Session 9 – TYPES OF PLAYERS -- MOTIVATION

Readings
> *Bartle, Players Who Suit MUDs*
> *Yee, Motivations of Play in Online Games*

Concepts/Keywords
- Archives, explorers, socializers
- MUD (MOO, MUSH)
- Qualitative v. Quantitative research

Goals
- Students should understand different motivations of play, how people play together in online worlds
- Basic understanding of online communities
- Different approaches (qualitative vs. quantitative)

Present Papers:
Bartle:
> MUD pioneer, academic (Computer Science).
> Written in 1996, from the point of view of a developer
> Design advice, foundational paper.
> QUALITATIVE METHODS (very loose, informal)
> define: MUD, MOO

Yee:
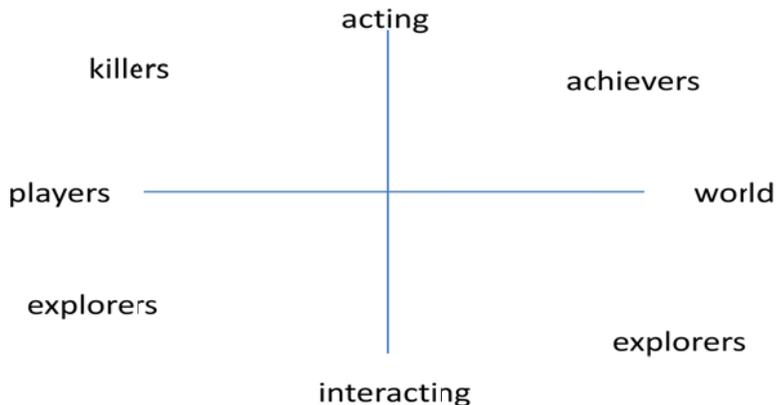> Researcher, psychologist (Psychology)
> 2007, critique of Bartle
> Focus on self-report of players
> QUANTITATIVE METHODS (strict v. formal, good sample size (3000 played) and responses)

Q: Motivations for play (or NOT playing). If playing online game, report any differences

Go through Bartle's classification

- Bartle's achievement is describing an ECOLOGY of players

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- Players have different motivations – but they compliment each other in virtual worlds
- division of players can also be applied to single-player games, describes a variety of approaches to play
- Online games like World of Warcraft try to appeal to all types of players. But other online worlds can apply to specific players
    - Achievers/Explorers (WORLD) – Minecraft
    - Killers – Online shooting (acting)
    - Socializing – chat rooms

GO THROUGH RESPONSES, try to classify.

Critique of Bartle:
- Motivations can change over time, different goals for the same player
- Limited actions covered. Current games motivations that can't be classified here:
    o Narrative Experience
    o Making Things (even though this was possible in MUDs)
    o Griefing (although it's briefly addressed)
    o Researchers!

Yee's critique of Bartle:
- 4 types not empirically proven
- Bartle assumes player types don't combine traits
- Types may not be independent, there may be correlations

Yee's found 10 components for motivation in 3 groups:

Achievement:
- Advancement
- Mechanics
- Competition

Social:
- Socializing
- Relationships
- Teamwork

Immersion:
- Discovery
- Role-Playing
- Customization
- Escapism

Can we classify ourselves better with Yee's motivations?
(it's a chart, not little boxes to put ourselves into)

→ What type of player is Twixt?

CMS.300 / CMS.841 Introduction to Videogame Studies
Fall 2011