trying to communicate, both of those players should have to learn the language of the game and then freely communicate between each other in that language. | Nov 18, 2009 11:19 AM |
| 40 | Yeah - have kind off cultural ambassadors that are prepared to answer questions about their own culture. For instance, why some Eastern European cultures have no issues about what others would consider to be completely rude and selfish behaviour. People can get very angry about things like this and start to over-generalise from their experiences. | Nov 18, 2009 12:44 PM |
| 41 | No | Nov 18, 2009 2:47 PM |
| 42 | - Competitions arranged by the developers/publishers that tie in to their official homepages. Hopefully with the opportunity to win great prizes, no commercials and free of charge. | Nov 18, 2009 7:18 PM |
| 43 | I don't,sorry | Nov 18, 2009 7:40 PM |
| 44 | Make sure the games are developed for all languages, and priced specifically to all regions of the world (so all can afford them). | Nov 18, 2009 9:36 PM |
| 45 | <p>The use of voice communication in games is necessary to a fun online game experience. That said, it is near impossible for everyone to understand every language that will be spoken to them.</p> <p>*You spelled "transitional" incorrectly in this question.</p> | Nov 18, 2009 9:56 PM |
| 46 | More GM's on international servers. | Nov 19, 2009 2:33 AM |
| 47 | no. | Nov 19, 2009 3:06 AM |
| 48 | Unfortunately, I think you can only do so much. The larger responsibility, and ability lies in the players hand. | Nov 19, 2009 5:46 AM |

| Response Text | | |
|---------------|---|-----------------------|
| 49 | I don't think transnational interaction plays an important enough role in MMOs to warrant this question, to be honest. In a virtual world it doesn't really matter where you're from, as long as you can speak the same language as everyone else. | Nov 19, 2009 8:27 AM |
| 50 | I honestly don't know how to overcome the language barrier -- that's a problem that will be solved by my brighter minds than mine! :p | Nov 19, 2009 1:58 PM |
| 51 | No | Nov 19, 2009 9:16 PM |
| 52 | Because of my negative experiences, I've been wondering how they could make them more friendly to the diverse population at large, such as women, lgbt players, etc. No answers occurred to me yet though. It seems like it's up to the players to just stand up and say that they don't want to hear it. | Nov 20, 2009 1:05 AM |
| 53 | Specific contents of each culture in a virtual environment that can promote the mutual understanding of cultures of players. Games that show different practices related to the same environment. | Nov 20, 2009 1:43 AM |
| 54 | Improve the servers to prevent lag while players are playing with one another from different countries. Easier said than done of course..... | Nov 20, 2009 2:45 AM |
| 55 | no | Nov 20, 2009 5:05 AM |
| 56 | Avoid region-locking games. | Nov 20, 2009 6:52 AM |
| 57 | Nah, it's pretty cool as it is. I've got virtual friends from all over the globe. It's forums where people really get to know each other, not the games. | Nov 20, 2009 7:36 AM |
| 58 | I think they're already doing a fine job. | Nov 20, 2009 8:17 AM |
| 59 | I do not. | Nov 22, 2009 9:39 AM |
| 60 | No, I'm afraid I have no talent for marketing. Providing translated service, I guess? | Nov 22, 2009 6:59 PM |
| 61 | server downtimes have to be scheduled away from the busiest times but that often impacts on those players from different timezones. | Nov 23, 2009 12:13 AM |
| 62 | No idea. | Nov 23, 2009 1:08 PM |
| 63 | I have no idea. | Nov 23, 2009 1:22 PM |

Worldplay Survey

| 8. Do you have suggestions or recommendations for the Worldplay research team? | | |
|--|--|----------------|
| | | Response Count |
| | | 56 |
| <i>answered question</i> | | 56 |
| <i>skipped question</i> | | 13 |

| Response Text | | |
|---------------|--|-----------------------|
| 1 | No | Nov 11, 2009 12:59 AM |
| 2 | Nope. | Nov 12, 2009 2:31 AM |
| 3 | Provide a german version of the survey, advertise in german game forums. There are a lot of people playing online games in germany. | Nov 12, 2009 10:39 AM |
| 4 | Not at this point yet. But I'll keep checking out your progresses. | Nov 12, 2009 3:33 PM |
| 5 | No. | Nov 12, 2009 4:52 PM |
| 6 | I KILL EVERYONE WITHOUT MERCY | Nov 12, 2009 4:54 PM |
| 7 | Dicks | Nov 12, 2009 4:59 PM |
| 8 | Have fun! | Nov 12, 2009 6:16 PM |
| 9 | Give me plat and suck my hors c0ck | Nov 12, 2009 6:27 PM |
| 10 | I KILL EVERYTHING WITHOUT MERCY | Nov 12, 2009 6:28 PM |
| 11 | Erm, no. I don't know what exactly your research is about. | Nov 12, 2009 8:13 PM |
| 12 | i would recommend to stay neutral, if i would get 1 euro for every player that compares a game to WoW or such, i would be a rich man by now. | Nov 12, 2009 9:05 PM |
| 13 | Guild Wars has a distinct 'District' system which allows players to move from Europe, American, Asian etc regions as freely as they wish, so one one is ever excluded from any area. | Nov 12, 2009 9:45 PM |
| 14 | For you to remain sane for the duration of your pr[?] De-sensitize yourself to the massive amount of hate encountered in online interactions. I personally have become extremely jaded after being exposed to this much racism, closed-mindedness, culturocentrism, entitlement, apathy and mostly - ignorance. | Nov 13, 2009 1:46 AM |
| 15 | :-) | Nov 13, 2009 10:50 AM |
| 16 | It's your study. | Nov 13, 2009 9:14 PM |
| 17 | Conduct study into Eve Online. It may not be the most popular MMO around, but it has made bold new steps in the MMO community. There are many different cultures as every player has to play in the same world. These sometimes cause them to form up in corporations with each other, or sometimes they band together in their own cultures/nations. Which ever way though, it forces them to interact with other cultures. You could get a lot of interesting results from looking at the affects culture have in the world of Eve. | Nov 14, 2009 3:37 AM |
| 18 | I wouldnt know what to suggest - i do wish you luck in your endeavours. | Nov 14, 2009 1:10 PM |
| 19 | Sorry, I have none at this time. | Nov 14, 2009 1:36 PM |

| Response Text | | |
|---------------|---|-----------------------|
| 20 | Build a good real-time translator and figure out why the US servers are the ones that let most World play but get ripped if they try to go English only. | Nov 14, 2009 2:09 PM |
| 21 | I think this is great what they are doing, and I just recommend continuing with the research. | Nov 14, 2009 4:12 PM |
| 22 | Free REalms - underage players are limited to certain phrases and there are so few it is impossible to have any sort of conversation with other players. This means that players cannot even tell others that they have this restriction and it prevents making friends etc, leading to a lonely gaming experience. Ensure a very wide phrase back covering all circumstances for players to be able to really meet and talk with others. Keep game fresh by introducing new areas, events, items etc. | Nov 14, 2009 4:17 PM |
| 23 | None. | Nov 14, 2009 6:23 PM |
| 24 | none | Nov 15, 2009 12:25 AM |
| 25 | Find out why it is that cultural locks are put into place. I'm sure it's more of a technological means than a cultural one, but I might be mistaken. | Nov 15, 2009 4:46 AM |
| 26 | I'm sure you people know these things already better than I :) | Nov 15, 2009 4:48 PM |
| 27 | Nothing very specific (sorry). I just believe the main barriers to interaction is the human tendency to segregate ourselves up. | Nov 15, 2009 8:56 PM |
| 28 | A speech translator and idk, what can you do about bureaucrats??? | Nov 16, 2009 12:30 AM |
| 29 | Reach out to SOE and other big gaming company's and tell them to try and reach out to every part of the globe. | Nov 16, 2009 4:18 PM |
| 30 | Make a questions more simply :D | Nov 17, 2009 11:18 AM |
| 31 | Eat, Sleep, be Happy. d(^.-d) | Nov 17, 2009 7:39 PM |
| 32 | Nope. | Nov 17, 2009 7:41 PM |
| 33 | d | Nov 17, 2009 7:57 PM |
| 34 | It took me forever to answer these essay questions. I could honestly provide you with two pages plus for every single question on here. I guess that's my own problem though eh? Essay questions on topics I'm interested cause issues, I don't know where to start or stop. | Nov 18, 2009 5:29 AM |
| 35 | Get some experiences. A lot of them. Very broad ranging. Don't limit yourself to the same four "virtual worlds" we are all sick to death of reading about. Spend some time on the Pokemon Diamond/Pearl/Platinum GTS, visit someone else's village in Animal Crossing when their village is having a region specific celebration and yours isn't, play Mario Kart DS online at the country, continent and global level settings, download some Wii Music videos from people across the world. These are all virtual worlds and I guarantee you if you spend time with those above you can generate tonnes of interesting points for research. | Nov 18, 2009 11:19 AM |
| 36 | Not really. Just good luck and god knows how you will formalise the many different kinds of responses you will get | Nov 18, 2009 12:44 PM |
| 37 | No | Nov 18, 2009 2:47 PM |
| 38 | No | Nov 18, 2009 7:18 PM |
| 39 | No, sorry again | Nov 18, 2009 7:40 PM |
| 40 | Get opinions on this subject from more Middle Eastern and Asian gamers. I have never had any type of gaming interaction with people from those regions. | Nov 18, 2009 9:36 PM |
| 41 | Keep up the good work! | Nov 18, 2009 9:56 PM |
| 42 | I'm not clear as to who "you" are and what you are doing. I just saw this post in AionForums from World Play so I thought I'd try to help. I think when I first started on the Nezekan server I was taken by surprise at the hostility towards my country (U.S.A.) Even though I had traveled around the world as a U.S. Marine in the early 1980's, I still didn't understand the depth of anger at me just because I was "American." It's toned down some since the game went live but occasionally those old wounds open up. | Nov 19, 2009 2:33 AM |

| Response Text | | |
|---------------|--|----------------------|
| 43 | clearly define culture and attempt to categorize the methods by which crosscultural play can be better utilized. | Nov 19, 2009 3:06 AM |
| 44 | uh, not really, sorry :) | Nov 19, 2009 5:46 AM |
| 45 | Don't stereotype MMO players as big fat lazy slobs who eventually die because they play for 40 hours straight. Those kind of people are probably less than 1% of the total makeup of the MMO audience. | Nov 19, 2009 8:27 AM |
| 46 | Other than to keep advertising your surveys and current research at ocremix.org, I've got nothing for you. | Nov 19, 2009 1:58 PM |
| 47 | No | Nov 19, 2009 9:16 PM |
| 48 | Using the knowledge and the methods of experimental analysis of behavior (see JEAB and JABA - Google) can enrich the analysis of social phenomena in synthetic worlds. | Nov 20, 2009 1:43 AM |
| 49 | nope. You could your vehicular. | Nov 20, 2009 2:45 AM |
| 50 | no | Nov 20, 2009 5:05 AM |
| 51 | Nothing comes to mind at the moment. | Nov 20, 2009 6:52 AM |
| 52 | Moe Moe Kyun~ | Nov 20, 2009 7:36 AM |
| 53 | None that I can think of. | Nov 20, 2009 8:17 AM |
| 54 | Cannot say I have. | Nov 22, 2009 9:39 AM |
| 55 | Sure: Play. That's the best way to learn: Field research. | Nov 22, 2009 6:59 PM |
| 56 | Interesting topic. | Nov 23, 2009 1:08 PM |