PLAYER TYPES

- THIS CONFERENCE IS ABOUT **FFXIV**
- I **HAVE** ACTUALLY **PLAYED** *FFXIV*
  - FOR A TOTAL OF **2,737.8** HOURS SO FAR
- HOWEVER, THE **LAST** TIME I PLAYED WAS **2022**, SO I'M NOT UP TO **SPEED** ON IT
- THEREFORE, I'M GOING TO BE TALKING ABOUT **PLAYER TYPES**
  - MAYBE WITH SOME **REFERENCES** TO *FFXIV*
- APPARENTLY, PLAYER TYPES ARE **USEFUL** FOR VIDEO GAME ETHNOGRAPHY

- VIRTUAL WORLDS SUCH AS *FFXIV* ARE **UNUSUAL** IN THAT THEY HAVE A THEORY

- IT'S BEEN **SUCCESSFULLY** AND **OFTEN** APPLIED TO COMMERCIAL MMOS

  - STARTING WITH **UO**, IT'S NOW CONSIDERED **STANDARD**

- THIS THEORY IS **PLAYER TYPES**

- UNFORTUNATELY FOR **YOU**, IT'S **MY** THEORY

  - BUT IT'S TAUGHT AT **MANY** UNIVERSITIES, SO I DON'T FEEL **TOO** BAD ABOUT INFLICTING IT ON YOU

- SO, THE **THEORY** I'M ABOUT TO EXPOUND BEGAN WITH THE QUESTION: "WHAT DO PEOPLE **WANT** OUT OF A MUD?"
  - YES, BACK IN THE OL' TEXTUAL WORLD DAYS...
- IF YOU ASK, PLAYERS WILL USUALLY GIVE THE SAME ANSWER: "TO HAVE **FUN!**"
  - NOT EXACTLY **INFORMATIVE**...
- **MUD2**, NOVEMBER 1989-MAY 1990
  - A BIG DISCUSSION AMONG WIZZES (ADMINS) TO ASCERTAIN WHAT PLAYERS **DO** "TO HAVE FUN"
  - NB: WIZZES AND MORTALS HAVE **DIFFERENT** FUN

- WHEN I **SUMMARISED** THE DISCUSSION, I FOUND THAT THERE SEEMED TO BE **FOUR** MAIN ACTIVITIES THAT MORTALS FOUND **FUN**:
    - **ACHIEVEMENT** WITHIN THE GAME CONTEXT
    - **EXPLORATION** OF THE GAME
    - **SOCIALISING** WITH OTHERS
    - **IMPOSITION** UPON OTHERS
- YES, YOU **KNOW** WHAT THE NEXT LINE SAYS...
- LET'S LOOK AT THESE **INDIVIDUALLY**

- MOST **PLAYERS** REGARD VIRTUAL WORLDS AS BEING BASICALLY **GAMES**

- PLAYERS WHO TREAT THE VIRTUAL WORLD AS IF IT WERE A GAME ARE CALLED **ACHIEVERS**

- THEY GIVE THEMSELVES GAME-ORIENTED **GOALS** AND SET OUT TO **ACHIEVE** THEM

- EXAMPLES:
  - FINDING **TREASURE**
  - KILLING **MOBILES**
  - GETTING **POINTS** AND GOING UP **LEVELS**
  - MAKING **MONEY** (GIL)

- ACHIEVERS DO **NOT** LIKE SEEING THEIR ACHIEVEMENTS **UNDERMINED**!

- SOME PEOPLE JUST LIKE THE **THRILL** OF EXPLORING SOMEWHERE OR SOMETHING **NEW**

- **EXPLORERS** TRY TO DISCOVER AS MUCH AS THEY CAN ABOUT THE VIRTUAL WORLD
- THEY USUALLY BEGIN WITH THE **TOPOLOGY**
  - THE **BREADTH** OF THE VIRTUAL WORLD
- THEY THEN MOVE ON TO THE **PHYSICS**
  - THE **DEPTH** OF THE VIRTUAL WORLD
- **DON'T CARE** ABOUT THEIR **CHARACTER**
- THEY KNOW **MORE** ABOUT THE VIRTUAL WORLD THAN **ANY OTHER** PLAYER TYPE

- THROUGH THEIR **CHARACTERS**, MANY PLAYERS ENJOY **INTERACTING WITH** EACH OTHER

- **SOCIALISERS** USE THE GAME AS A CONTEXT TO **ENGAGE** WITH OTHER PLAYERS
  - THE VIRTUAL WORLD'S **GOINGS-ON** GIVE THEM SOMETHING TO **TALK** ABOUT
- COMMUNICATION IS **ULTRA-IMPORTANT**
  - QUITE OFTEN **ROLE-PLAYING** FITS IN HERE BECAUSE OF THIS, BUT NOT ALWAYS
- SOCIALISERS ARE AN OBVIOUS EXPRESSION OF **COMMUNITY**

- A FEW PLAYERS ENJOY **ACTING ON** OTHER (USUALLY UNWILLING) PLAYERS...

- **TWO** SORTS
  - THOSE WHO IMPOSE THROUGH **KINDNESS**
  - THOSE WHO IMPOSE THROUGH **UNKINDNESS**
- 1ST ARE BUSYBODY, **MOTHER HEN** FIGURES
  - POLITICIANS
  - THEY OFTEN HAVE A **SUPERIORITY COMPLEX**
- 2ND ARE **VILE DREGS** OF HUMANITY
  - GRIEFERS
  - THEY OFTEN HAVE AN **INFERIORITY COMPLEX**

- WE CAN **PLOT** THESE BEHAVIOURS ON A **GRAPH**:

- THE THEORY **SAYS** THAT THIS DISTRIBUTION OF **FUN** APPLIES ACROSS **ALL** VIRTUAL WORLDS

ACTING

- EVERQUEST

SW:TOR

PLAYERS

WORLD

- SECOND LIFE

THERE

INTERACTING

- # FURTHERMORE, THIS SEEMS TO BE **TRUE**

ACTING

- SHADOWBANE   RIFT

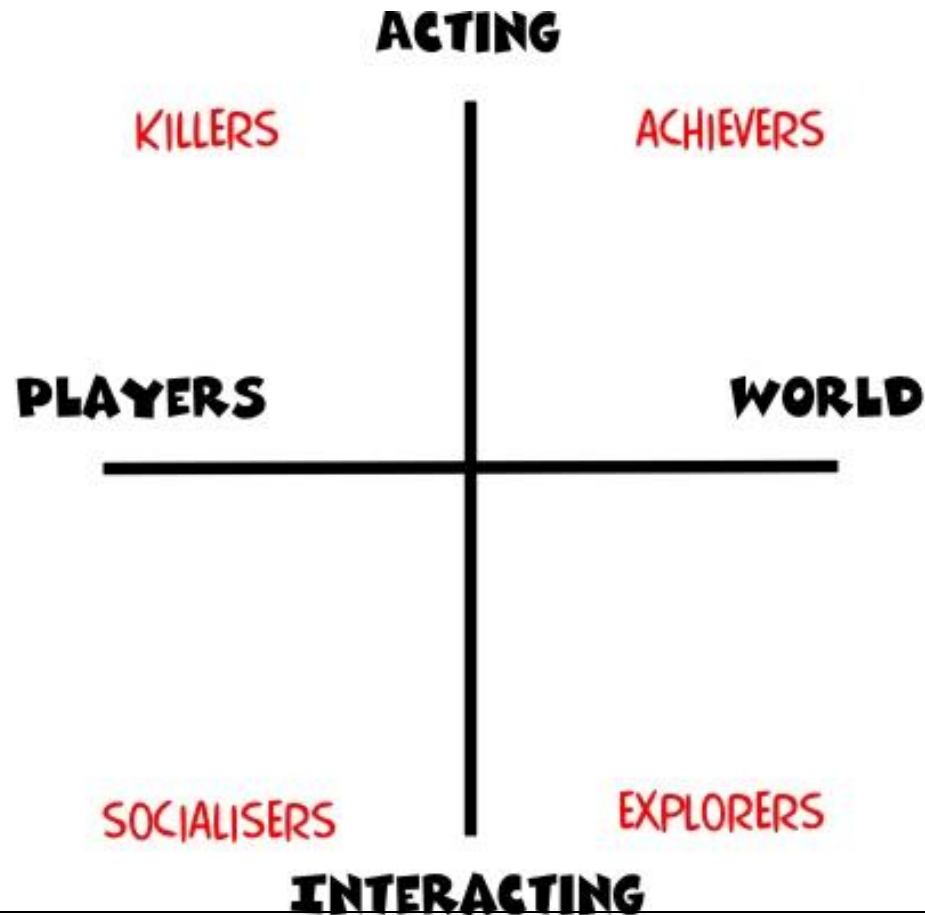**PLAYERS**   **WORLD**

- A TALE IN   PUZZLE PIRATES
  THE DESERT

INTERACTING

- OR, WITHOUT THE **INTRUSIVE** MINI-SCREENSHOTS:

ACTING

KILLERS   ACHIEVERS

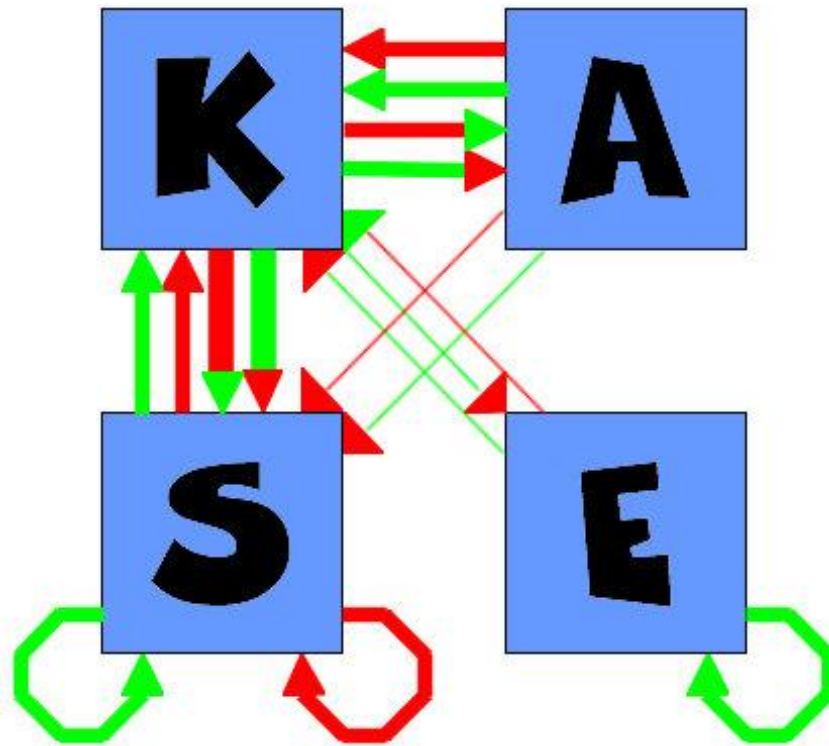**PLAYERS**   **WORLD**

SOCIALISERS   EXPLORERS

INTERACTING

- THIS IS A CUTE PANDA OUT OF *GOPETS*

- PLAYERS OF DIFFERENT TYPES **AFFECT** ONE ANOTHER

- FOR EXAMPLE, **INCREASING** THE NUMBER OF **KILLERS** WILL:

  - GREATLY **DECREASE** THE NUMBER OF SOCIALISERS

  - HAVE **VERY LITTLE** EFFECT ON THE NUMBER OF EXPLORERS

  - **LOWER** THE NUMBER OF ACHIEVERS

    - WHICH WILL IN TURN **REDUCE** THE NUMBER OF KILLERS UNTIL AN **EQUILIBRIUM** IS REACHED

- GREEN = INCREASE, RED = DECREASE
- LINE = FROM, HEAD = TO, THICKNESS = EFFECT

- IF WE **RUN** THESE DYNAMICS, WE FIND THERE ARE **FOUR** STABLE TYPES OF VIRTUAL WORLD:

- 1) **GAME**: KILLERS/ACHIEVERS IN EQUILIBRIUM
  - E.G. FFXIV, GW2, NEW WORLD, LOST ARK

- 2) **SOCIAL**: SOCIALISERS HEAVILY DOMINANT
  - E.G. HABBO, SECOND LIFE

- 3) **BALANCED**: ALL TYPES IN EQUILIBRIUM
  - E.G. ULTIMA ONLINE, EVE ONLINE, MUDI

- 4) **DEFUNCT**: EMPTY GAME...

- A VIRTUAL WORLD NEEDS A **MIX** OF PLAYER TYPES
- *GOPETS* WAS A VIRTUAL WORLD THAT **CARPET-BOMBED** THE SOCIAL PART OF THE QUADRANT
- THEY DID **OK**, BUT **THEN** THEY ADDED SOME **SIMPLE** CONTENT FOR ACHIEVERS
- THEY **DOUBLED** THEIR REVENUE WITHIN **7 DAYS**
  - THEIR ACHIEVERS WERE **44X** MORE PROFITABLE THAN THEIR SOCIALISERS
  - THEIR EXPLORERS WERE **64X** MORE PROFITABLE!
- YOU NEED TO ATTRACT **ALL** TYPES OF PLAYER
  - COROLLARY: PUT ONE TYPE **OFF** AND YOU'LL **PAY** FOR IT

- THIS IS A THEORY WITH **APPLICATIONS**
  - PRETTY WELL **ALL** MODERN COMMERCIAL MMOS ARE DESIGNED WITH REFERENCE TO IT

- HOWEVER, IT HAS THREE MAIN **FAULTS**
  1. IT DOESN'T EXPLAIN HOW INDIVIDUAL PLAYERS COME TO **CHANGE** TYPE OVER TIME
  2. IT'S SILENT ABOUT WHY **SOME** OF THESE TYPES HAVE **TWO** SUB-TYPES OF PLAYER IN THEM
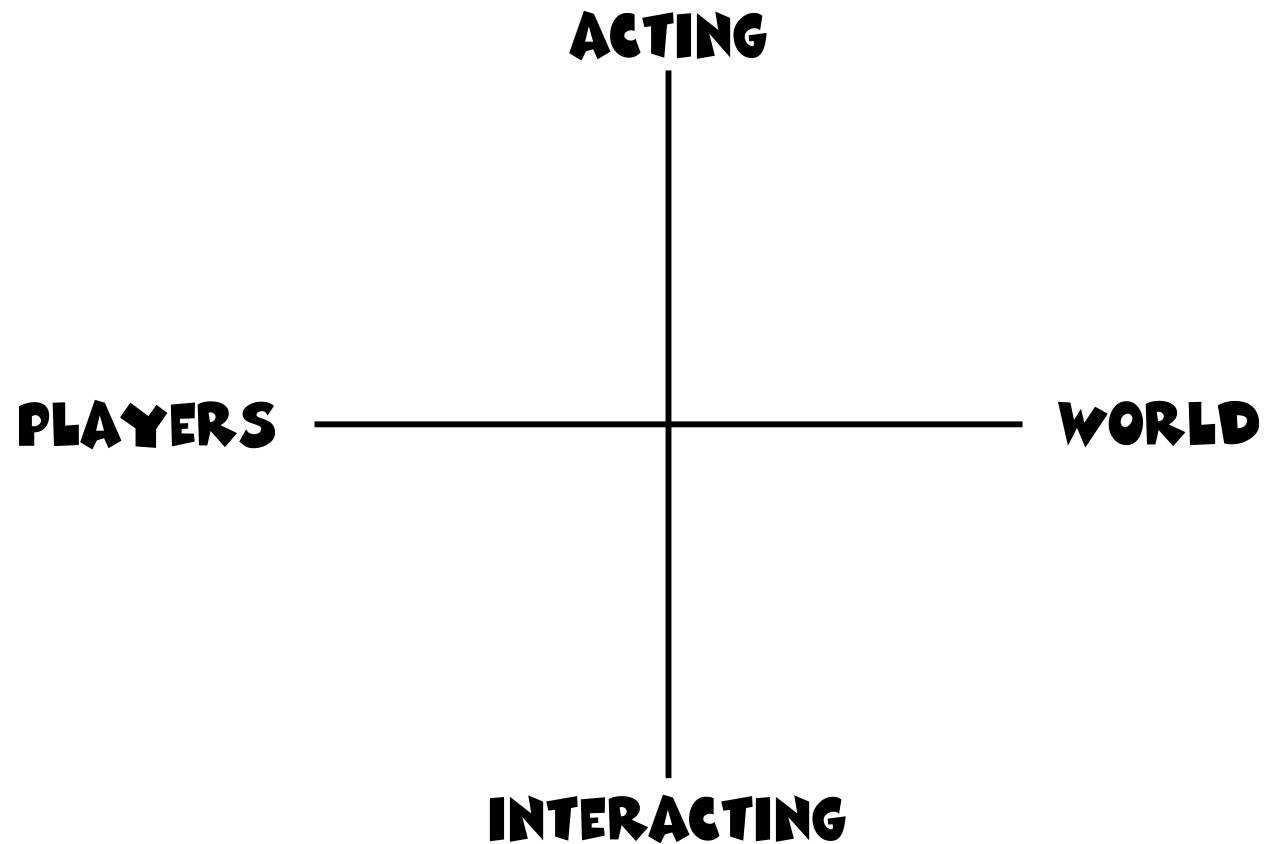 3. IT STILL DOESN'T TELL US **WHY** PEOPLE PLAY VIRTUAL WORLDS

- THE THEORY AS I'VE EXPLAINED IT **SO FAR** IS HOW IT WAS IN **1996** WHEN I PUBLISHED IT

- I ADDRESSED THE THREE **ISSUES** THAT PEOPLE RAISED ABOUT IT IN MY **2003** BOOK

- I DID THIS BY ADDING A NEW **DIMENSION**

- THIS CONCERNS WHETHER WHAT PEOPLE DID WAS CONSIDERED **EXPLICITLY** OR **IMPLICITLY**
  - WERE ACTIONS EXTERNALISED OR INTERNALISED?

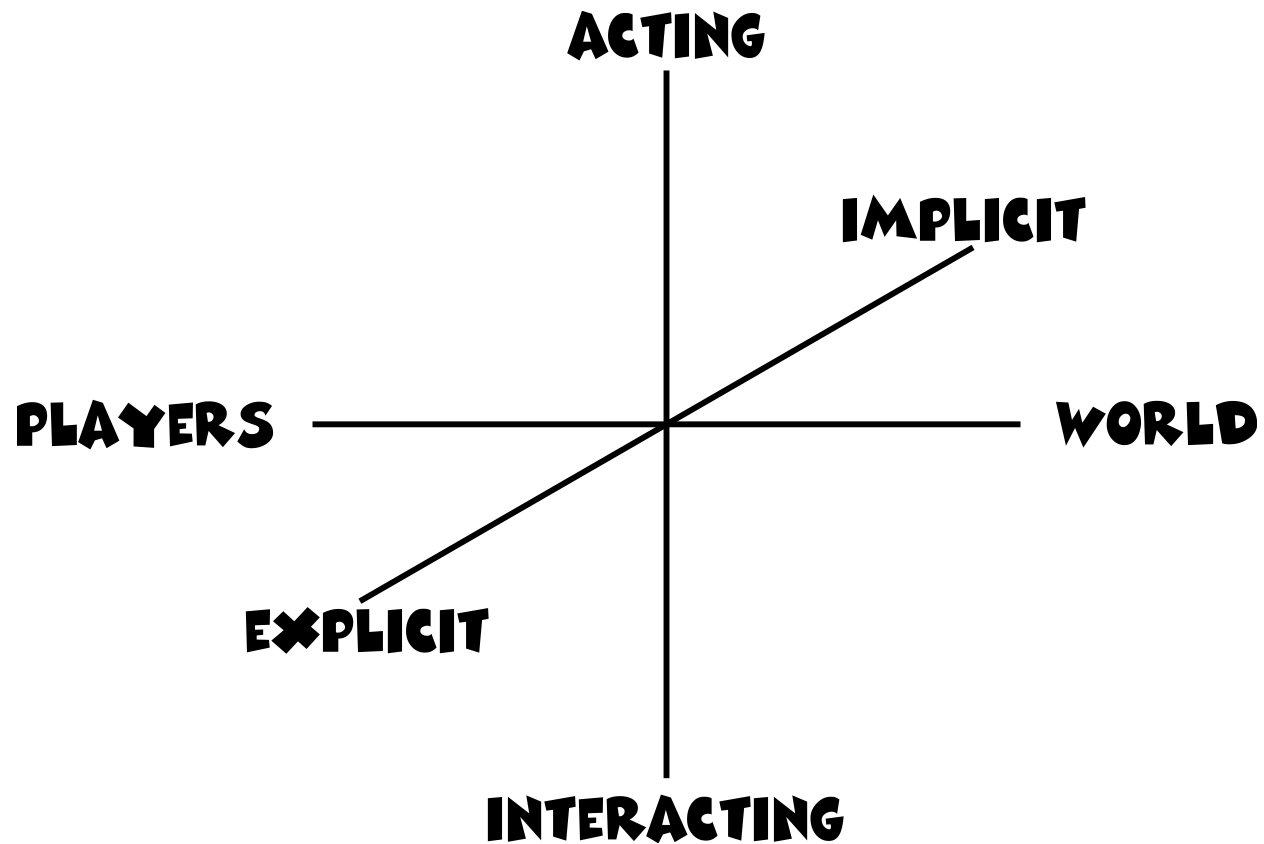- THIS IMPLICIT/EXPLICIT DISTINCTION CAME OUT OF MY 1980S **PHD** WORK IN **AI**

- **IMPLICIT** ACTIONS ARE ONES YOU CAN DO WITHOUT **THINKING** ABOUT THEM
  - THROWING A DART, WRITING A NOTE TO YOURSELF, BRUSHING YOUR TEETH, DRIVING A CAR, WAVING
- **EXPLICIT** ACTIONS ARE ONES YOU HAVE TO **PLAN** BEFORE/WHILE DOING THEM
  - CATCHING A BUS, WRITING A PROGRAM, BUYING NEW CLOTHES, MAKING A GAME, FREE RUNNING
- **NOTE**: WITH ENOUGH PRACTICE, MOST **EXPLICIT** ACTIONS CAN BECOME **IMPLICIT**
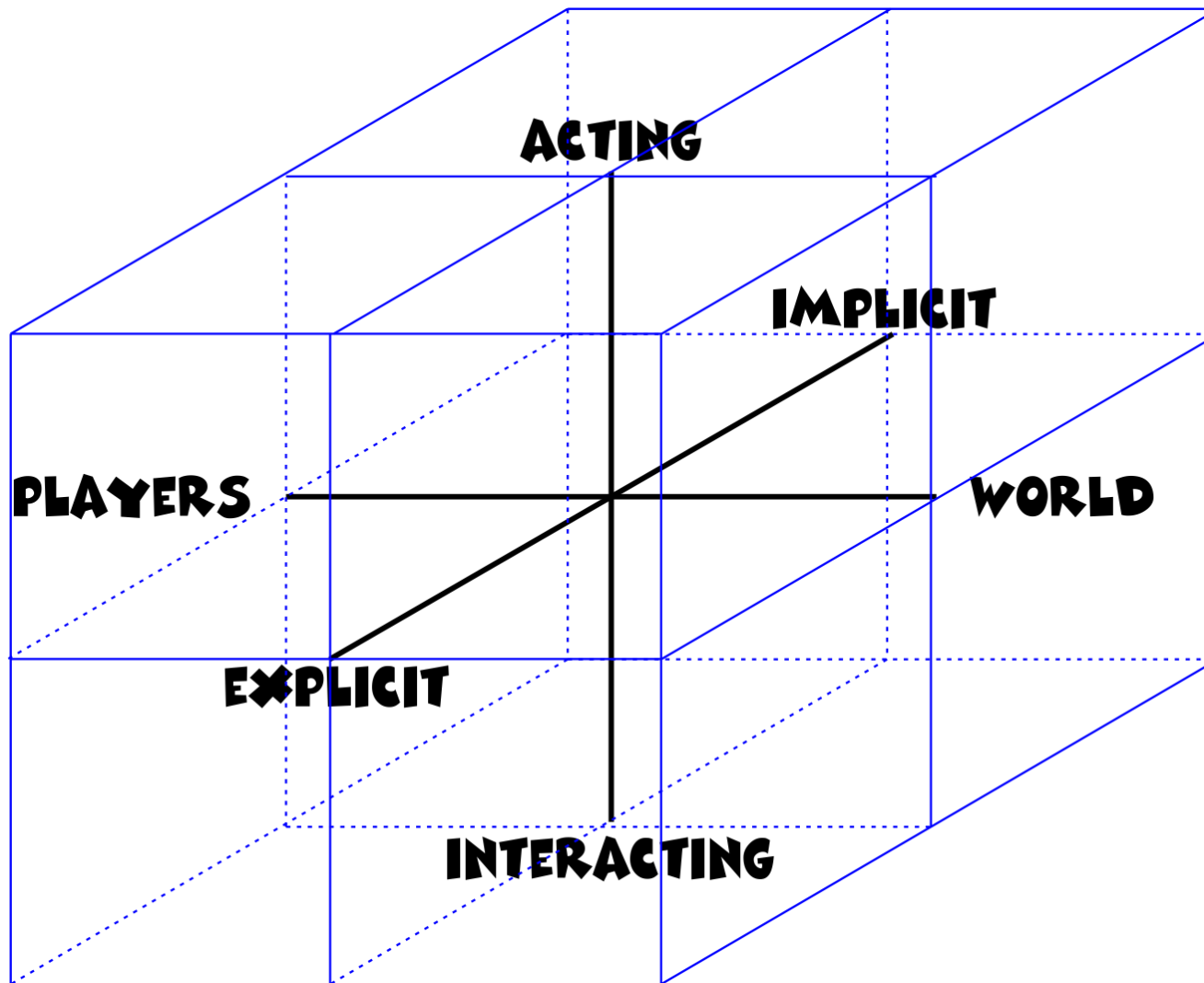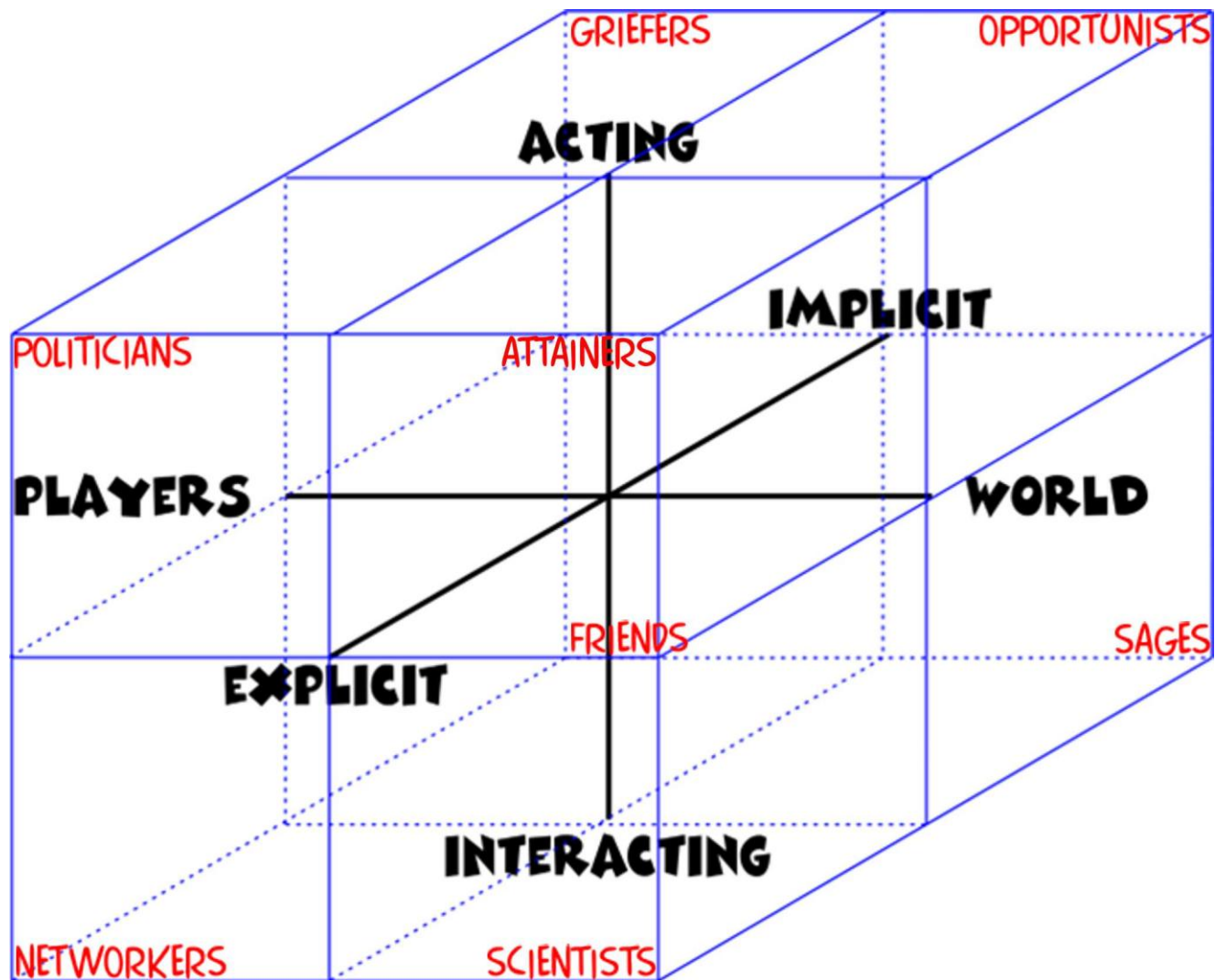
ACTING

PLAYERS —————————+————————— WORLD

INTERACTING

ACTING

IMPLICIT

PLAYERS

WORLD

EXPLICIT

INTERACTING

- OPPORTUNISTS – **IMPLICIT** ACHIEVERS
  - SEE A CHANCE AND TAKE IT
  - LOOK AROUND FOR THINGS TO DO
  - IF THERE'S AN OBSTACLE, DO SOMETHING **ELSE**
  - FLIT ABOUT FROM IDEA TO IDEA
- ATTAINERS (PLANNERS) – **EXPLICIT** ACHIEVERS
  - SET A GOAL AND AIM TO ACHIEVE IT
  - PERFORM ACTIONS AS PART OF A LARGER SCHEME
  - IF THERE'S AN OBSTACLE, WORK **ROUND** IT
  - PURSUE THE SAME IDEA DOGGEDLY

- SCIENTISTS – **EXPLICIT** EXPLORERS
  - EXPERIMENT TO FORM A THEORY
  - USE THEORIES PREDICTIVELY TO TEST THEM
  - METHODICAL ACQUISITION OF KNOWLEDGE
  - SEEK TO **EXPLAIN** PHENOMENA
- SAGES (HACKERS, GURUS) – **IMPLICIT** EXPLORERS
  - EXPERIMENT TO REVEAL MEANING
  - INTUITIVE UNDERSTANDING, NO NEED TO TEST
  - GO WHERE FANCY TAKES THEM
  - SEEK TO DISCOVER **NEW** PHENOMENA

- NETWORKERS – **EXPLICIT** SOCIALISERS
  - FIND PEOPLE WITH WHOM TO INTERACT
  - GET TO KNOW THEIR FELLOW PLAYERS
  - LEARN WHO AND WHAT THESE PEOPLE KNOW
  - FIND OUT WHO'S **WORTH** HANGING OUT WITH
- FRIENDS – **IMPLICIT** SOCIALISERS
  - INTERACT WITH PEOPLE THEY ALREADY KNOW WELL
  - DEEP/INTIMATE UNDERSTANDING OF THEM
  - ENJOY THEIR COMPANY
  - ACCEPT THEIR LITTLE **FOIBLES**...

- GRIEFERS – **IMPLICIT** KILLERS
  - ATTACK ATTACK ATTACK!
  - VERY IN-YOUR-FACE
  - UNABLE TO EXPLAIN WHY THEY ACT AS THEY DO
  - VAGUE AIM IS TO GET A BIG, **BAD** REPUTATION
- POLITICIANS – **EXPLICIT** KILLERS
  - ACT WITH FORETHOUGHT AND FORESIGHT
  - MANIPULATE PEOPLE SUBTLY
  - EXPLAIN SELVES IN TERMS OF USE TO THE VW
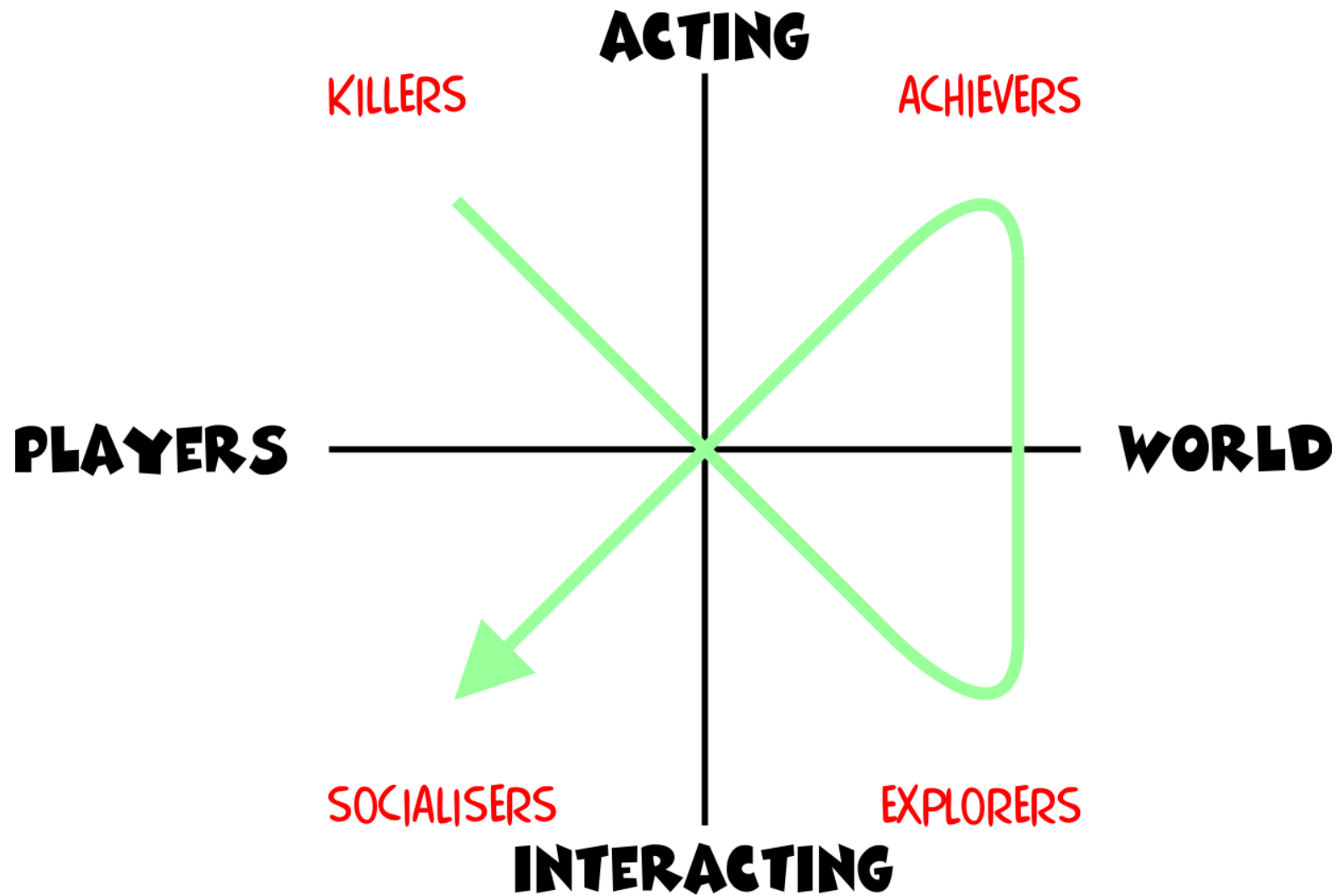 - AIM IS TO GET A BIG, **GOOD** REPUTATION

- WE NOW HAVE AN **8-TYPES** MODEL
- ALTHOUGH THIS **CAN** EXPLAIN THE TWO SUB-TYPES OF KILLER, IT STILL HAS THE **OTHER** TWO FAULTS OUTSTANDING
- IT SAYS **NOTHING** ABOUT CHANGES IN PLAYER TYPE OVER TIME
- IT STILL DOESN'T TELL US **WHY** PEOPLE PLAY VIRTUAL WORLDS
- OK, SO LET'S **LOOK** AT THOSE, STARTING WITH CHANGES OVER TIME

- IT'S **LONG** BEEN KNOWN THAT OVER TIME, WHAT A PLAYER FINDS FUN **CHANGES**
  - SINCE **BEFORE** CONCEPT OF PLAYER TYPES EXISTED!
- IN *MUD1*:
  - NEWBIES STARTED BY **KILLING** ONE ANOTHER
  - THEN ABANDONED THAT AND WENT **EXPLORING**
  - MOVED ON TO RACKING UP POINTS AND RISING LEVELS - **ACHIEVING**
  - FINISHED AS GNARLED OLD-TIMERS **SOCIALISING**
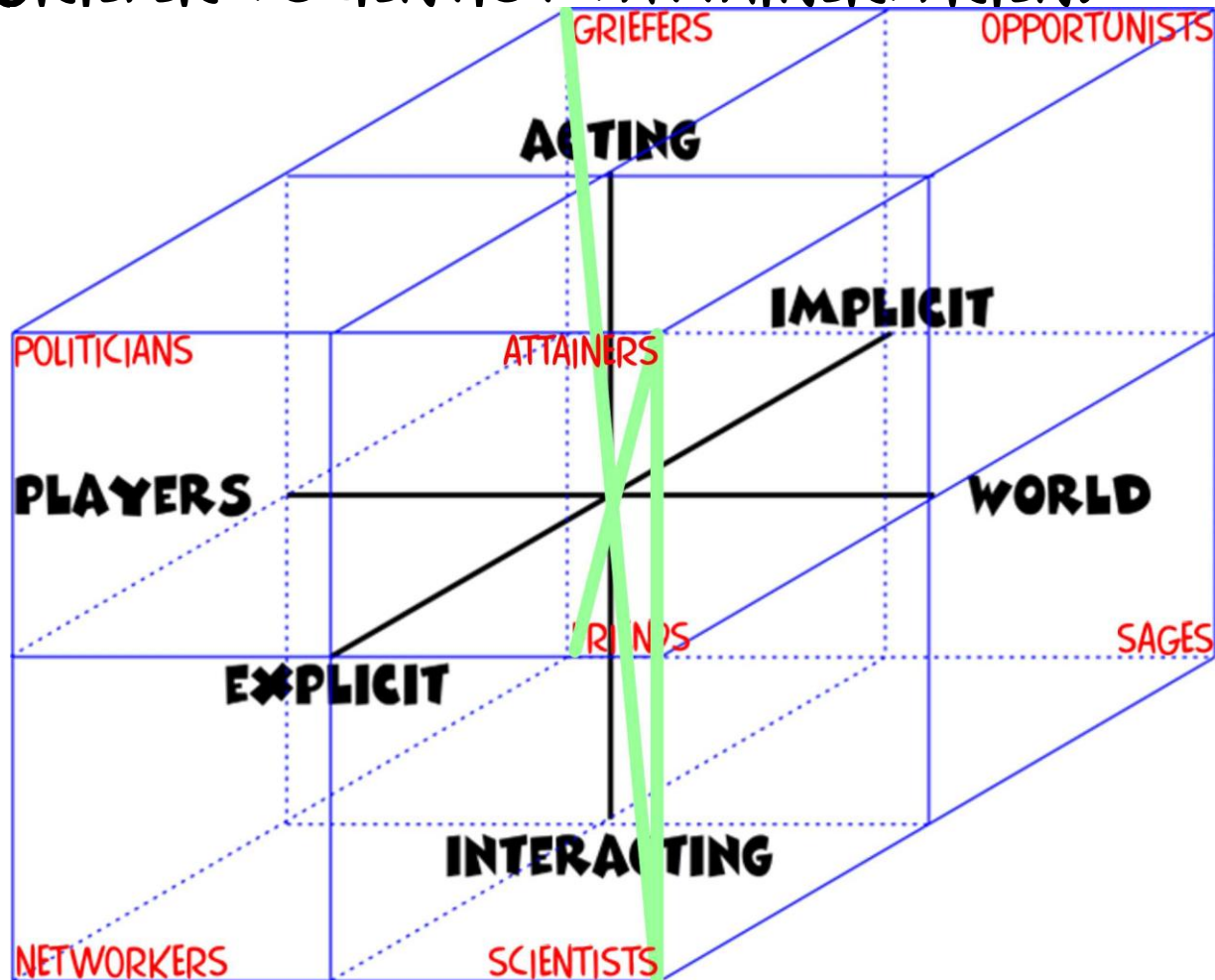- **MAIN SEQUENCE** FOR PLAYER DEVELOPMENT

- SOME PLAYERS **DON'T** FOLLOW THIS SEQUENCE
  - SOME OSCILLATE **ACHIEVER->EXPLORER**
  - SOME OSCILLATE **KILLER->SOCIALISER**
  - SOME ARE ALL *over the place*
- DOES THE NEW, 3D GRAPH **HELP** ANY?
- YES, IT **DOES**

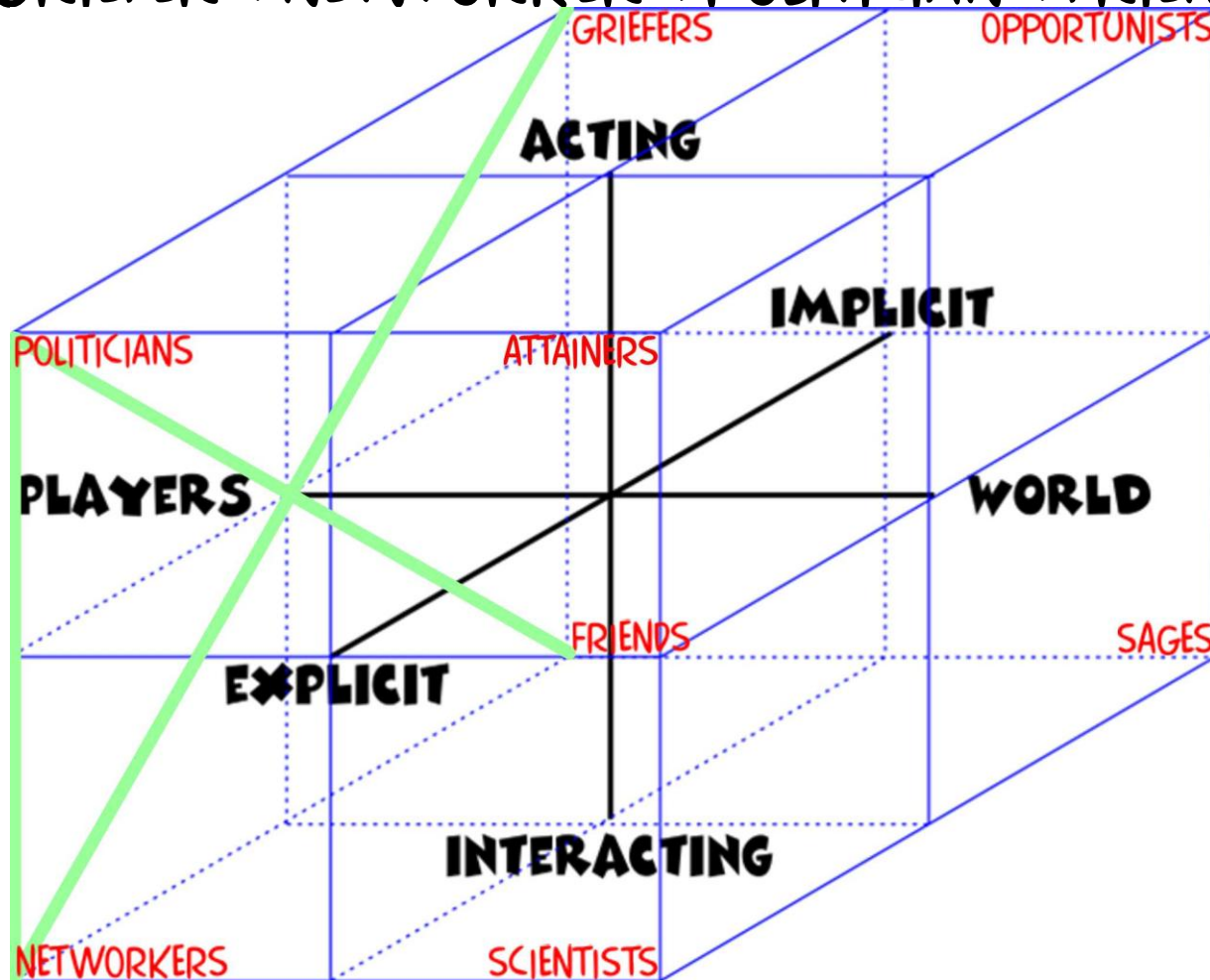 - (I DON'T THINK THIS ATTEMPT TO BUILD UP **DRAMATIC TENSION** IS WORKING...)

- GRIEFER->SCIENTIST->ATTAINER>FRIEND

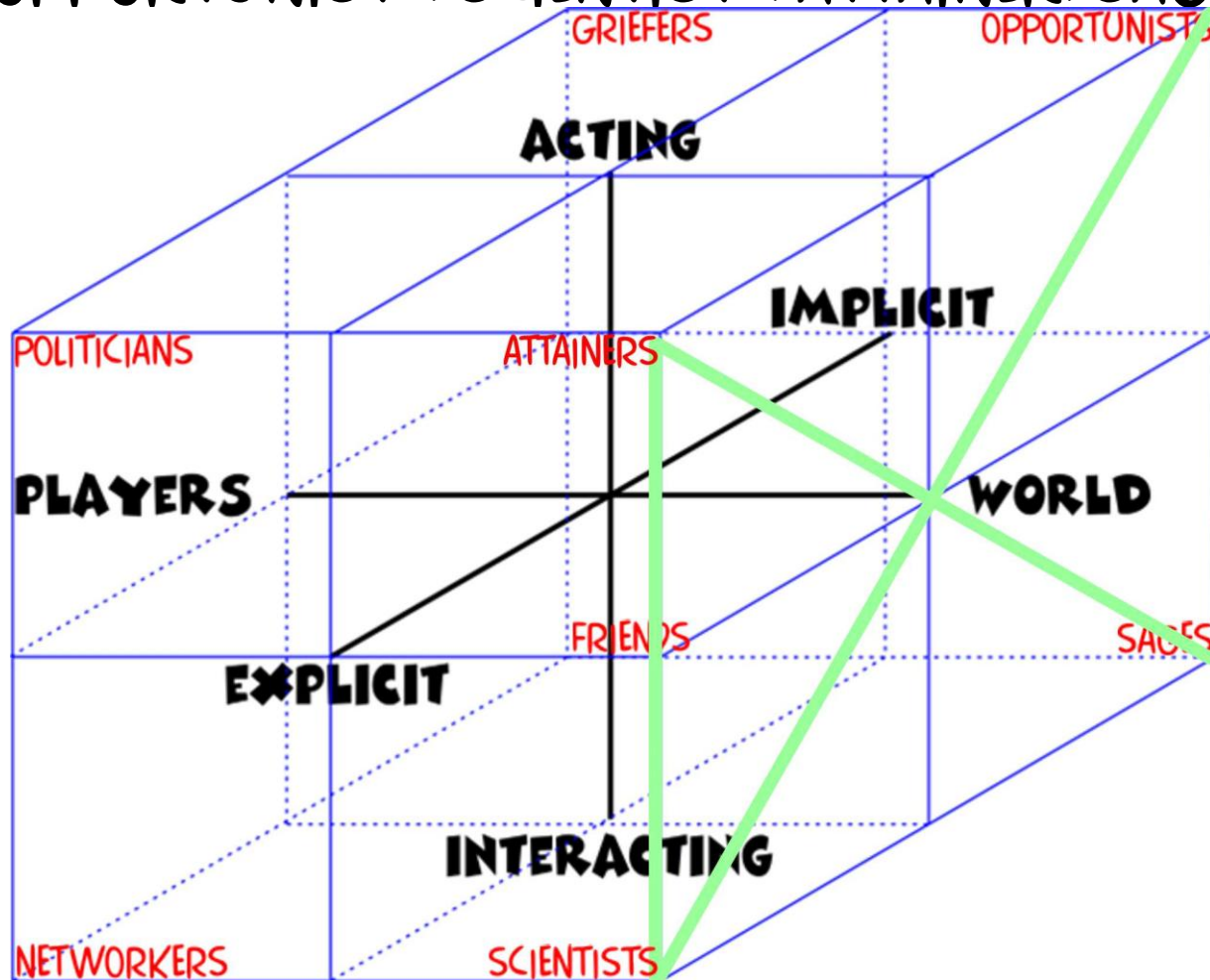- GRIEFER->NETWORKER->POLITICIAN->FRIEND

- OPPORTUNIST->SCIENTIST->ATTAINER>SAGE

- OPPORTUNIST->NETWORKER->ATTAINER>FRIEND

- ALL THESE START OFF **IMPLICIT**, THEN GO **EXPLICIT**, THEN RETURN TO **IMPLICIT**

- PEOPLE **DO** OCCASIONALLY **SWITCH** BETWEEN SEQUENCES, BUT MAINLY **DON'T**

- WE CAN **COMBINE** THE SEQUENCES TO GIVE **DEVELOPMENT TRACKS**
  - IN ORDER OF INCREASING **IMMERSION**

| GRIEFER | → | NETWORKER | → | POLITICIAN | → | FRIEND |
| OPPORTUNIST | → | SCIENTIST | → | ATTAINER | → | SAGE |

- NOT LOOKING BEYOND THE **GRAPH**. "THE KILLER PLAYER TYPE MEANS WE NEED PVP"

  – PVP IS COMPETITIVE, SO PRIMARILY FOR ACHIEVERS

- GIVING **ONE** TYPE THE REWARD DESIRED BY **ANOTHER** TYPE. "AWARD XP FOR CHATTING!"

  – SOCIALISERS DON'T **WANT** XP, THEY WANT TO **SOCIALISE**; ACHIEVERS WOULD SOCIALISE FOR XP

- UNKNOWINGLY PUSHING THE THEORY **BEYOND** ITS **LIMITS**

  – IT **DOESN'T** APPLY AS-IS TO GAMES IN GENERAL

- **KNOWINGLY** PUSHING THE THEORY BEYOND ITS LIMITS BUT **FORGETTING** YOU'VE DONE SO
  - "THESE PLAYERS **ACT** LIKE EXPLORERS, SO LET'S TREAT THEM AS IF THEY **WERE** EXPLORERS"
  - REMEMBER THAT IT'S ONLY AN **ANALOGY**
- ADAPTING IT FOR A **SPECIALIST** USE BUT NOT FULLY UNDERSTANDING THE **ADAPTATION**
  - *WILDSTAR* AND THE WHOLE FIELD OF GAMIFICATION DID THIS
- NOT LOOKING BEYOND **FOUR** TYPES

- SO, WHAT WE HAVE **NOW** IS A MODEL OF HOW PLAYERS **PROGRESS** THROUGH TYPES
- WHAT DOES THIS **TELL** US, THOUGH
- IN ITSELF, IT'S OK BUT A BIT **SO WHAT?**
- WELL, IT'S THE **KEY** TO UNDERSTANDING **WHY** PEOPLE PLAY VIRTUAL WORLDS ...
  - WE KNOW PEOPLE PLAY THEM FOR "**FUN**"
  - BUT THEY FIND **DIFFERENT THINGS** FUN
- WE STILL DON'T KNOW **WHY** IT'S FUN
- TO **ANSWER**, WE'LL NEED TO **PIVOT**

- EXCEPT I DON'T ACTUALLY HAVE **TIME** TO **DO** THIS TODAY
  - I'D NEED AT LEAST AN **HOUR** MORE
- I'LL THEREFORE JUST GIVE YOU A **TASTE** OF IT
- JOSEPH CAMPBELL, 1949: "THE HERO WITH A THOUSAND FACES"
- CAMPBELL NOTICED THAT MYTHS FROM **ACROSS THE WORLD** FOLLOW THE **SAME** BASIC FORMULA, ROOTED IN THE **HUMAN PSYCHE**
  - THE **MONOMYTH**, OR **HERO'S JOURNEY**

- MOST **CREATIVE WRITING** COURSES STUDY THE MONOMYTH (BUT IT'S OVER-USED IN FILM)
  - IT **WORKS** AND DELIVERS **STRONG** NARRATIVES
- SCHOLARS OF **MYTH** AND **FOLKLORE** ARE **AMBIVALENT** OR **DISMISSIVE** ABOUT IT
  - IT'S TOO **ACONTEXTUAL** FOR THEIR PURPOSES
- **PSYCHOLOGISTS** QUESTION ITS THEORETICAL **UNDERPINNINGS**
  - PSYCHOLOGY HAS **MOVED ON** SINCE 1949...
- ANTHROPOLOGISTS **BACK IT UP**
  - THEY SPOTTED IT **INDEPENDENTLY**

- THE HERO'S JOURNEY ISN'T **JUST** AN AGE-OLD FORMAT THAT LEADS TO EXCITING STORIES

- **UNDERNEATH**, IT'S SOMETHING RATHER MORE PROFOUND: A PATH TO **IDENTITY**

- BY UNDERTAKING **YOUR** HERO'S JOURNEY, YOU CAN BECOME YOUR **TRUE** SELF — THE **HERO**
  - THE **YOU** YOU REALLY **ARE**, RATHER THAN THE **YOU** PEOPLE **WANT** YOU TO BE

- CENTRAL POINT: PLAYING A VIRTUAL WORLD IS A WAY THAT AN **ORDINARY** PERSON CAN **UNDERTAKE** THEIR HERO'S JOURNEY

- IF YOU SUCCEED, YOU UNDERSTAND **WHO** YOU ARE AND YOUR **PLACE** IN THE WORLD

- CAMPBELL'S BOOK IS BORDERLINE *impenetrable*
  - AS SUCH, HIS WORK IS USUALLY **BOWDLERISED**

- **WARNING**: IF YOU **GOOGLE** THE HERO'S JOURNEY OR ASK YOUR FRIENDLY **AI**, YOU'LL MOSTLY FIND **WATERED-DOWN** VERSIONS
  - VOGLER'S 12 STEPS, COUSINEAU'S 8 STEPS, ADAMS LEEMING'S 8 STEPS, SIMPLIFIED VOGLER'S 5 STEPS, ...

- THE **FULL** VERSION HAS **17** STEPS

- THE BASIC **OUTLINE** OF THE **H'S J** IS THIS:
  - SOMETHING IS **WRONG** WITH THE WORLD
  - THE WOULD-BE HERO NEEDS A **THING** TO FIX IT
  - THE WOULD-BE HERO GOES TO A WORLD OF **DANGER** AND EXCITEMENT TO **GET** THIS THING
  - THE WOULD-BE HERO **RETURNS** TO THE MUNDANE WORLD **WITH** THE THING
  - THE WOULD-BE HERO **FIXES** THE PROBLEM WITH THE THING HE **SPECIFICALLY** WENT TO THE OTHER WORLD TO **GET** TO FIX THE PROBLEM
  - AT **THIS** POINT, THE **WOULD-BE** HERO FINALLY BECOMES AN ACTUAL, *BONA FIDE* **HERO**

- GAME DESIGNERS HAVE KNOWN ABOUT THE HERO'S JOURNEY FOR **DECADES**

- GAMES HAVE BEEN DESIGNED WITH HERO'S-JOURNEY-FORMULA **QUESTS**, BUT THOSE ARE FOR **CHARACTERS**

- THE **PLAYER** NEEDS TO BE THE HERO

- **YOU** DON'T BECOME A HERO **WATCHING** STAR WARS – **LUKE SKYWALKER** DOES

- THE PLAYER IS LIVING THEIR **OWN** STORY, NOT IDENTIFYING WITH SOME **OTHER** PROTAGONIST
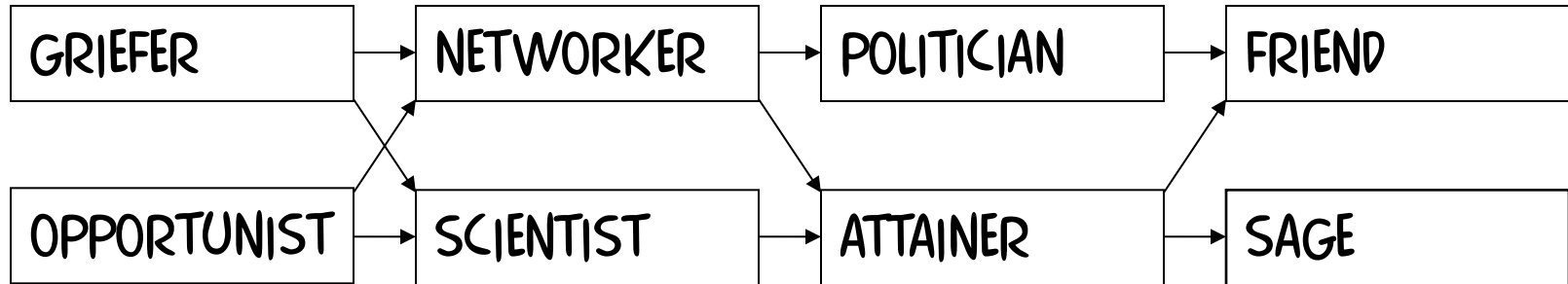
- SO, THE 17 STEPS OF THE HERO'S JOURNEY ARE GROUPED INTO **3** PHASES

- **DEPARTURE** – SET IN THE **MUNDANE** WORLD IN WHICH YOU LIVE YOUR NORMAL LIFE

- **INITIATION** – SET IN THE **OTHER WORLD** WHERE YOU GO FOR YOUR ADVENTURE

- **RETURN** – THE, ER, RETURN **TO** THE MUNDANE WORLD **FROM** THE OTHER WORLD

- IF YOU **FOLLOW** THESE STEPS TO THE **END** YOU'RE A **HERO** – BUT YOU CAN'T FAIL **ANY**

- THE HERO'S JOURNEY INVOLVES
  - LEAVING THE WORLD OF THE **MUNDANE**
  - BECOMING **REBORN** IN AN "OTHER WORLD" OF **DANGER** AND THE **UNKNOWN**
  - RETURNING TO THE WORLD OF THE MUNDANE ARMED WITH **NEW** KNOWLEDGE AND EXPERIENCE AND A RENEWED SENSE OF **SELF**
- **REALITY** IS THE "MUNDANE WORLD"
- THE **VIRTUAL WORLD** IS THE "OTHER WORLD"

- THIS DIAGRAM IS FROM EARLIER, SHOWING THE **DEVELOPMENT TRACKS** THAT PLAYERS FOLLOW

| GRIEFER | → | NETWORKER | → | POLITICIAN | → | FRIEND |
| OPPORTUNIST | → | SCIENTIST | → | ATTAINER | → | SAGE |

- THEY MAP **EXACTLY** ONTO THE MIDDLE, **INITIATION** PHASE OF THE HERO'S JOURNEY
  - THE ONE SPENT IN THE **OTHER WORLD**
  - (THAT IS, THE **VIRTUAL** WORLD)

- I CAN'T DETAIL THIS RIGHT **NOW** BECAUSE OF **TIME** CONSTRAINTS, BUT I **SHALL** EXPLAIN **WHY** PEOPLE PLAY VIRTUAL WORLDS

- IT'S A **QUEST FOR IDENTITY**

- BY BEING SOMEONE **VIRTUAL**, THEY FIND OUT WHO THEY ARE IN **REALITY**

- WHATEVER THEY'RE DOING TO **PURSUE** THAT AIM THEY REGARD AS **FUN**

  – ALSO VERY **COMPELLING** [**NOT** ADDICTIVE]

- **THAT'S** WHY THEY PLAY VIRTUAL WORLDS

- **PLAYER TYPES** SHOW THAT PEOPLE PLAY VIRTUAL WORLDS (SUCH AS *FFXIV*) FOR **DIFFERENT** REASONS

- THEY **CHANGE** THOSE REASONS AS THEY **PLAY**

- ALL **LONG-TERM** PLAYERS ARE SOCIALISERS/**FRIENDS** OR EXPLORERS/**SAGES**

- THEY PLAY, BECAUSE BY **PLAYING** THEY GET TO BE WHO THEY **ARE**

- **IMMERSION** IS A MEASURE OF HOW **CLOSE** YOU ARE TO KNOWING WHO YOU ARE

- # HERE ARE SOME LINKS:
  - HTTP://MATTHEWBARR.CO.UK/BARTLE/
    - 1,350,000 PEOPLE KNOW MY NAME
  - HTTPS://MUDHALLA.NET/TEST/BARTLE3D.PHP
    - 8-TYPES RATHER THAN 4-TYPES
  - HTTP://WWW.MUD.CO.UK/RICHARD/HCDS.HTM
    - THE ORIGINAL PLAYER TYPES PAPER
  - HTTPS://WWW.YOUTUBE.COM/WATCH?V=YXPW2LTDNOW
    - EXTRA CREDITS, WATCHED 670,000 TIMES OR THEREABOUTS…
  - HTTPS://WWW.YOUTUBE.COM/WATCH?V=IISNVDDY4KO
    - TIM CAIN (FALLOUT, WILDSTAR) ON PLAYER TYPES
  - HTTPS://MUD.CO.UK/RICHARD/DESIGNINGVIRTUALWORLDS.PDF
    - MY 2003 BOOK *DESIGNING VIRTUAL WORLDS* IN .PDF FORMAT (FREE!)