

Society within Games

Mr. Dinesh Kumar Baghel
Asst. Prof., SCSE,
Galgotias University

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Online Behavior: The Good

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- It can be seen as representing the natural culmination of society—the joining of people together in bonds that, to the people involved, could be serious and genuine.
- What can be better than the mutual expression of love between two people, virtual or otherwise? Societally speaking, we are built around that very premise.

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Society within Games

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Society within Games

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- Lastly, there is the case of a mentally troubled Wisconsin man who took his life with a shotgun after many months of a 12-hour-a-day EverQuest habit.

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- Lastly, there is the case of a mentally troubled Wisconsin man who took his life with a shotgun after many months of a 12-hour-a-day EverQuest habit.
- While online gaming can't reasonably be held responsible for the behavior of a few emotionally troubled individuals, as more and more online games get more and more popular, statistically speaking, there will be an increase of these types of incidents.

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Society within Games

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- In online games, allows people a certain anonymous “bravado” with which to fuel antisocial desires. In games, this often exhibits as rude or disruptive behavior to other players (excessive taunting, swearing, racial and homophobic epithets, etc.).

Society within Games

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- In online games, allows people a certain anonymous “bravado” with which to fuel antisocial desires. In games, this often exhibits as rude or disruptive behavior to other players (excessive taunting, swearing, racial and homophobic epithets, etc.).
- In real life, these people almost universally would not be able to act this way, but in the anonymity of an online world, they have few perceptible limits on their behavior.

Society within Games

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- Some of the more positive tools are those that facilitate communication. Often, games come with multiple tiers of communication.

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- A trade channel (to facilitate the buying and selling of player-created/found goods)
- A “say” channel with a limited range so players can communicate with those directly near them
- A “yell” channel (a larger ranged “say” channel)
- A group channel (for communication within a joined party)
- A whisper channel (for private communication between players) and
- A guild channel (for discussion within player-created guilds).

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In addition, the game features mailboxes where players can send each other messages, money, or goods (for when players are not on simultaneously), further enhancing the societal interaction and sense of cooperation.

Thank You