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Analysis of Online Societies

An Interactive Qualifying Project Report

submitted to the Faculty

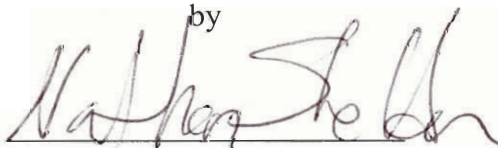
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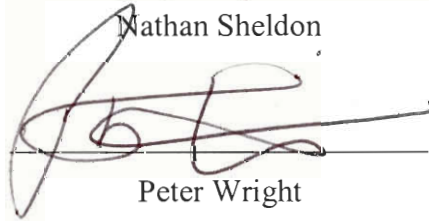
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Degree of Bachelor of Science

by



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Chapter 1: Abstract

Virtual worlds and online societies are a growing part of the world today, and have not had the extensive research that most of the world's social settings have. We began research in the field with general surveying and active participant observation. Our results showed, first, that people who join virtual social environments and turn away from their old real-world social activities often more than make up for it by participation in the social aspects of the online, virtual worlds. Secondly, it opened the doors for a wide range of possible future research in the field, which we strongly hope others will take on in the future.

Chapter 2: Executive Summary

An interesting and important area of research which has so far been unexplored is the group of social phenomena that exist within a new type of online simulation called ‘Massively Multiplayer Online Role-Playing Games’. These games have possibly the largest, most developed virtual societies that currently exist, and are the most complete examples of virtual worlds available for sociological study.

Our research was designed to explore these virtual worlds through survey taking, and participant observation, in order to find out what connections might exist between people’s real-world social lives, and the social lives which they have within these virtual worlds. We conducted well over a hundred surveys, and spent many long nights observing, and discovering what went on in the virtual worlds.

The results showed that there tended to be an inverse relationship between the amount of time a person spends participating in real world social activities and the amount of time they spend participating in social activities in the virtual worlds. We found other correlations as well, including correlations between length of time playing online role playing games and how much in-game socializing a player participates in.

In addition to hypothesis testing, another major purpose of this project was to explore the worlds with the goal in mind of getting a better idea about what future research could be done within the topic of virtual worlds. Some of the areas which are discussed as strongly suggested for future research are ‘power-gamers, and what effect they have on virtual societies,’ and gender-related issues, such as what does having the ability to be someone of the opposite sex in the virtual world do to the virtual society, and what does it do to those people in the real world?

Chapter 3: Introduction

Throughout history, the technological achievements of mankind have had an effect on, and sometimes have completely transformed, the societies in which they exist. An example would be the advent of inter-continental travel, which has increased trade and has catalyzed regional specialization of production throughout the globe. In doing so, it has affected the societal roles of the workers who produce those goods.

Among the most significant of these technological advancements in recent history, the computer is quite possibly the most consequential. The computer has opened up new means of computation and communication. It continues to affect societies as more and more of traditional societal practice is transferred to a virtual space. (*Virtual*, throughout, denotes that a thing exists or takes place by computationally simulated means using connected computers.) Many parts of society have either transferred to, or been affected by, virtual space. In addition, there are things which can exist *only* within the virtual space, and which have been impossible until now.

Another phenomenon that happens is that people regularly form their own societies when the circumstances are right. Times of ideological change or spatial shift have predictably produced communitarian movements and separatist societal factions at greater than average rates. The creation of virtual space, and the filtering down of computing technology to the masses has brought about, for many, both an ideological *and* a spatial shift. The ideological shift is exemplified by our new understandings of activities such as work, play, friendship, love, and entertainment, resulting from the new ways which these may be expressed in the virtual space. Due to the current nature of virtual space, there is room for experimentation in these areas paired with anonymity in a way that has never been possible before. This gives some people the opportunity to experiment with new ideas they would have otherwise stifled, effectively removing the stabilizing pressures of the physical society, thereby creating more room for ideological change within the individual. The spatial shift is that many people who previously spent time only in the physical world now spend a large part of that time in a virtual space, which is different from the physical space it has replaced.

Naturally, then, communities (groups of people doing things together) have evolved within virtual space. These communities allow people to explore the new virtual spaces together, and will hereafter be referred to as *virtual societies*.

In recent years many different virtual spaces have been created where virtual societies can be formed. These include, but are not limited to activities, such as: chat rooms, message board systems, special interest groups, and interactive game simulations.

Chat rooms, message board systems and special interest groups each have a high potential to develop a sense of community among their members. In general, however, their turnover rates are immense, and membership participation varies over small periods of time, going through periods of intense activity and desertion. Because the membership of these groups is so unstable and sporadic in participation, they don't appear to be good candidates for research.

Interactive game simulations appear to have lower turnover rates, and therefore would be better candidates for research. In addition, a number of highly developed communities appear to have formed using these simulations, with many societal sub-groups working together in larger societies. Many simulation developers and producers have dubbed these *virtual worlds*.

The construction of these simulations entails creating a virtual world containing virtual societies in which the virtual inhabitants exist. The virtual inhabitants are thought of as "living" in their virtual worlds. Players (real-world humans) communicate with these virtual worlds, and through the virtual worlds with each other. In order to keep players interacting with the simulation, the virtual world must be able to satisfy a sufficient level of non-physical needs and desires of human players, including emotional and social needs. The players often form loose real-world communities whose members communicate through numerous websites and with the developers of the simulation.

Currently it is arguable whether such virtual societies really exist. However, there is a single class of interactive simulations that come closer to realizing this goal than any other virtual entity. These interactive simulations have hundreds of thousands of human players participating in them. They have an average participation of several thousand people at any given time and are commonly referred to as *Massively Multiplayer Online Role Playing Games*. (*MMORPGs*) Throughout the rest of this paper, the terms

MMORPG and virtual world can usually be thought of interchangeably, though sometimes there may be a distinction drawn between the entertainment genre of MMORPG and the more encompassing endeavor of virtual worlds. Also, throughout the paper, we use the terms “character” and “player.” Inside the virtual world the human players are referred to by the roles played by their characters. Therefore, even though humans are communicating with the computer(s) and vice versa, we speak as if the characters are actually communicating; in a role-playing sense, they are. This distinction matters when *players* start to interact through the medium, such as real-world friends asking how the real-world movie was the night before, despite the fact that they are communicating through the virtual environment.

What effect these virtual worlds will have on the physical world is unknown at this point. The technology that makes the realization of virtual worlds possible is in its infancy as are the worlds themselves. However, participation in these virtual worlds is one of the most rapidly growing trends in virtual space. We will explore the nature and extent of the correlations between effects on the real world and virtual world social lives resulting from participation in virtual worlds.

Our research will be conducted by taking surveys within these worlds, and through active participant observation, as detailed in *Chapter 6, Methodology*. Our hypotheses as to the results of this research are discussed in *Chapter 5, Hypotheses*.

Chapter 4: Background Information

4.1 Other studies within the field.

Very little academic attention has been paid to virtual worlds thus far. This is apparent through a search of academic journal databases including broad academic interest (Expanded Academic ASAP) and sociological databases (“Social Sciences Index”). The searches included the words “virtual world,” “society,” “community,” “online,” “internet,” “MMORPG,” “MMORG,” and “persistent.” These searches produced few articles that used the term “virtual world” as understood here. Furthermore, the few that did, focus mainly on individual cases; written for mass media or journalistic entertainment. Articles of academic nature addressing “virtual worlds” in terms even approximating ours used the term more generally, as we have beforehand used the term ‘virtual space.’ Therefore, we believe that there has been no academic work done in the area of virtual worlds, which focuses on the nature of the sociologically significant ties between virtual worlds and the physical world.

4.2 Similar research ideas and why they are not included above.

Computer Games:

Previous works on computer games and the sociological factors behind them, do not apply for several reasons. Previous research has mostly been based on games within the real world, such as "Pac Man." This type of research cannot possibly address the unique factors that arise from the game occurring in a virtual space. Other research has been done on games, which take place within the virtual space, but are simply virtual counterparts of real-world games, such as on-line "Cribbage" or "Scrabble" games. Such research cannot possibly address the formation and practice of identity and personal relationships with other humans that we are now seeing in MMORPGs, because the type of interaction was not previously technologically feasible, and was not part of these older games.

On-line communities:

Research regarding the use of computers within virtual space, which includes interaction with many people, in general, also does not apply. Even when computers are used for

communication and social purposes, the venues in which the communication takes place lacks persistence, social accountability, scarcity, and the complex social systems that arise from them. Although some computer-based applications, which focus on interpersonal communication, host groups of people which could qualify as societies, they do not qualify as virtual worlds as understood here for the above reasons.

Computer Users:

Research on people who “use computers” doesn't apply. Research on computer users so far has focused on the physical world effects of computer use. It has not explored or recognized virtual society as a legitimate outlet for the human needs for social interaction, in contrast to physical world social activities. The research, therefore, is biased with regard to the virtual nature of the social activities. Secondly, social aspects that have been recognized in research of general computer use have not been explored in depth when discussing the nature of the virtual societies in which the users may participate.

Separatist Societies in the Physical World:

Separatist societies might appear to resemble our virtual worlds because of the emphasis they have historically put on interpersonal relation, and identity building apart from society at large. Some, as in the case of the American communitarian movement of the 60's and 70's, attempted to abolish discriminations of race, sex, and economic background. None-the-less, they were never able to reach such a perfect state of non-bias as that which results from true anonymity in relation to the physical world, and the social fairness that virtual worlds possess. Everyone starts the same, and the inequalities you possess are the ones that you've chosen yourself.

4.3 General Game Description.

An MMORPG is an online system that connects thousands of real-world players a virtual world. These systems attempt complete immersion of the player in the virtual world role. Players create ‘characters’ for themselves that ‘live’ in the virtual world, and choose their name and appearance (ranging from height and weight, to hair color and style, even to

selections of scars and tattoos). The player participates in the virtual world in the role of this new character, where thousands of others have also joined and created new personages.

Characters can interact through a variety of communication commands, including “say,” “yell,” and “OOC” (out of character), all of which speak to those characters that are near them at the time. They can also “TELL” or “SEND” messages to specific characters, no matter where in the virtual world they are. Since humans are really communicating through their characters, this is how player keep contact with new friends (other players) they make in the game. These communication commands are sometimes named differently in different games, but are present in all currently available MMORPGs.

While playing the MMORPG, players cause their characters to become more powerful by doing quests, slaying enemies, training, solving puzzles, or building up a trade skill to become craftspeople. As their characters become more powerful, players build up greater prestige and other players treat them differently and communicate more deferentially. We sometimes say that the characters build up prestige, but the distinction between character role and player gets blurred. (I even saw a job resume once where the person claimed a high-level character as an accomplishment!)

When considering the social interaction between players, it is important to note that the non-social aspects of MMORPGs tend to be slow and tedious once you get past the beginning parts of the game. (Non-social aspects are doing ‘solo quests,’ slaying enemies, etc.) Over time MMORPG plot development also tends to become very slow. Thus, if people do not participate in the social aspects of the games, they are likely to get bored with the slower plots, and hop from one MMORPG to the next or play single player games on their local computer.

As players’ characters become more capable of playing the game, other characters (actually other players) start to go to them for advice and help in the game. This adds another level to the social aspects of the games. In at least one MMORPG (EverQuest), there are players whose characters become as powerful as the system will allow. At that point they choose to devote their in-game time to helping answer questions that beginners have, and helping out other low and mid-level players. (The game developers sometimes

give them special powers and capabilities, which allow experienced players to help out new players more readily.)

A specific example of a currently available MMORPG would be the game “Dark Age of Camelot.” The game takes place in a fictional post-King Arthur Camelot. Wars began after the ‘good king’ died, and there are three realms of people who are at war with each other. A player decides which realm he or she wish to represent, and starts their character at one of the towns in that realm. At the beginning, the character gets only a first name. As the character increases in power, it gains the option of having a last name, and starting (or joining) a guild.

The command “guild” is another communication system that allows the character (player) to speak to everyone in its guild. Guilds often help their lower level members gain power, and form raids on enemy realm territories, or on the more powerful enemies in the game. Communication and participation among guild members is one of the many ways that the game gives benefits to people who join the world socially. Other aspects of the game play which act as incentives for internal social interactions include: experience (the system used to determine a character’s level) bonuses for characters who battle together (known as ‘grouping’); a “friends” list which keeps track of characters the player knows and tells the player if they are online; and inter-job dependencies (such as an expert armorer needing the help of an expert tanner to make good leather for use in his armor).

Each game has its own incentives for social interaction. We talk of interactions between characters, but the role interactions are important to the external players. Most of the time, new games try to come closer to creating a virtual world than the previous games. In the next section, we will detail the current games’ statistics, histories, and attempts at creating the best (e.g., the most socially viable) virtual world out there.

4.4 Individual Game Histories:

If you would like to see screen shots of any of the games mentioned in this section, please see Appendix C.

Name: Ultima Online

Published by: Electronic Arts

Developed by: ORIGIN

Release date: September, 1997.

Size of world: Unknown at present.

Average number of active users currently: Unknown at present.

Description of the game's social situation and setup:

Ultima Online (UO) offers its players a virtual environment that is quite encompassing. Players can have their characters build houses, become craftsmen, start stores, or run a town. But beyond giving characters the option to spend their time on whatever endeavors they desired, the game offers little incentive to actually *do* these things. As a result, only a few players with more powerful and well-off characters buy buildings, start stores, and whatnot. Finally, almost all the space in the game is used by characters who have tons of money to spare, since the relatively high level characters purchased all the land, and built all the houses. When this happens in the game, only those players who are *very* interested in the limited social aspects of the game continue to play, because all that is left to gain is socialization.

Name: Lineage: The Blood Pledge.

Published by: NCSOFT

Developed by: VA systems

Release date:

Size of world: Lineage has a girth of about 45 minutes.

Average number of active users currently: 700 per server (2 servers)

Description of the game's social situation and setup: Lineage has a unique MMORPG design. The game is designed to have the characters always interacting with other members of their 'bloodpledge.' As a result, players experience considerable social interaction. Bloodpledges are similar to what other MMORPGs call guilds, however there are many important differences. Only a special class of character called a prince/princess can create Bloodpledges. The three other classes, which are Knight, Wizard, and Elf, may join a prince(ss)'s bloodpledge, but may not create their own. At low levels the game is similar to other MMORPG's, in that a character's first goal will usually be to gain levels and make friends to group with. As characters get more powerful, though, the warrior

classes will need to pledge themselves to a prince(ss) in order to participate in the most exciting events of lineage. Those events are sieges. There are four castles in Aden (the world of lineage). Each castle can be ruled over by only one bloodpledge. Only the bloodpledge that has won the castle may live inside it. The prince(ss) of that bloodpledge becomes the king or queen of that area, and the surrounding towns. They also set the tax rates for the shops surrounding the castle. Since any prince(ss) character can create a bloodpledge, there are many more pledges than there are castles. Every so often, the bloodpledges that don't have a castle are given the opportunity to siege a castle and try to take it over for themselves and their pledge. If they can successfully defeat the defending bloodpledge and castle guards, then break into the castle throne room and steal the crown, they get control of the castle.

Almost the entire game, from the economic system, to the character types and geography is built around this bloodpledge system, and resultantly, the game encourages social relationships in a unique and meaningful way.

Name: EverQuest (EQ)

Published by: 989 Studios originally, Sony Online Entertainment currently.

Developed by: Same.

Release date: 1999

Size of world: The EQ world has a girth of about 90-125 minutes (2-3 EQ days)

Average number of active users currently: 1900/server (25 servers)

Description of the game's social situation and setup: EQ was the first to put serious emphasis on grouping by giving experience bonuses to characters if they are in a small party, fighting together. This helps the social growth even more by encouraging players to get to know other players so they can play their characters for bonuses. This leads to having contacts in many places, and also helps on the larger social scale, because (through their characters) players meet other players who are already in guilds and have social sway. The small grouping, and a simple guild concept (basically a group of people who can talk on the "/guild" command, mentioned above), is all EQ does to encourage social interaction. In many cases, players will auction off items they find, or offer payments to players who might have a pile of some item that is hard to find. (Say they

were fighting spiders, and had a lot of spider silk, a higher-level character might offer to pay for the spider silk instead of spending their time fighting enemies which were not a challenge to them) EQ continues to add expansions, so the players occasionally have new places to explore. Current EQ players generally have a medium sized group (probably around 8-16 people) that they frequently group with, and often have a larger guild (probably around 40-80 people) that they are members of. They use the guild as a way to find people to 'group' with when their normal group is not around.

Name: Asheron's Call (AC)

Published by: Microsoft, Inc.

Developed by: Turbine

Release date: 1999

Size of world: unknown currently.

Average number of active users currently: 1700/server (8 servers)

Description of the game's social situation and setup: Microsoft's attempt in the MMORPG genre did not quite follow previous models. All of the games up to this point had followed the Tolkien fantasy ideas with elves, orcs, wizards, et cetera., while AC created its own creatures for its own fantasy world. Grouping at low levels is actually a hindrance, unless the player is playing on the Player-Killer (PK) servers (servers where any player can attack any other player at any time). In that case, groups are safer from unplanned attacks from other players. At higher levels (over a month's worth of playing), the enemies become too tough to fight alone, so high-level players group together so they can stay alive. But, even without the small grouping activities, AC offers a different, but strong social aspect to the game. The "guild" concept in AC is very strong. Each player tries to get up to 8 other players to pledge their character's allegiance to his or her character. The "leader" gets 10% of the experience that his underlings get, and can pledge allegiance to another character. This ends up having very large trees of allegiance, where the higher-ups need to give assistance (gold, items, or any other help) to his followers, or they might pledge to another character who is offering more for their allegiance.

An important thing to note is the PK server. While it scares many players away for fear of having their characters killed, having the ability to kill, to murder, and to seek revenge for insults or stupidity causes a lot more social structure to become apparent. When everyone is friends or indifferent, there is no fear. When every action could insult someone, it becomes more important to interact well on a social level with others, because without friends, a player's character could very well end up dead. This is an element of reality that is often left out of MMORPGs, but that would need to be present in a fully functional virtual world. An important point for the *virtual* is that a player's actions don't reflect directly back on his or her real world physical person, but an important point for the *world* is that a person's actions *do* reflect back upon his or her self. In the virtual world, a player has no fear for his or her own self, but he or she does have fear for his or her character's self. When you're low level, you don't go rushing headlong into a dragon's lair, because you will undoubtedly die. For the same reason, you don't go insulting players who are 10 times more powerful as you.

Name: Dark Age of Camelot (DAoC)

Published by: Abandon Entertainment, Vivendi Universal Publishing.

Developed by: Mythic Entertainment

Release date: Oct 9, 2001

Size of world: Each of the three continents has a girth of about 90 minutes, or about 2 days in-game time, and each of the three realm-vs-realm areas has a girth of about 180 minutes, or 4 days in-game time.

Average number of active users currently: 2500 players

Description of the game's social situation and setup: Dark Age of Camelot is one of the newest MMORPGs on the market today. Having been created post-EverQuest and post-Asheron's Call, it has again added additional social incentives. Grouping has large experience bonuses, so from level 1 it is beneficial to make friends and group with them in your adventuring. There are also lots of quests which require larger groups (or higher level friends) to accomplish, which also adds to how much players need to seek out and make friends for their characters. There is also a guild concept, which gives people titles, so instead of just being "John" you can become "John of The Avengers" –

and there are also last name options, so you can form a family, “John Smith of the Avengers,” so making friends with people has other benefits besides just the social interaction, which promotes the social activities.

Another important social aspect of DAoC is the PK aspect. Unlike Asheron’s Call, which has PK servers, and non-PK servers, DAoC only has one type of server, but each server has three “realms,” and the realms are at war with each other. This makes all characters from the realm of “Albion” friends, and non-PK, while anyone from Albion is automatically PK (and enemies of) anyone from the realm of “Hibernia.” This gives the higher level characters a lot of social interaction (attacking other characters, and thus really *needing* the help of other players, because they are fighting fully intelligent enemy players of equal power...) – this makes later game more entertaining for the powerful characters, who may be tired of slaughtering computer-controlled enemies.

Name: Anarchy Online

Published by: Funcom

Developed by: Funcom

Release Date: June, 2001

Size of world: Many small randomly generated maps, in addition to a 3-hour girth of the main world.

Average number of active users currently: 1500

Description of the game’s social situation and setup: Anarchy Online offers an environment where grouping is outright rewarded. Every member of a group gets nearly the same amount of experience for slaying a given enemy as they would alone, but it is much easier to do so with 5 friends helping. Thus, a group of 6 characters gets a total of nearly 6 times the experience for the same enemy as a character playing solo would. Beyond that, there are guilds, but they are nothing beyond a conversation tool (“/guild,” much like many other games) – they offer no in-game structure, or bonuses in any way.

Anarchy Online has a built-in Player-vs-Player concept similar to DAoC’s, in that there are 3 general groups in the game. The difference is that, in Anarchy Online, the game does not enforce friendship with one sect, and war with another – it just tends to work that way, as the game’s story line develops around that war.

Chapter 5: Hypotheses

Now that we have a distinction between players and characters, we can discuss our hypotheses

General Hypotheses: The characters that have a more defined social role in the game will be those who spend the most time in game, in proportion to their time available to spend in the game (Hypothesis A). The longer a person has been playing the game, the more likely we expect it to be that they will have a well-developed in-game social life (Hypothesis B). We expect that people who do not participate in many of the social aspects of these games will stop playing the games much sooner; therefore, the amount of social participation should be in proportion to how long the person has played the game (Hypothesis C).

We expect to see commonalities among the survey participants in the nature, as well as the amount of physical world social activities that these virtual worlds have replaced (Hypothesis D). We expect that those who have more social activity in the virtual worlds, will have reductions in those physical world activities which are social in nature (Hypothesis E); and that those that have less social activity in the virtual worlds, will have reductions in physical world activities which aren't of a social nature (Hypothesis F).

Cause-effect Question: This leads us to a question of which comes first: the stronger social aspect of the game; or the time spent. While we are aware that we can not determine cause and effect from one survey, we may find correlations in the data that support one hypothesis more than the other, which will help determine where further research could be directed.

Cause-effect hypothesis 1: More playing causes fewer social needs to be met in the physical world. Social needs and activities, which were met in the physical world before participation in the virtual worlds, will not disappear; instead, as more time is spent playing the game, such needs and activities are replaced by activities within the virtual world. If this hypothesis is valid, we would expect that those who have been playing for longer periods of time would be able to identify a larger number of specific physical world social activities that were dropped from their schedules, and are being met within the virtual world. At the same time they would not prefer the mechanisms of the

game versus real-world mechanisms. It just ends up that they find themselves participating in the virtual societies for other reasons besides preference for the fundamental mechanisms (Hypothesis G).

Cause-effect hypothesis 2: How social needs are satisfied in the game are valued by players more than their real-world counterparts, which causes more playing. If this hypothesis is true, we would expect that people who have played a longer amount of time are more likely to stress the value of the social activities of the games. Conversely, we expect that those who have not played as long or as frequently would express less preference for the game's mechanisms (Hypothesis H).

We made no hypotheses regarding the general reasoning patterns behind these communities for their participation in the virtual worlds. Questions of this nature, we expected to find out through the survey answers, and through participant observation of the communities.

Chapter 6: Methodology

6.1 General Methodology and Reasoning:

This type of sociological research attempts to find the general attitudes and subjective reasoning patterns of large groups of people. We believe that the most objective, and perhaps the most useful tool to do this is the random sample survey. Completely objective sociological research, however, does not allow room for subjective measurements. Because subjective measurements may be invaluable to the researcher, we chose to conduct our research in two ways. First, we used a survey that attempted to achieve an objective random sampling. Second, we used our direct participation within the virtual worlds (where we conducted the surveys) to aid us in our interpretation of the data collected, and to provide other observations from direct personal experience.

We conducted surveys within the virtual worlds themselves. In making the decision on how to conduct the survey, we realized that we could harness the power of the fan culture of these games by posting the survey on the web, and by advertising on fan sites for each particular virtual world. This would certainly have allowed us to achieve a larger sample size within the time allotted for our surveying. However, it would not have allowed us to ensure that our sampling was a random one. (A single person, for example, could have done multiple surveys.)

Web site-based surveys, or any other method of surveying that requires the survey participant to proactively seek the survey out themselves, are unlikely to give representative sampling data. First, the users profiled would consequently have been only those who read the fan-sites on which the survey was advertised, or the global chat features of the game. Second, of that subset, only an even smaller subset, containing those who possess certain personality traits and intellectual interests which would cause them to wish to take a survey of this nature would have been represented. Third, we would have had no ability to count our response rate, if we simply advertised the survey, and allowed any number of people to fill it out.

We wanted a more random sampling method with better response rate control. Therefore, we chose to do our surveying by giving the survey to random people selected from within the virtual world. This also enabled us to be 'participant observers' in the

research. This will enable us to draw from this direct participation within these worlds to help us in the analysis of the survey material.

We conducted a random survey of people playing two MMORPGs: *Dark Age of Camelot* and *Lineage: The Blood Pledge*. We participated in the games, and at various times and locations within the game asked people to take the survey, following a pre-set plan of how to invite them to take it.

When analyzing the data we received, we did our best to make readable visual representations of data. We have also included the original survey answers in Appendix D, for those interested.

6.2 Survey Design

Since our research was exploratory in nature, we designed a survey that included both closed-ended and open-ended questions. This provided both statistically analyzable data, as well as subjectively interpretable data. The entire survey can be found in Appendix A.

Our research was exploratory; and therefore we had to remain open to any correlations among aspects of peoples' social lives in the virtual world and in the physical world. None-the-less, there were certain correlations that we suspected to find, as discussed in *Chapter 5: Hypotheses*.

Adequate questions were put in the survey to allow us to test our hypotheses. At the same time, the questions were open ended when necessary, to provide for other observations

Our Survey was split into three major sections. The first major section, and largest, was made up of questions which asked about social activities and social lives within the real and virtual worlds of the survey participants, and questions about time-related statistics regarding those activities. The last two sections were smaller, and were titled, respectively, "General Game Statistics", and "Personal Statistics (real world)."

The Last two sections were gathering of straight statistical data, no detailed wording or other planning was necessary. The questions were just the title of the data being collected followed by the entry field. The following is one example:

Level: _____
Character's Gender: _____
Character's Race: _____
Etc...

The First section contained the questions which the reader could possibly have misinterpreted. These questions, if designed poorly, could possibly mislead the reader, or be misunderstood by the reader, and therefore thus deserve an explanation as to why we worded them the way we did:

The questions asked for five major types of input within this section

- asks the reader to enter a numerically ranged estimate
- asks the reader a yes or no question
- asks the reader to enter text about a given subject
- asks the reader to check a box if a certain statement applies to them
- asks the reader to rate something on a numerical scale

The questions were asked using the following 4 types of input

- html dropdown lists
- html checkboxes
- html textareas
- html radio buttons

Questions which were of a related nature, such as the following question,

17. What real world social activities (ex: soccer, seeing movies with friends, anything that involves you and other real-world people) did you participate in before you played MMORPGs?

and the related question,

21. What real world social activities (ex: soccer, seeing movies with friends, anything that involves you and other real-world people) do you participate in currently?

were separated from each other, to avoid making incorrect assumptions about the relationship between them. In general we tried also to avoid any sequence of questions which would lead the reader to any notions about any hypotheses we were trying to test,

as this could lead a reader to fill out answers in order to prove their own belief, instead of the truth.

Whenever possible, we left the default answer to a question as a blank option so that we could determine whether or not a survey participant chose to leave the question blank, and in other cases, we left them as defaults such as “never played the game,” or indifference in the cases of agreement with statements. We also attempted to word the questions in a manner which would leave the reader with no suppositions to a false bias (or any bias) in the questions intent.

Our pre-testing efforts on the survey consisted of asking 6 people to fill out the survey, timing themselves, and commenting on the layout, wordings, questions, and personal feelings about taking the survey. This helped us with the wording of the questions, and in narrowing down which questions we could ask. It also gave us an estimate on the length of time the survey took, so we could inform possible readers that it would take 10-15 minutes of their time.

6.3 Detailed Research Report

We participated in, and contributed to, the online communities during the survey period. This gained us understanding of the environment we were researching, and allowed for educated interpretation of the results.

We used the attached Survey (Appendix A), and surveyed MMORPG players to find statistics and information that we used to make observations and test the hypotheses. To find the players we wanted to interview, we asked random users of all levels from the MMORPGs in which we are participating to fill out the surveys. We participated in two games: Dark Age of Camelot and Lineage: The Blood Pledge.

The response rate was calculated as number of filled out responses over the number of people we asked to fill out the surveys. Our target response rate was 75%, with a total number of responses of 100 or greater. Our final response rate was about 77%, with 180 players asked, and 138 responses. In order to meet these goals we presented ourselves to players in the following manner:

First, we asked them if they had a minute to talk.

Next, we explained the project with the following details included every time:

We are college students.

We are conducting a research project dealing with online societies.

We asked them if they would agree to be interviewed.

If they do not agree at this point, we offered them a small sum of “in game” money or other “in-game” valuables. (We believe that this increased our response rate, thus keeping it closer to random, instead of "people who fill out surveys, and people who help college students.")

Time spent on surveys was 2 weeks. In order to do this, we spent a good deal of time in populated areas in the games, and messaged random people who were in the game as well as people we ran into directly.

Considering the details from the results of the survey, we discussed obvious and possible correlations between virtual world social engagements and real world social engagements. We also considered which aspects of the communities could lead to other research in the field. To do this, we analyzed the statistical results of the survey, and considered at length the open-ended responses. We also compared statistical information to the socially open ended questions to find additional hypotheses.

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IQP/MQP SCANNING PROJECT



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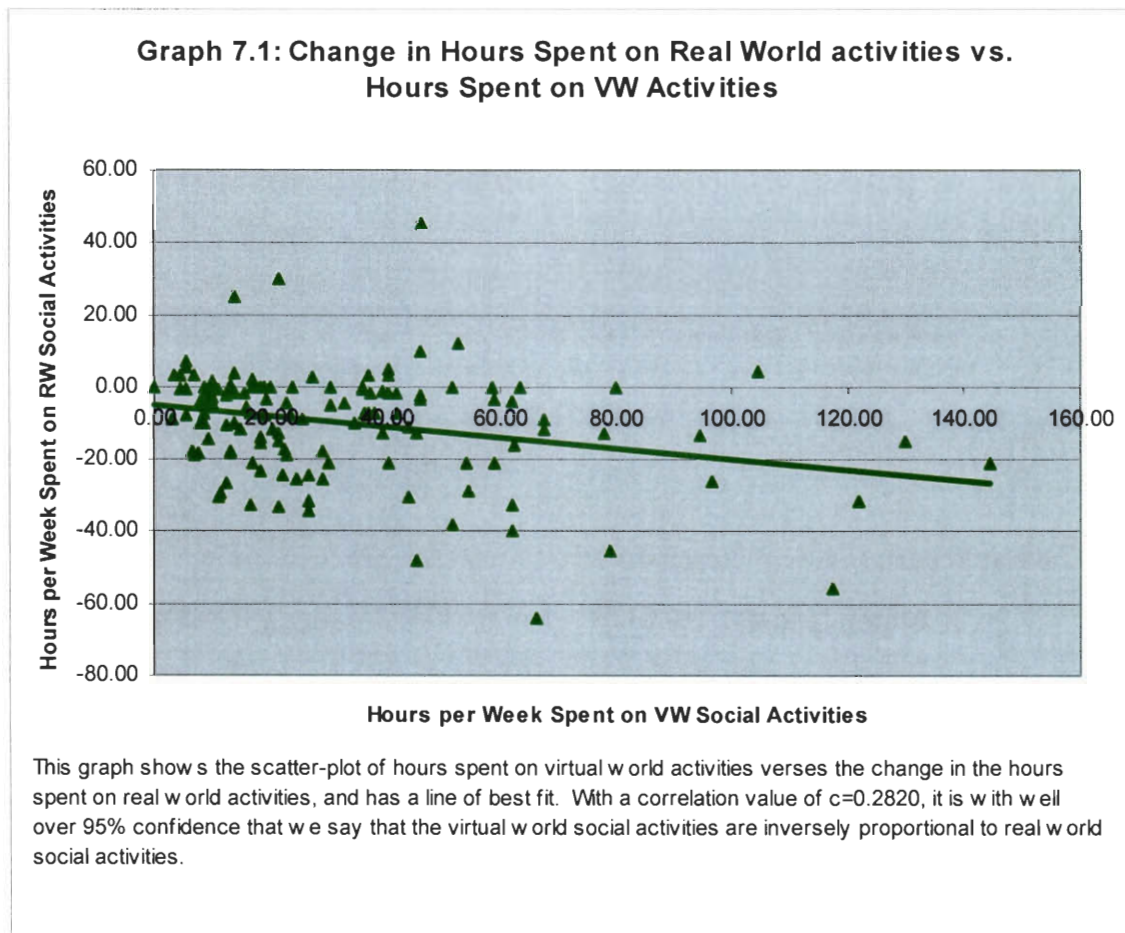
Chapter 7: Results and Discussion

7.1 Hypothesis Testing

Hypothesis E: Those who have more social activity in the virtual worlds, will have reductions in those physical world activities which are social in nature.

To test this hypothesis from the survey data, we searched for correlations between the gain in amount of social activities within the virtual world, and the loss of social activities in the real world.

We found a very strong correlation between the amount of time spent in virtual world social activities, and a reduction in the amount of real world social activities that they participated in. According to the data, on average, players reduced one hour of their real world socialization for every five additional hours spent in virtual world socialization. This can be seen in *Graph 1: Change in Hours Spent on Real World activities vs. Hours Spent on VW Activities*.



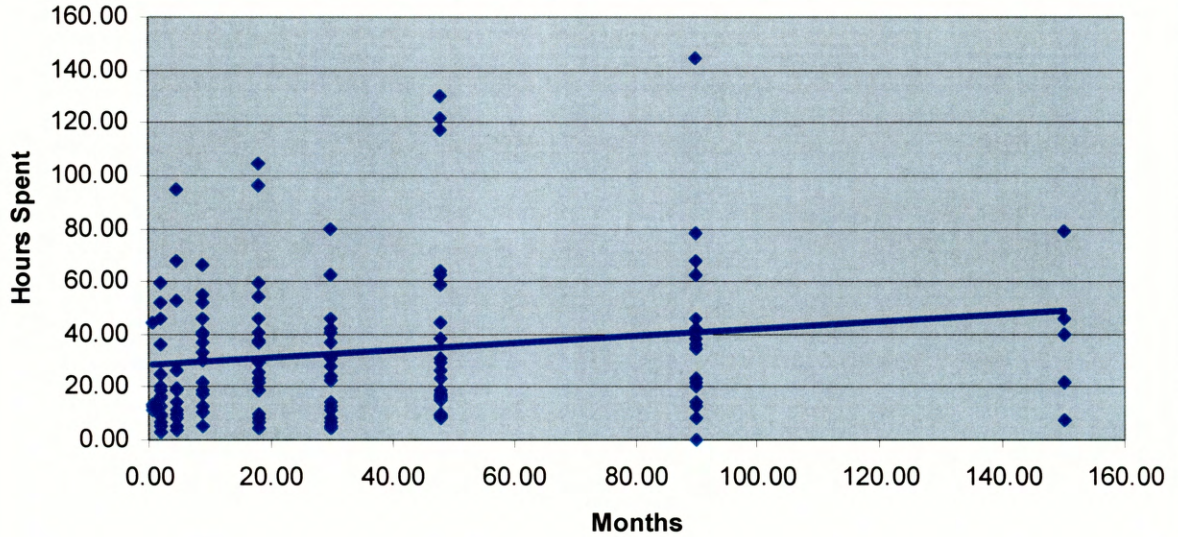
We consider this important for several reasons. First, it shows that real world social activities *are* replaced by virtual world social activities with well over 95% confidence. Second, it may help disprove the notion that people who participate in MMORPGs and other online systems are antisocial. In fact, the data indicates that they are more social in the virtual world than they had been in the real world. (There is a question of where this extra time comes from. While we did not research this, and thus can not be certain, we conjecture that at least part of the time was taken from anti-social real-world activities, such as watching TV alone, playing computer games alone, and other activity that does not involve other people.) Third, it shows that our main hypothesis was, indeed, correct: The more players immerse themselves in the social aspects of the virtual world, the more they replace the social aspects of the real world life they led before.

Hypotheses B and C: The longer a person has been playing the game, the more likely we expect it to be that they will have a well-developed in-game social life.

To test this hypothesis, we looked at both ‘Time Playing MMORPGs in General’ and ‘Time playing current MMORPG’ verses the data about participants’ virtual and real world social activities.

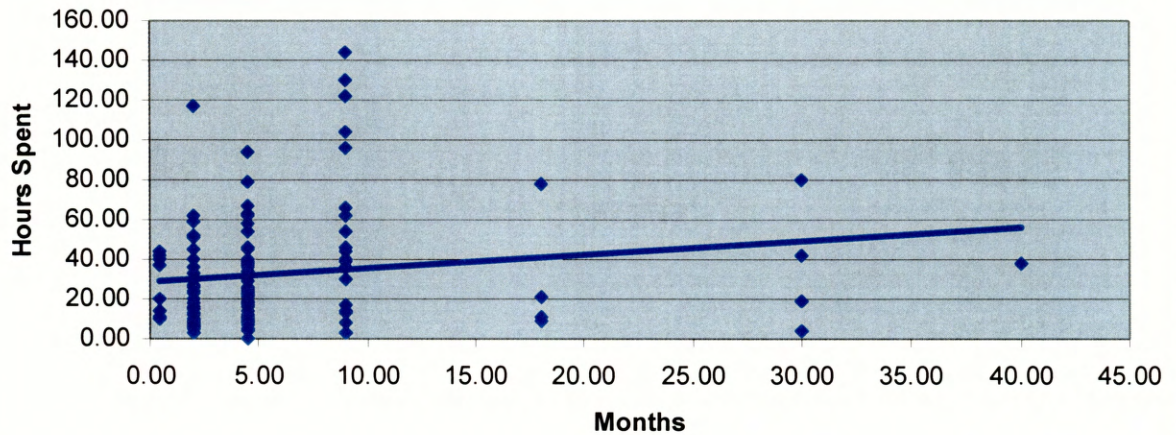
With a 95% confidence, our data showed a fairly strong trend toward growing more and more into the virtual world social aspects as time goes by. This can be seen in *Graph 2: Total Virtual World Social Activities vs. Time Playing MMORPGs in General*, and *Graph 3: Total Virtual World Social Activities vs. Time Playing Current MMORPG*. When combined with Graph 1, this indicates that the longer you play MMORPGs in general, the more you replace your real world social activities with activities found in the virtual world. The data indicates that on the average players increase their VW socialization by a little over 1/2 hour for every month that they play the current MMORPG.

Graph 7.2: Total Virtual World Social Activities vs. Time Playing MMORPGs In General



Graph 7.2 shows the scatter-plot of hours spent on virtual world activities verses time playing MMORPGs in general, and has a line of best fit that, with a correlation value of $c=0.1785$, has, with over 95% confidence, a distinct positive correlation.

Graph 7.3: Total Virtual World Social Activities vs. Time Playing Current MMORPG



Graph 7.3 shows the scatter-plot of hours spent on virtual world activities verses time playing the current MMORPG, and has a line of best fit that, with a correlation value of $c=0.1431$, while with less than 95% confidence, appears to have a positive correlation.

These two graphs demonstrated that virtual world social activities tended to increase the longer the person played an MMORPG. We also looked at the effect of game playing on real world activities. The data showed that when people start playing a specific game, they tend to drop their real-world social activities a total of about ten and a half hours per week, and replace them with virtual world activities. An interesting thing is that after that initial drop, the person's real world activities don't tend to change any more, but the virtual world social activities increase quite strongly. This could mean that a person is not willing to give up all their real-world social activities, but are willing to give up other, non-social activities in the real world for more social activities in the virtual world.

The following general hypotheses were neither proved nor disproved by the data.

Hypothesis A: The characters that have a more defined social role in the game will be those who spend the most time in game, in proportion to their time available to spend in the game.

Hypotheses D: We expect to see commonalities among the survey participants in the nature, as well as the amount of physical world social activities that these virtual worlds have replaced.

Hypothesis F: Those that have less social activity in the virtual worlds, will have reductions in physical world activities which aren't of a social nature.

Cause Effect Hypotheses G and H: One question on the automated survey was coded incorrectly, so we did not get any data on real world social skills. As a result, are unable to examine the cause-effect issues (Hypotheses G and H). We strongly suggest further research as to why participation in the virtual world social agenda tends to replace a person's participation in the real world social agendas.

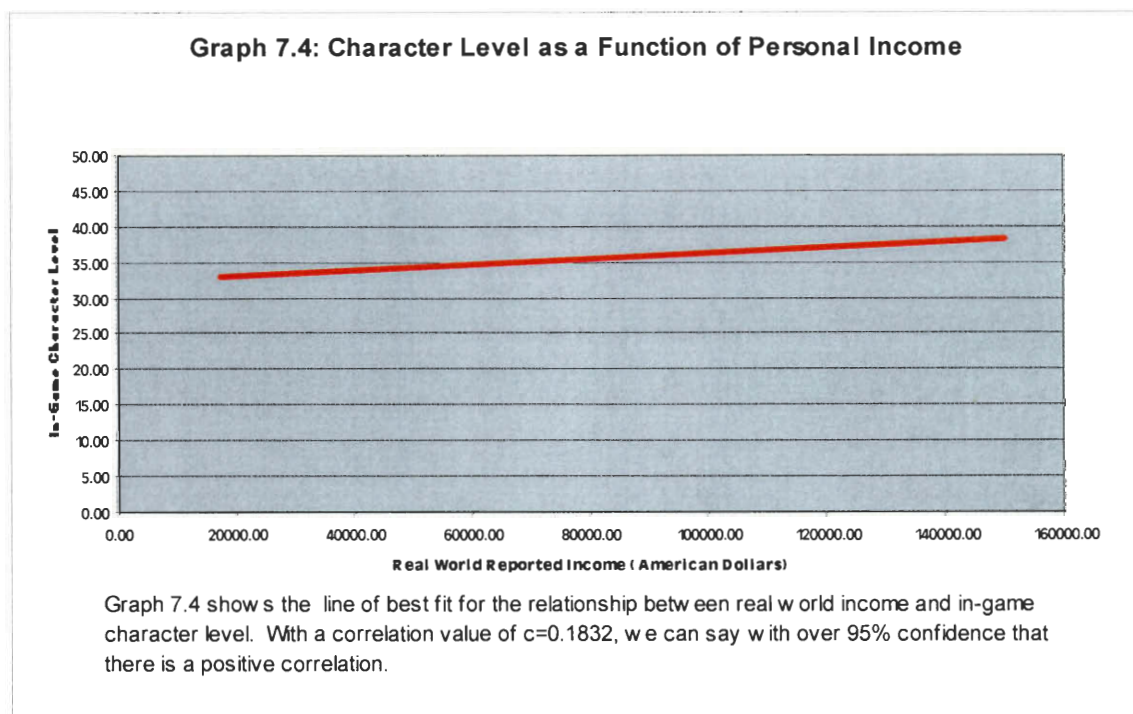
7.2 Other Interesting Correlations Among the Data

There were many interesting correlations that may or may not be statistically valid, but which would be worth examining in future research. The results of questions 17 and 21 (Appendix B) show a strong correlation between months spent playing online RPGs and a tendency to spend less time with friends and family. This is a topic of much interest to

many people that have a friend or loved one that is ‘addicted’ to an MMORPG. Since much of the research shows that the real-world social needs are being met even more in the virtual world than they were in the real world, one might wonder what the virtual world is offering that replaces real world friendships.

7.2.1 Real-World “Success” vs. Virtual-World “Success”

An interesting observation was that of success in the real world and the virtual world. While our survey did not directly inquire about these topics, we observed that income is, to many people, a measure of “success” in the real world, and character level (which almost always directly relates to income in the virtual world as well) is often considered a decent measure of “success” in the virtual world. And while success is a very loose term, and is often interpreted differently by different people, *Graph 7.4: Character Level as a Function of Personal Income* shows that there is a statistically valid (said with over 95% confidence) correlation between yearly income and character level, for people who are likely to be working full time:



This could show one of three things, and further research would be required to determine which, if any, of these are true.

First, that people who succeed in the real world bring that need-to-succeed attitude with them over to the virtual world, and thus get ahead in both places at the same

time, while those who are lackadaisical about succeeding in the real world have a similar lack of interest in spending the time to succeed in the virtual world.

Second, it suggests a possibility that people who make more money in the real world have more free time to devote to succeeding in the virtual world. This could be believed because blue-collar work tends to pay less, and take up more time than some upper-level jobs. Also, in many cases, the people who have higher salaries *play from work*, which could show that they have more free time at work, even if they do not have more free time outside of work.

The third possibility is that the higher level people simply tend to be older, and thus both more experienced in gaming in general (thus better at it), and also have been in the work force longer, thus giving them a higher salary. An alternative explanation here is that older players tend to have more patience which means they stay in a game longer than the younger players.

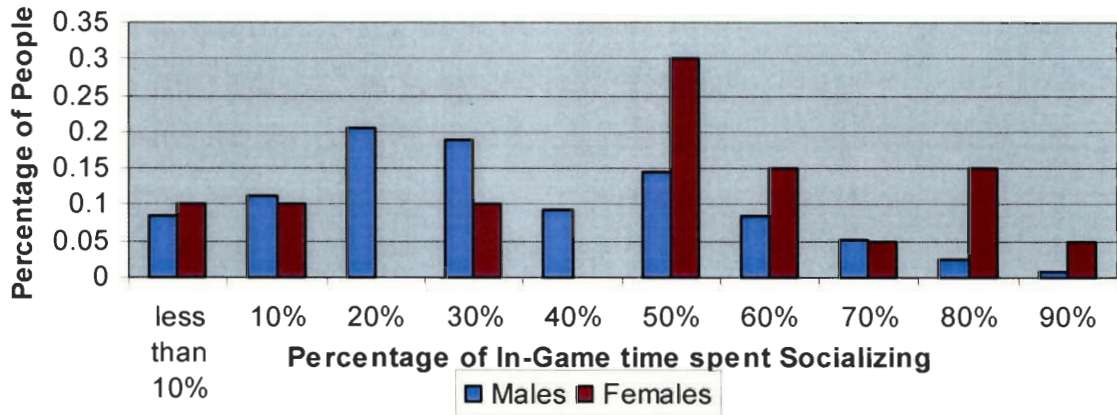
Any of these are possible, and all would require further research in various directions to actually make a decision about. See the suggested further research section later in this document.

7.2.2 Gender-Related Observations

A particularly interesting option presented to players of online MMORPGs is the option to play a character of the opposite gender. It appears as though a small fraction of users take this chance, and role-play a character of the opposite sex. The data showed that only that approximately 15% of virtual world members choose to do this. Fifteen male players had female characters, and two female players had male characters. More possible reasons than could be listed here are viable, and it could be a very interesting area for future research into gender socialization.

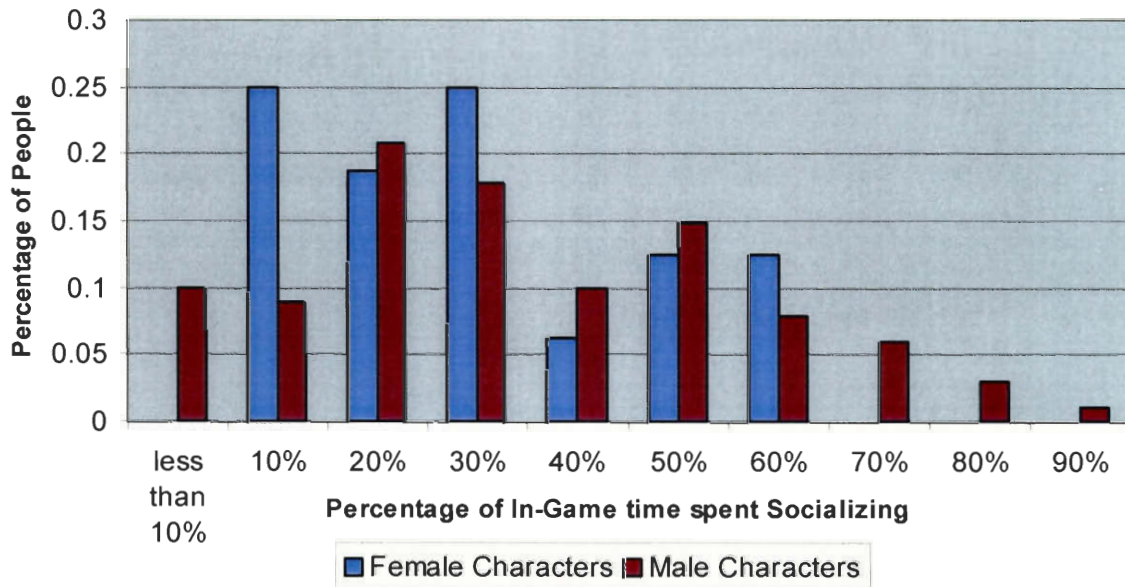
The data shows that in-game socialization is correlated to real-world gender. Real-world females are much more likely than males to participate in VW socializing activities. (See *Graph 7.5: VW Socializing as a Function of Real World Gender.*) Real-world males who play female characters do not have any greater propensity for VW socializing than male who have male characters. (See *Graph 6: VW Socializing as a Function of Real World Gender.*)

Graph 7.5: VW Socializing as a Function of Real World Gender



Graph 7.4 shows the relative amounts that males and females spent socializing in the virtual world. It shows that males tend to claim lower amounts of time.

Graph 7.6: VW Socializing as a Function of VW Gender for Real World Males



Graph 7.6 shows the relative amounts that males who play male characters and males who play female characters spent socializing in the virtual world. It appears to have little effect.

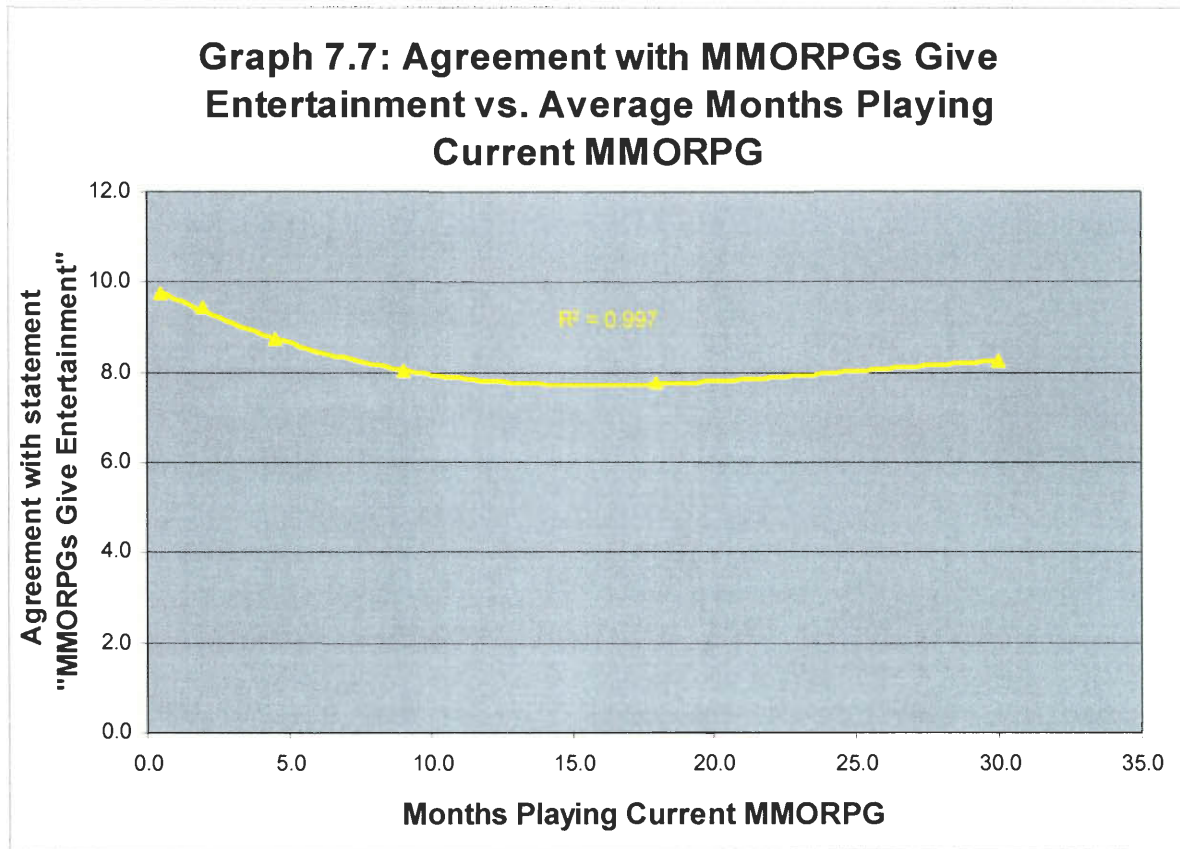
7.2.3 Polynomial Correlations

One interesting observation was that, when we averaged the answers to questions vs. “time spent playing current MMORPG” (thus assuming that the data received represented all groups equally well), the answers often appeared to follow a 3rd-degree polynomial expansion. Graphing these types of correlations showed the beginning length of time with one value, then the middle stretch of time displayed a distinctly lower value, which then rebounded during the third length of time, to a steady (small tangent slope to the curve) value in between the first two extremes.

This is interesting because many aspects of the real world are believed to work like this as well. Marriage counselors often say that a marriage will start off with a great high, then fall into a slump (and many marriages fail during this slump), but for those couples who manage to get through the low period, the quality of the marriage rebounds back up to a moderate, sustainable level, and very often stays there for a long time.

It is quite likely that social aspects of the virtual world mimic very closely the social aspects of the real world, and this type of three-phased behavior is one way which it appears to do so. Since we did not calculate assurances of polynomial correlations we have no idea how reliable those correlations are. For this reason we will only show one example so that the reader may get a good idea of the phenomenon we’re describing. We also suggest that further research go into determining whether or not players go through these types of swings, when they first start participation in any given virtual world.

The example we are giving is a graph of length of time in current the MMORPG verses agreement with the statement “MMORPGs give entertainment.” (See *Graph 7.7*) This is a particularly interesting graph, because people who are new to the game almost always give this a 10 – full agreement, while the entertainment drops, on *average*, to below 8 after less than a year has gone by, and then moves slowly back upward, and we believe it would round off around a steady 8.5, given more precise data. One possible explanation for the rebound effect is that the MMORPGs are constantly being improved by the developers. Therefore, higher entertainment ratings by long-term players may come from perceptions of improved games

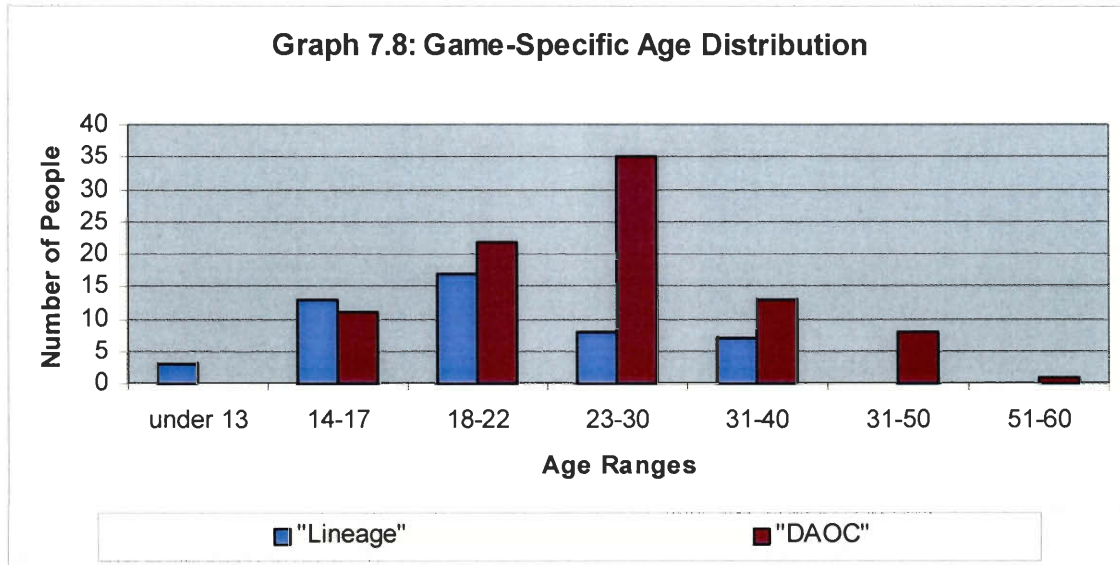


7.3 Participant Observation

As active participants in these virtual worlds, we made friends, participated in guilds and group activities and did everything that was involved in becoming members of our respective virtual societies. We will now discuss our subjective observations about the social atmospheres of the worlds we encountered.

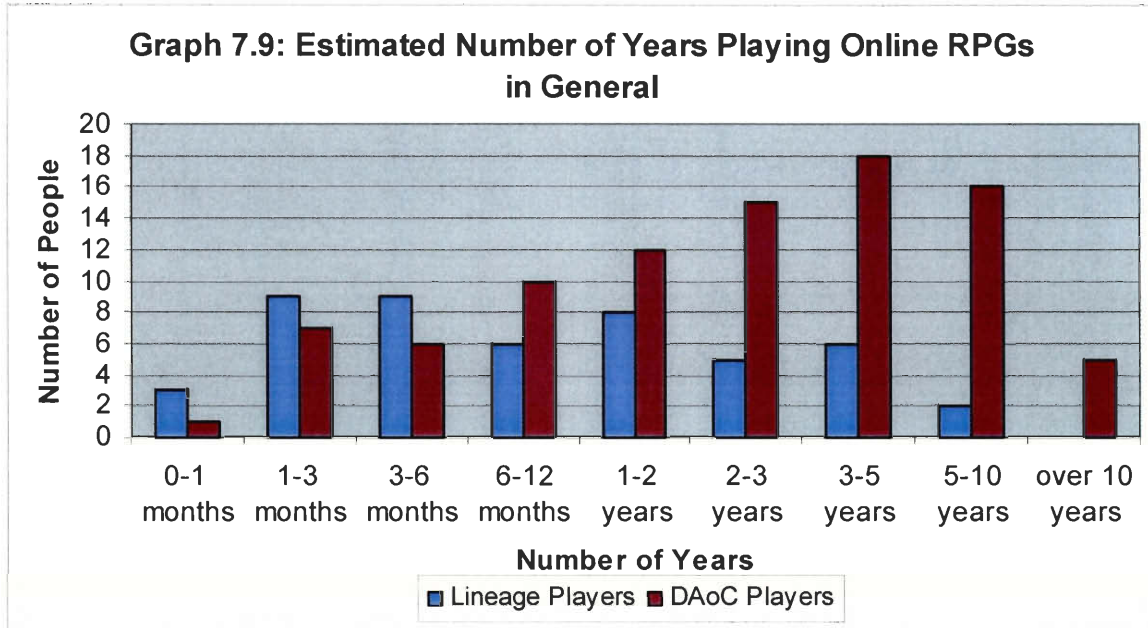
Observation 1: Discussion on Data Gathering in DAOC and Lineage

Lineage citizens were noticeably less willing to help out with research. In many cases, they were unwilling to help with the research until they were offered in-game currency, or equipment. Lineage citizens also were more likely to be rude to us, or ignore us completely. We have several possible explanations for this. The first one is that Lineage players on average are about 5 years younger. Graph 7.8: *Game-Specific Age Distribution* shows the age distributions for both Lineage, and DAOC.



The distribution curve of ages for Lineage has a mean around the 18-22 age range and the DAOC distribution curve has a mean around the 23-30 age range. If we average the age of every player in each world, the average Lineage player is 21.7 years old and the average DAOC player is 26.6, a 4.9 year difference.

A second explanation begins with a definition: Within Role-Playing culture there is a term called ‘Power Gamer’. This term refers to people who play role-playing games with a strong desire to become a powerful character, as opposed to the more common reason to play a role playing game, which is to role play a character in a different social setting/world than yourself. Also, it’s understood within the role-playing culture that usually, people who are power gamers eventually grow out of their power-gaming tendencies; power gaming is generally what a younger role-player does, who does not understand what role-playing ‘is all about.’ If Lineage citizens on average are 5 years younger than DAOC citizens, they are likely to have been playing role-playing games for less time as well. (See *Graph 7.9: Estimated Number of Years Playing Onlin RPGs in General.*)

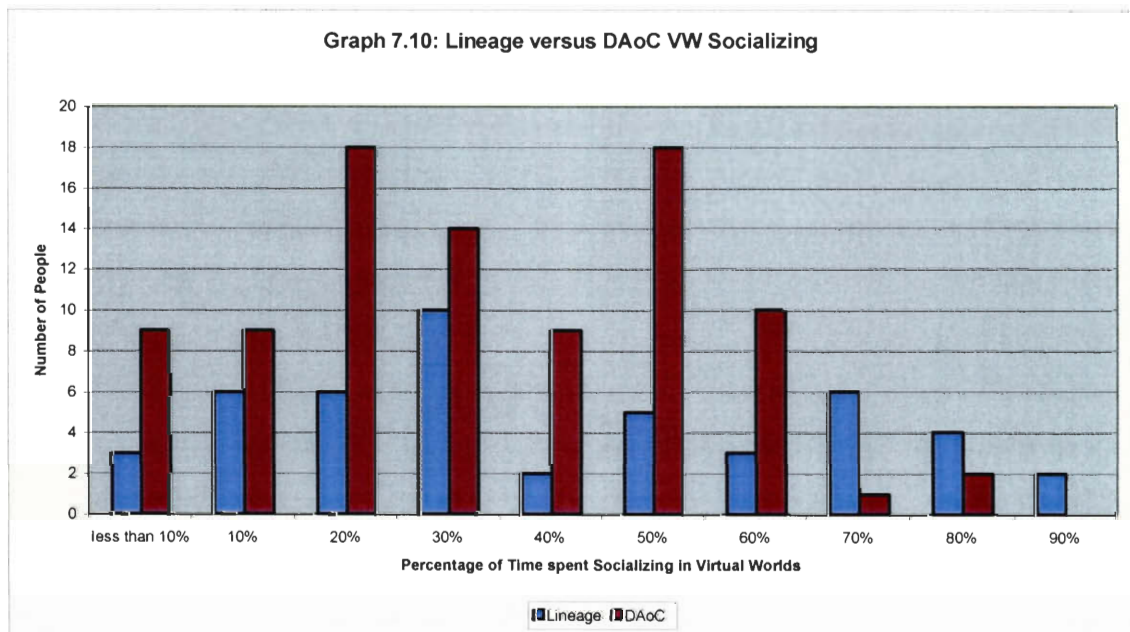


The above chart confirms that Lineage players have been playing online RPG's for about 2 years less than DAoC people, on average. It would make sense, therefore, that there would be a higher percentage of power-gamers in that world. This is exactly what we found. Lineage citizens were more concerned about leveling fast, and becoming more powerful than their fellow players, while the DAoC citizens were very likely to assist a fellow DAoC citizen in any way they could – be it a small sum of gold, old equipment, or directions to a destination. Lineage players were more likely to tell us that they would not take the survey because they were 'too busy' or they 'had to hunt' (to gain levels and in-game-currency), but in DAoC, nearly everyone asked had time to talk, and nearly always expressed interest in assisting us with our research. In the rare case where a DAoC person was too busy hunting, they would simply ask us to hold on a moment, and would inform us when they next had a minute to talk. When offered in-game currency or equipment, Lineage citizens were more than happy to do the survey; they just needed to get something to their advantage in order for them to do it. DAoC citizens did not accept in-game payments – they were either willing to help out with the survey, or not.

A third explanation, quite related to the one previously discussed, is that the Lineage world in which we participated was a 'PK' world. 'PK' stands for Player Killing.

Being a PK world means that in Lineage, any person (outside of towns, which are ‘safety zones’) can kill you at any time. DAoC is not a PK world, except in separate areas (realm vs. realm zones). The difference is that in order to level at all in lineage (past level 10) you must enter player killing hunting zones. In DAoC you could spend all your time within the world without ever entering a PK-zone. Although many people in DAoC do in fact enter the PK zones, they do so out of their own free will. In Lineage you must spend the majority of your time in PK zones whether you want to or not. This creates tensions among players in Lineage that do not exist in DAoC. Any person you meet in Lineage is a potential enemy, able to inflict physical harm on your in-game character. In DAoC, no one you meet (besides people in the ‘realm vs. realm’ zones) is able to inflict physical harm on your character. We suspect that the player killing in Lineage results in a social atmosphere of increased paranoia, and conflict; and that such an atmosphere will likely create social tensions resulting in more negative social interactions among players.

We analyzed the data to see if the differences in average age and game nature between the two games may have had an effect on the socialization measures. We found that the socialization data for both games were quite similar. (See *Graph 7.10: Lineage versus DaoC VW Socializing.*)



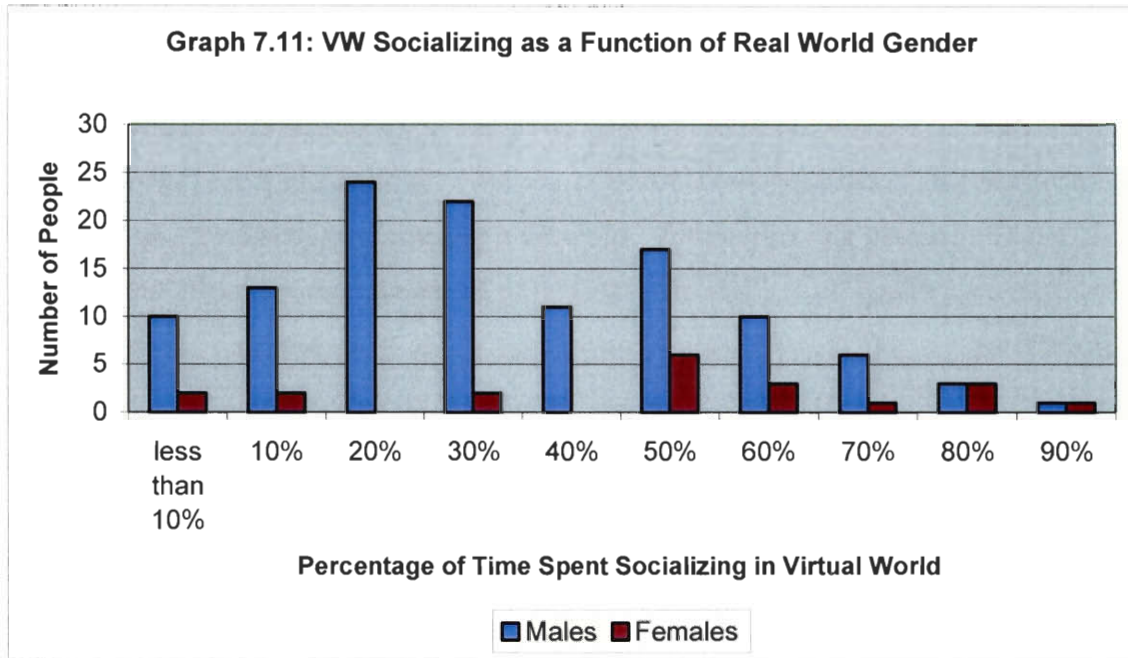
Observation 2: Guild Allegiances, and Real World Counterparts

In the real world, the groups that people are members of often have very strong effects on those people's beliefs and opinions, and the same goes for the virtual world as well. In these games, especially so in Lineage, guilds were very important to the characters that were in them. So important that on several occasions we saw (In Lineage, the PK world) members of one guild hunt down and kill members of another guild, for the sole reason that their guilds were declared at war with each other. On one occasion we observed an interaction between two people which went something like this.

Two players were talking together (through their characters). They appeared to be friends (as players). One character was a male wizard, the other was a female sorceress. Out of the blue the male wizard polymorphed (shape changed) into a monster which looks like a giant skeleton wielding an axe, and started to hit the sorceress repeatedly. The sorceress ran while she asked why he would do such a thing. He replied 'because your guild just allied with an enemy of our guild, so we're enemies now.' 'But, I thought we were friends?' she replied. And then he started hitting her again and replied 'I guess we're not anymore'. Then the sorceress ran away while typing to him that he was a 'jerk'. The way she expressed herself in the situation made it clear that she (the player) really did like the wizard (player), and was fairly distraught emotionally at what had happened.

In the real world we do the same sort of things. We ally ourselves with one group or another and many times will accept the decisions of that group without fully considering them ourselves, either logically or morally, such as whether or not we support a war our country is involved in. Many people find their identity as elements of a larger group. This type of person is likely to accept the status quo of the groups they belong to as their own. We've observed that this phenomenon also occurs in the virtual world as well as the real world. Further research on this topic could entail asking questions that try to identify people's willingness to accept group decisions as their own, in the real world, and in the virtual world. Are people more or less willing to follow a group decision in the virtual world?

Relative to Observation 2 we compared the socialization levels of real-world female players versus real-world male players. The females reported significantly higher levels of VW socialization. (See *Graph 7.11: VW Socializing as a Function of Real World Gender.*)



Observation 3: Nicety, and Meanness, related to Expendable Income and Hourly Wage

Another observation of behavior in the virtual worlds was in the range of attitudes expressed toward us. On a linear scale from “very nice” to “very mean,” it was more heavily concentrated around the extremes in the virtual world than it is in the real world.

To visualize this phenomenon, imagine a normal distribution – the bell curve. What this graph is saying is that most of the people you meet in the real world will act slightly nice, or slightly mean to you, and very few will act extremely nice, or extremely mean. Now, in the virtual world, we experienced a much higher percentage of extremely nice and extremely mean people than you tend to expect. The effect was essentially that of flattening out the normal curve, so that where one in a hundred thousand people in the real world may pull out a gun and threaten you, in the virtual world, it could be one in ten.

Behavior in the virtual worlds tended to be much more extreme than in the real world. This is particularly so in hostile and PK environments. If your character were to walk through a forest in Lineage, and approach someone looking for directions to a town, there was a reasonably high confidence that the other character would either: a) try and kill your character, or b) take ten minutes to personally walk you to the nearest town and then pay for your transportation fare to get to the specified town.

We propose a few explanations for the above behavior. Our first idea explains the difference in nicety. Where in the real world, there exist many living expenses and responsibilities which must be met with time and money, there are far fewer living expenses and responsibilities in virtual worlds. Since people's virtual income and time are almost entirely expendable, people who are disposed to being philanthropic are more able to give than they can in the real world.

A possible reason for people being more apt to do mean things is that it's much easier to do those mean things and get away with it. There are people in the virtual worlds who have killed hundreds of other players. In the real world these would be serial killers, authorities would be after them, and they would be locked up or removed from society, but in the virtual world, there are no authorities after players, so anything that the game allows a player to do, a player may do without serious consequence. Perhaps, worst case, the player causes a guild war. This adds the opposite effect of the one discussed above, since now people who are disposed toward acts of meanness are much better able to execute those acts.

This could be because the Democratic systems of law in the real world ideally serve one purpose, and that is to be a set of rules which the governed group of people agree to abide by. Since agreement with any proposed law will generally follow a bell shaped distribution curve, probably along the same lines as the curve of people who would act according to that law anyway, those types of behavior which the middle 51% of people agree with will be enacted as laws, and those types of behavior which the middle 51% disagree with will be outlawed.

In the real world, we propose that the enactment of a particular law has the effect of squishing the bell curve of actual behavior toward its center. That is, a majority of people who would have disagreed with the law, and acted in a fashion which is then restricted, would still agree to *abide* by the law, simply because it is a law. Thus, laws reduce the extremes – both by imposing taxes, and increasing general living expenses (to lower extreme niceness in people), and by outlawing theft, murder, and other less-than-kind activities (to lower extreme meanness in people). The final graph of actual behaviors would tend to be much more compressed, probably with over 99% of people falling within the center 50% of the beliefs of the people, as that is what is allowed by

law, thus leaving only a tiny fraction of people to break the law and commit evil acts, or to give away nearly all their income and time to people more needy than themselves.

Since, in the virtual world, there are no laws beyond the game mechanics, the squishing effect would not take place. Therefore, the range of expressed behaviors should be closer to the range of desired behaviors.

Once noticing this effect, we realized that virtual worlds could offer a great chance to study the effect a system of law has on a population. This type of research has previously been impossible to carry out in the real world, since it would require the use of morally unacceptable social engineering. Laws within the virtual world are only now being developed for future MMORPGs. Does this 'squishing effect' actually happen? How much influence does a system of law have on expressed behavior? Over time, how much influence would it have on desired behavior? Also, since many people will not follow laws unless they have some type of enforcement, experiments could be done to figure out how well different types of enforcement may work in the real world.

Research could also be done on law-breakers in the virtual world and in the real world to see if there are any connections between types or amounts of divergence from socially defined acceptable behaviors between the virtual and real worlds. Granting convicts access to virtual worlds in which they could participate, and observing how they act within that space.

Chapter 8: Conclusions

8.1 Hypothesis Results

General hypothesis: Those who have more social activity in the virtual worlds, will have reductions in those physical world activities which are social in nature.

We can say, with over 95% confidence, that this hypothesis is correct. The amount which a person decreases their real world social activities after playing MMORPGs is likely to be an inversely proportional predictor of how much they will take advantage of the social activities within those MMORPGs. The correlation showed that for every 5 hours spent socializing in-game, 1 hour less time is spent in real-world socializing.

General hypotheses: The longer a person has been playing the game, the more likely we expect it to be that they will have a well-developed in-game social life.

With a 95% confidence, we can say our data showed a strong trend toward growing more and more into the virtual world social aspects as time goes by.

The following general hypotheses were neither proved nor disproved by the data.

Hypothesis: The characters that have a more defined social role in the game will be those who spend the most time in game, in proportion to their time available to spend in the game.

Hypotheses: We expected to see commonalities among the survey participants in the nature, as well as the amount of physical world social activities that these virtual worlds have replaced.

Hypothesis: Those that have less social activity in the virtual worlds, will have reductions in physical world activities which aren't of a social nature.

And as far as our cause-and-effect hypotheses, since we can find no sure correlations for or against a general preference for virtual world mechanism over real world mechanisms, we suggest the topic as possible future research for those interested.

8.2 If we were to do this again, this is what we would do differently

We lost the self-rated virtual world social skills due to an error in our collection script. We would try and avoid this type of thing even more by running more comprehensive test surveys to make sure we caught any errors in our collection methods.

Some of our estimations of ranges into which people would fall for certain answers were not as accurate as we would have hoped – for instance, the largest number of hours per week we offered was “30+,” while it is quite readily obvious that many people spend well over 80 hours in game per week, and we had no way to make the distinction between the two.

8.3 Future Research

8.3.1: New Players "Want to Win" and Long-Term Players Socialize More.

Conduct research on power-gaming in virtual worlds, and the effects it has on people. What do the more experienced players learn over the course of their gaming that brings them to their final state of helping others? When do they give up on trying to be ahead, and instead work on finding friends, guild members, and other things to do within the societies? Why? Research on this could show what it is that people desire from a world in which they spend large amounts of time. At first, it is obvious that many people pick up a game and play it for fun and power, much like any single player games – the goal is to win. But those who stay past that period – those who end up finding, or looking for someone else, but have some other need to be filled by the game. It may be that over time only those who help others keep on playing the game. This would assume that a certain percentage of beginners who are already willing to help others, and the power-players eventually drop off, leaving only the helpful ones. We don't even have to assume that people change their attitudes. One could ask a question about whether the player experienced a change in attitude or not.

This could quite possibly help out with our understanding of what some people lack emotionally in the real world, or with our understanding of many other related topics.

8.3.2: Three phases of social development, and, how well does the virtual world mimic the real world?

If the social aspects of the virtual world mimic the real world in some ways, what differences *are* there? How does the lack of a *physical* world affect the social aspects of the game? In Ultima Online, it is not uncommon for people to get married *in the virtual*

world, how does this affect their real world lives? Their characters fall in love, and get married. The players are obviously affected in some manner from the virtual world social interactions required to carry out meeting, falling in love, getting married, and upholding such a committed relationship, but how?

Research on this could help us understand why people choose to participate in a world that *seems* to the outsider to offer little benefit to the players. Why do they give up parts of their real world lives for it, when they get nothing from it (of a material nature) in the real world? These and many other questions could be answered by continued research in this area.

8.3.3: Other correlations for which our data were not statistically viable.

This research field includes many smaller aspects. In our research, we asked many questions which would not lead us to valid data, but to possible options for future research. Among these, some came out as strong possibilities for a real correlation, but due to our less focused approach on it, we did not have enough data to accurately analyze the situation.

These topics include the percent of a person's total social interaction received from the virtual world—our data shows little in regards to this, and it is one that could be particularly interesting. Are people who are extremely social in the real world the ones who are most likely to be social in the virtual world? Does the virtual world ever grant a majority of a person's social interaction? It may be for some people that the answer is clearly, "Yes."

Another topic is overall social acceptance. Do people tend to feel accepted in both worlds, or neither, and only the rare case feels a strong dissent from that trend? If people could answer on a scale of 1-10 instead of simply yes/no, would there be more revealing information? What if there were more specific questions, perhaps an entire research project based only on social acceptance. This could reveal much of why people play these games.

Along those same lines would be playing with real world friends. Some people we met within the worlds while we gathered our information played in order to keep in contact with their real world friends. Friends from college, whom would rarely if ever

speak to each other again under normal circumstances, can stay friends for many years into their separate, adult lives. This could explain the strong pull for late 20s and early 30s to games such as DAoC or EQ, which provide wonderful environments for small groups of friends to spend extended amounts of time together in a social environment.

Yet another topic that emerged from the data is people's personal opinions of whether or not they feel their social needs are met. We did not ask in any way, so we have no real projections to make, but after reading people's short-answer responses, we feel there is a need to research this. Do people feel they are getting all the social interaction they need? How much of it is from the virtual world? How much from the real world? Could one world fulfill that need without the other? What exists in one world that doesn't in the other? This is distinct from what people *are doing* in each world, as they may be doing things they don't feel they need to do, and may *not* be doing things they feel they *do* need to do, for various reasons (they don't think it's possible, etc)...

8.3.4: Age/stage-of-life related statistics and reasons for playing MMORPGs.

Post-college aged players tended to enjoy the social aspect of the games more, while college students and younger tended to play for entertainment, power, and a waste of time. Perhaps the social lives of those who are college age and below are more likely to be met through their everyday experiences because they have fewer responsibilities, and more access to a social environment. While on the other hand, those who are older and have more responsibilities are more likely to find themselves in situations which they are socially unhappy with, and therefore, are more likely to search for alternative means for social satisfaction, including increased likelihood to participate in the social aspects of the virtual worlds they are a part of.

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Appendix A1: The Survey

Note: this is in text format. The original Survey was an html form. Some aspects of the survey may not be accurately represented here,. These include drop-down lists, checkboxes, textboxes, textfields, and Web-browser text formatting.

MMORPG/Virtual World survey

Section 1:

(For time related statistics, estimate as well as you can)

1. Total months playing your current MMORPG:
2. Total months playing online multiplayer RPGs in general:
(This includes the old text-based RPG's)

3. On average, how many hours do you spend in the game per week?

4. On average, how many hours do you spend in the game on each of the following days:
 - a. Time in game on the average weekday (work/school):
 - b. Time in game on an average weekend day (no work/school):

5. Time of day usually played on following days of the week:
(select all that apply)
 - a. Weekday:morning afternoon evening late night
 - b. Weekend:morning afternoon evening late night

6. Generally, how much of each MMORPG have you played:

	none						a lot
Asheron's Call	1	2	3	4	5	6	7
Dark Age of Camelot	1	2	3	4	5	6	7
EverQuest	1	2	3	4	5	6	7
Ultima Online	1	2	3	4	5	6	7
Lineage	1	2	3	4	5	6	7
Anarchy Online	1	2	3	4	5	6	7
Other MMORPGs	1	2	3	4	5	6	7

Other MMORPG's name:

7. If you used to play a different game than you play now, why did you leave your last game? (select all that apply)

A new game came out that was more interesting.
There was nothing left to do in the game.
You were just bored with the game.
The people in the game were annoying.
You could not make enough good friends in the game.
Your real-world friends changed games, or quit that game.
You could not afford to spend the time in-game any more.
You could not afford the monthly payments.
Other.
Other:

8. If so, was it difficult to leave? yes no
If yes, why? (check all that apply)

Your character was really powerful.
You had made good friends in that game.
Your real-world friends did not want to change games.
You didn't want to spend time learning a new game.
You didn't want to start a new character in any game.
You didn't want to spend money on a new game.
You felt as though playing the new game made you betray the old one.
Other
Other:

9. Do you have a regular group of in-game people that you play with? yes no

If so, what size is the group? ___

10. What Virtual-World social activities (ex: raids, dragon slayings, grouping with a regular group, role playing, etc) do you participate in?

Activity name	hrs/week
Group Role-Playing	___
Hunting or Exploring in Groups	___
Chatting With Friends or Guild Members	___
Recruiting For Groups (ex: Guild, Clan, Bloodpledge, etc)	___
Planned Group Raids (ex: Dragon Slaying or Castle Seiges)	___
Player vs Player Combat	___
Helping Newbies or Other Players	___
Auctioning, Bidding for, Buying, or Selling Equipment	___
Other Social Activities	___

Please List other:

Section 2:

11. On a scale of 1-10, please rate yourself on the following activities IN GAME...

	very bad	very good
Making new friends:	0 1 2 3 4 5 6 7 8 9 10	
Keeping old friendships going:	0 1 2 3 4 5 6 7 8 9 10	
Making your friends happy:	0 1 2 3 4 5 6 7 8 9 10	
Dealing with new people:	0 1 2 3 4 5 6 7 8 9 10	
Dealing with groups of people:	0 1 2 3 4 5 6 7 8 9 10	

12. In what World do you feel you fit in better, the virtual world, or the real world?

Virtual World/Real World/equally well

13. Of all the time you spend in the game, what percentage would you say is spent socializing (social activities, as described above, as well as meeting new people, etc), and what percentage is spent building your character?

Socializing: ___ Building: ___ Other %: ___

if Other, please name the activity:

Section 3: (more than halfway done now!)

14. How many hours per week do you spend at/on work and/or school? ___

15. How many hours per week do you spend with your family or housemates? ___

16. How many hours per week do you spend on real world social activities? ___

17. What real world social activities (ex: soccer, seeing movies with friends, anything that involves you and other real-world people) did you participate in before you played MMORPGs?

Activity name	hrs/week
Sports (ex: football, ultimate frisbee, rock climbing)	___
Political Activities (ex: volunteer work, school board, town council)	___

- Religious Activities (ex: Church Newspaper, Teaching, Evangelism) _____
- 'Brotherhood'/'Sisterhood' group events (ex: Elks Lodge, Frats, Sororities) _____
- Multi-Player Computer/Console Games (NON-MMORPG's, ex: Racing games) _____
- Watching TV/Movies with Friends or Family _____
- Hanging Out with Friends or Family _____
- Going To Parties _____
- Hosting Parties _____
- Other Social Activities _____

please list other:

18. How has participation in the virtual world life affected your personal relationships with the following groups of friends?
- a. Real world friends who play the games with you: _____
Strengthened/Weakened/no effect
 - b. Real world friends who do not play the games with you: _____
Strengthened/Weakened/no effect

19. What size are the social groups you participate in, in the real world?
(select the group size you most often spend time in) _____

20. In the virtual world?
(select the group size you most often spend time in) _____

21. What real world social activities (ex: soccer, seeing movies with friends, anything that involves you and other real-world people) do you participate in currently?

Activity name	hrs/week
Sports (ex: football, ultimate frisbee, rock climbing)	_____
Political Activities (ex: volunteer work, school board, town council)	_____
Religious Activities (ex: Church Newspaper, Teaching, Evangelism)	_____
'Brotherhood'/'Sisterhood' group events (ex: Elks Lodge, Frats, Sororities)	_____
Multi-Player Computer/Console Games (NON-MMORPG's, ex: Racing games)	_____
Watching TV/Movies with Friends or Family	_____
Hanging Out with Friends or Family	_____
Going To Parties	_____
Hosting Parties	_____
Other Social Activities	_____

please list other:

22. Where do you play MMORPGs from?
(select all that apply)

- Home
- Work
- Friend's Houses
- Computer Cafes
- College/Library computers
- Other

please list other:

Almost the last section: (only 5 real questions left!!!)

23. On a scale of 1-10, please rate yourself on the following activities
(real world):

	very bad	very good
Making new friends:	0 1 2 3 4 5 6 7 8 9 10	
Keeping old friendships going:	0 1 2 3 4 5 6 7 8 9 10	
Making your friends happy:	0 1 2 3 4 5 6 7 8 9 10	

Dealing with new people: 0 1 2 3 4 5 6 7 8 9 10
Dealing with groups of people: 0 1 2 3 4 5 6 7 8 9 10

24. How much do you agree with each of the following statements:
Please rate them on a scale of 1 to 10. (1 being strongly disagree,
10 being strongly agree)

- ___ Playing MMORPGs gives me entertainment.
- ___ Playing MMORPGs gives me more friends.
- ___ Playing MMORPGs gives me better friends.
- ___ Playing MMORPGs gives me a way to waste time.
- ___ Playing MMORPGs gives me a way to prove myself to friends.
- ___ Playing MMORPGs gives me a way to be powerful.

25. Do you play MMORPGs with people you knew in the real world before you started playing?

yes no

26. Do you find yourself having to choose one world over the other (virtual over real or real over virtual)? If the two conflict, which tends to take priority for you? Why? Please discuss this in detail.

27. What did you do last Friday night? (please be somewhat detailed)

General Game Statistics (like.. one minute left, all these are easy)

Answer using (what you consider to be) your primary Character's Statistics.

Your character name that we contacted you under REQUIRED:
(This is the name of the character YOU were playing,
at the time we contacted you, whether or not it was
your primary character)

Level:
Character's Gender:
Character's Race:
Money In Bank:
Estimated value of equipment:
Number of other characters:
Number of other accounts:

Personal Statistics (real world)

Age:
Gender:
Height:
Weight (in lbs):
State/Country of residence:
Ethnicity:
Income:
Education:
Profession:
Marital Status:
Number of Children:

Ages of Children (check all that apply):
0-2 2-5 5-10 10-18 18+

email us if you have questions

Please include mmorpg_survey in the subject line of the email

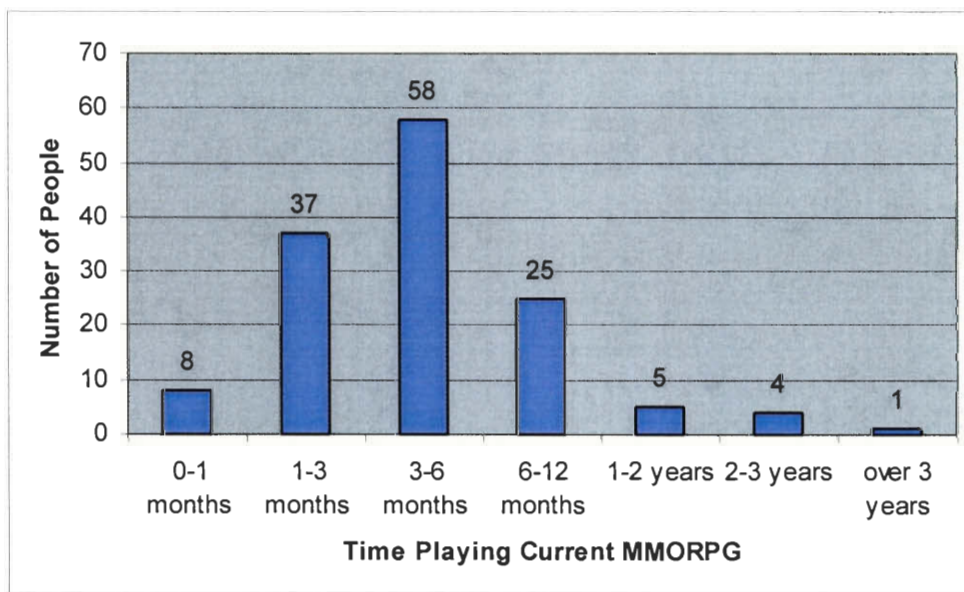
Appendix A2: Summation of Survey Results in Chart Form (if applicable)

This appendix is included to have tallies of all answers to all questions in the surveys. This is for a quick-glance at the range of results. For a more extensive results list, see Appendix C, the surveys.

Question 1: Total months playing your current MMORPG

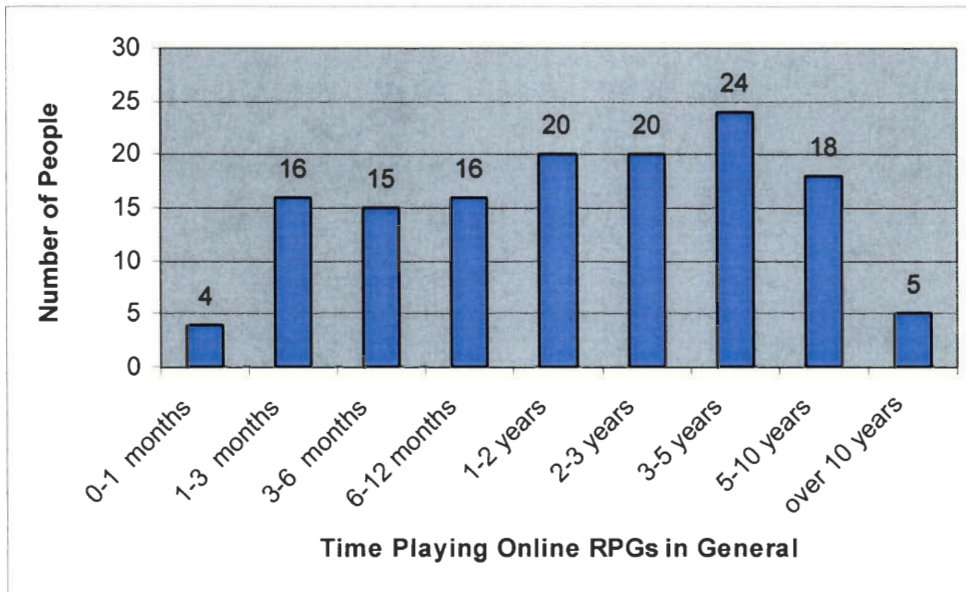
The average time participants had been playing their current MMORPG's was 3-6 months. When we took the Survey, Lineage had been out for over 24 months and DAOC had been out for about 5 months.

The people who reported that they had been playing for either 2-3 years in DAoC, or over 3 years, were either beta-testers (played the game to test it before it was available to the general public) or they reported this number based on a different MMORPG than the one we contacted them under.



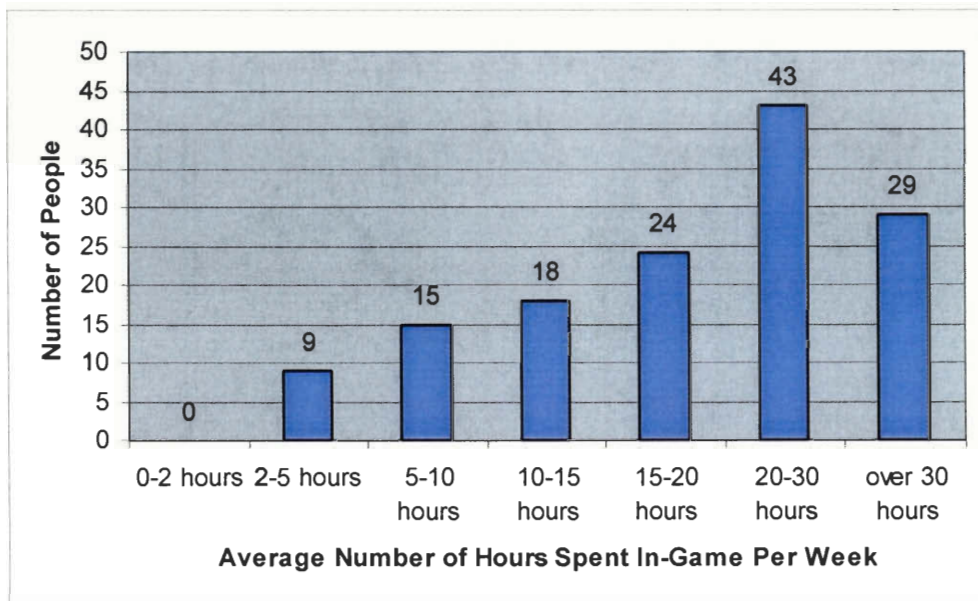
Question 2: Total months playing online multiplayer RPGs in general

Multiplayer online RPG's first appeared around 1990. Ultima Online, the first graphical online multiplayer RPG, appeared around 1997.



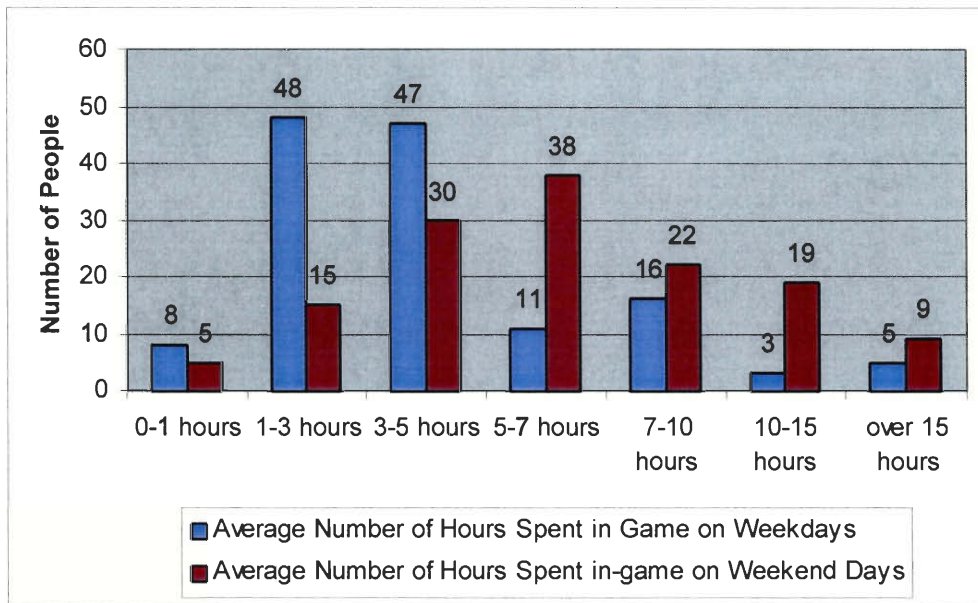
Question 3: On average, how many hours do you spend in the game per week?

As we analyzed the data we realized that we should have increased the maximum time that the survey participants could enter by quite a bit. It was a mistake to leave such a small maximum answer. For this reason, when we analyze data, instead of using the following graph, we use a calculated ‘average hours per week.’ We calculate it by multiplying the number of hours they report playing on weekdays by 5 and adding it to twice the number of hours they report playing on weekend days.



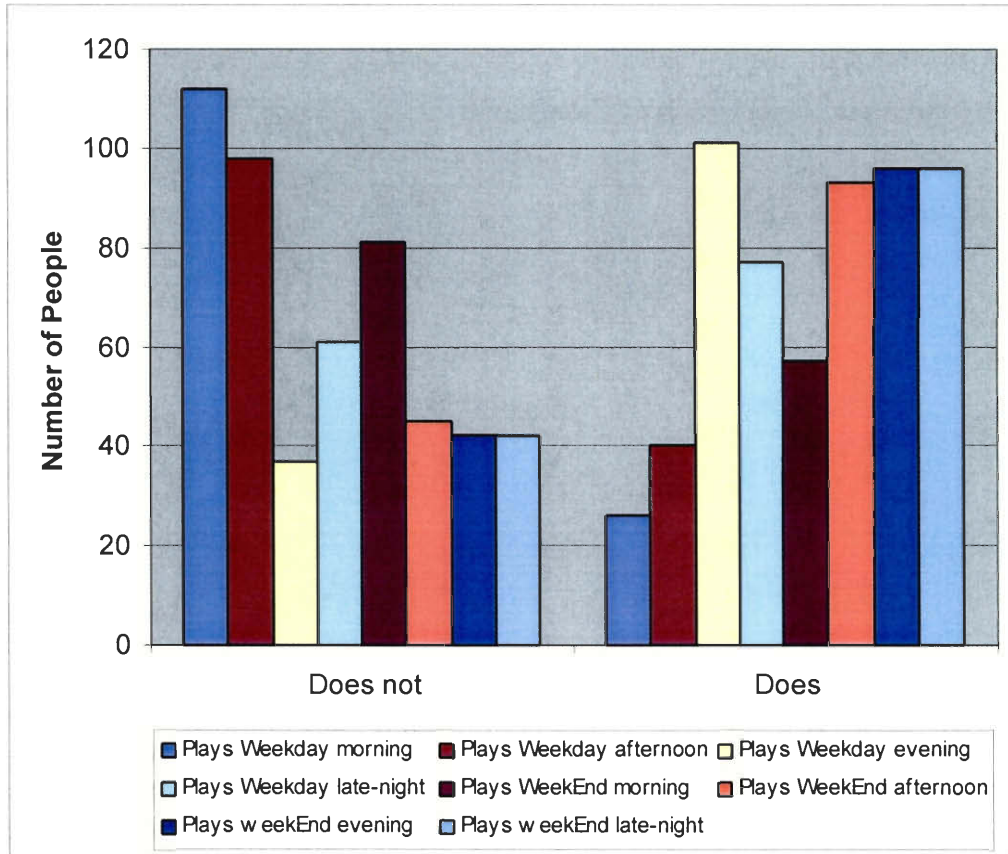
Question 4: On average, how many hours do you spend in the game on each of the following days:

People on average spend more time per day on weekend days than they do on days which they have either school or work. This is not surprising. More interestingly is how a vast majority of people tend to play *every day*. Very few people answered 0-1 hours to any day of the week.



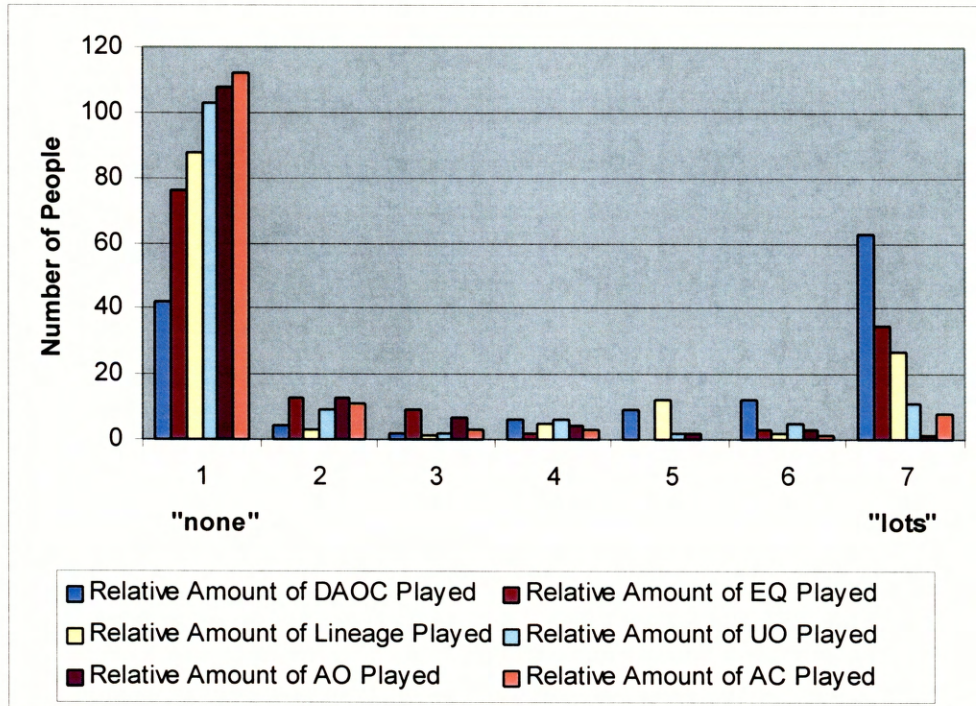
Question 5: Time of day usually played on following days of the week:

The following graph displays which times of the day people play MMORPG's, both on weekdays (days which they have school/work) and weekend days (days which they do not have school/work).



Question 6: Generally, how much of each MMORPG have you played:

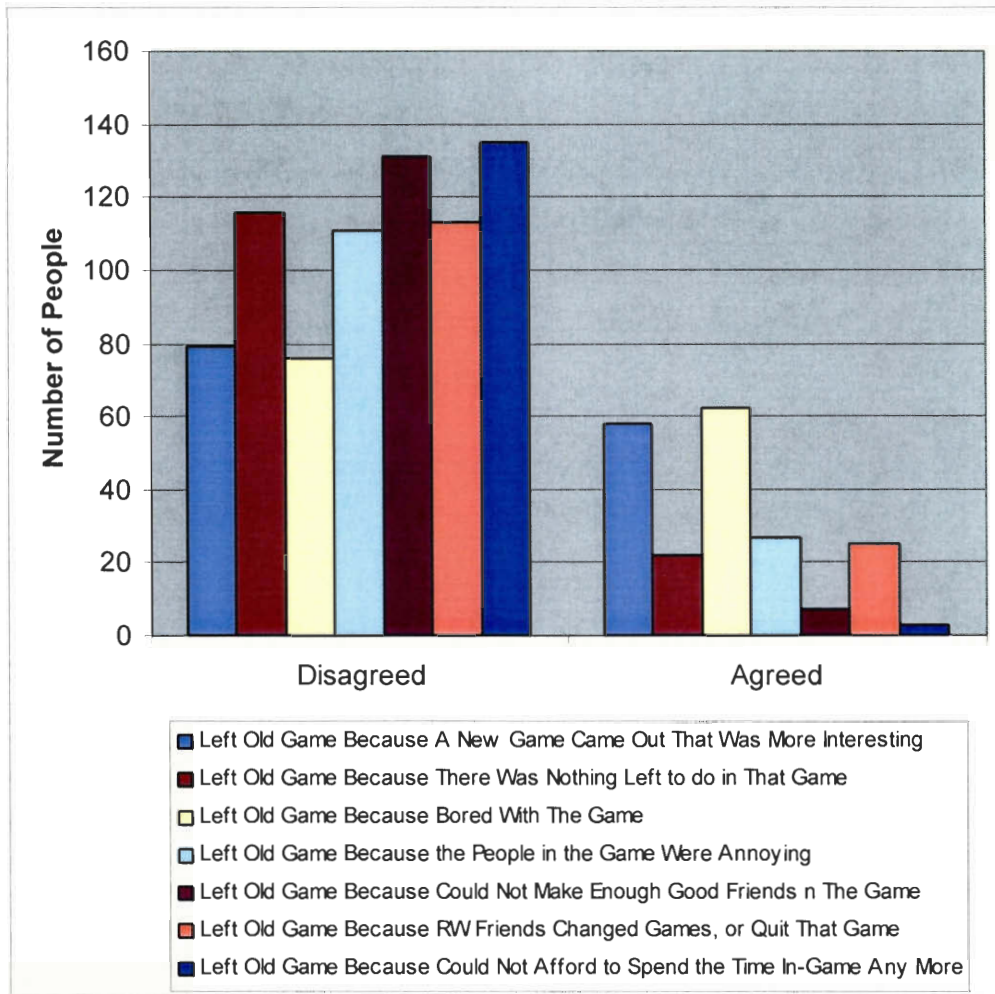
Many of the respondents reported having played a lot of either Lineage or DAOC. EQ (EverQuest) actually got more responses of 'a lot' than did Lineage. This result is not surprising, as EQ is the most popular MMORPG as of the writing of this paper.



Question 7: If you used to play a different game than you play now, why did you leave your last game?

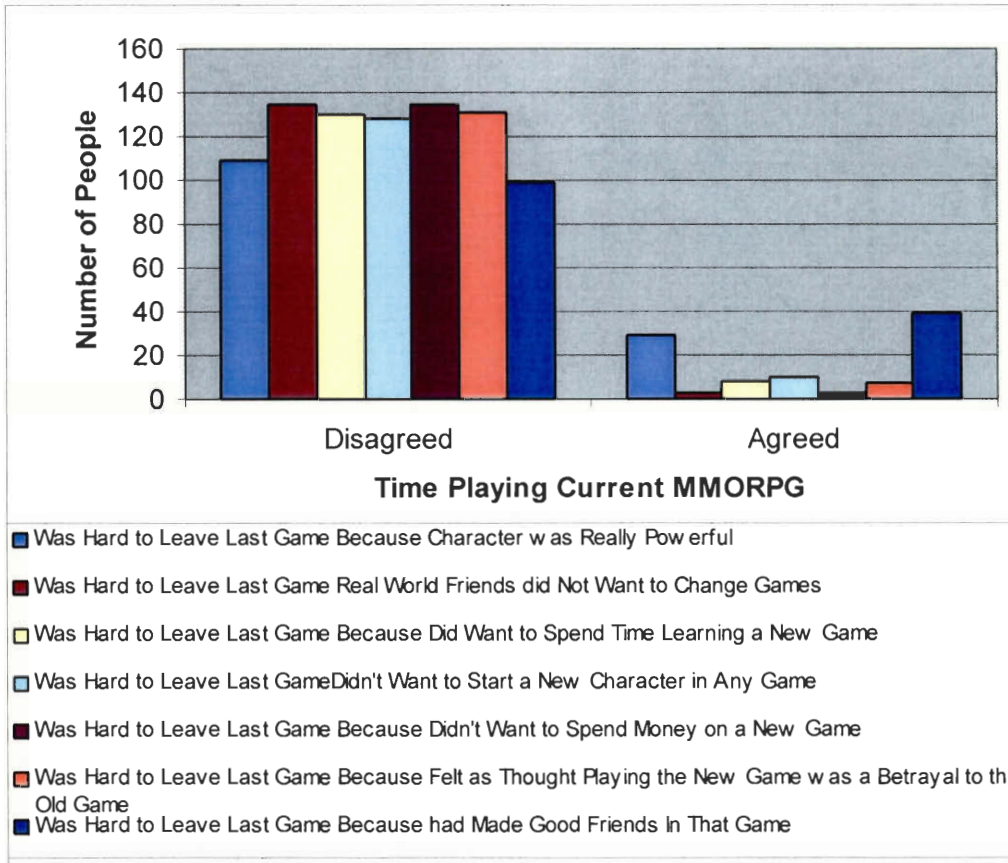
In general, people disagreed with most reasons for leaving games. We are guessing that this is because once one reason makes you wish to leave, you're not going to stick around much longer for other reasons to leave. You're just going to leave as soon as the game is no longer keeping you happy.

The most common reason for leaving was that the game became boring to the person.



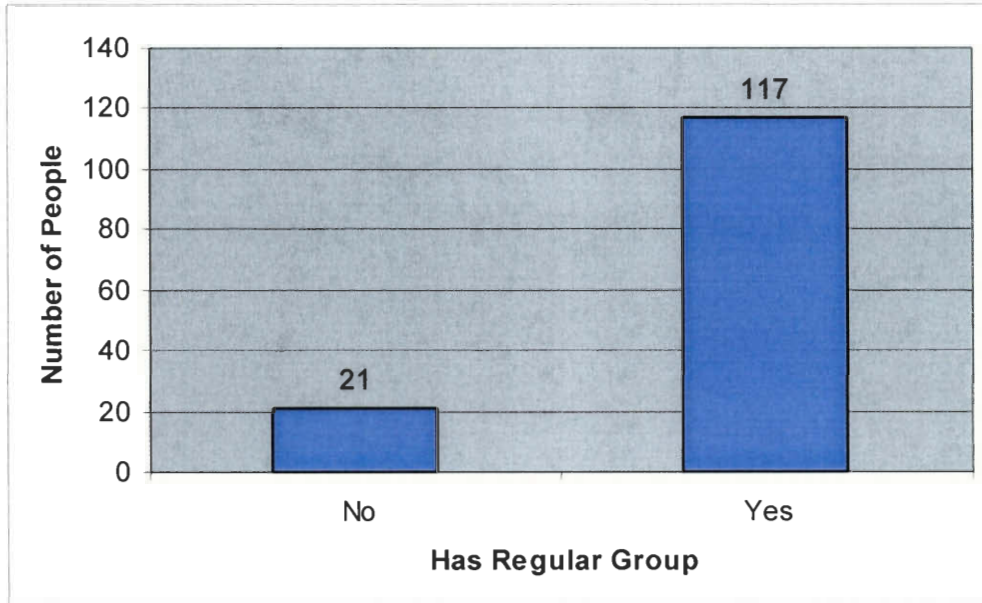
Question 8: If so, was it difficult to leave?

More people answered that it was harder to leave because of their in-game friends than any other reason. The second most common answer was that it was hard to leave because they had become very powerful in the game.

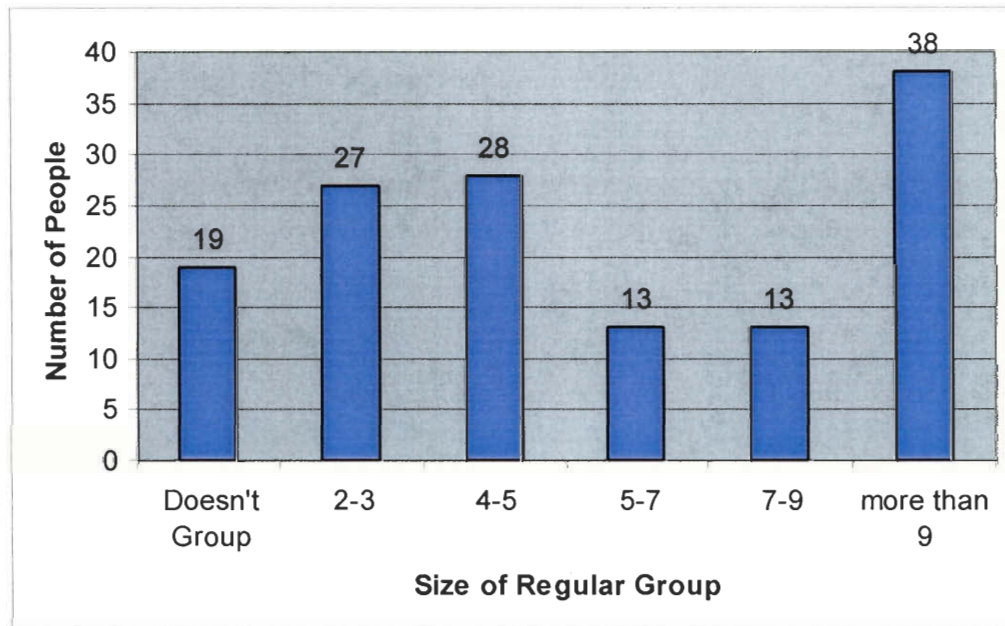


Question 9: Do you have a regular group of in-game people that you play with?

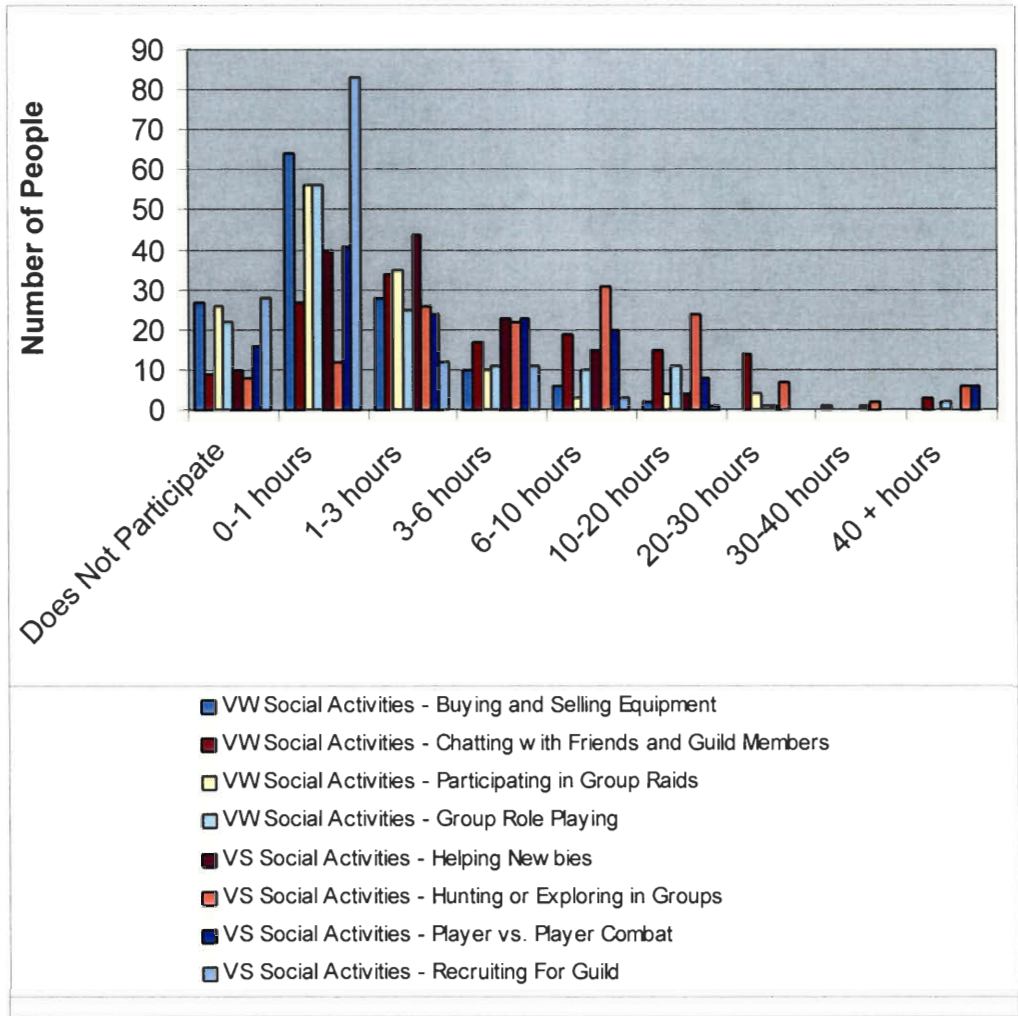
The first graph just shows how many people have a regular group of people in which they play the game with. Yes means that they do have a regular group, and no means they do not.



Of those people who have a regular group which they play with, the following chart displays the average reported size of those groups.



Question 10: What Virtual-World social activities (ex: raids, dragon slayings, grouping with a regular group, role playing, etc) do you participate in?



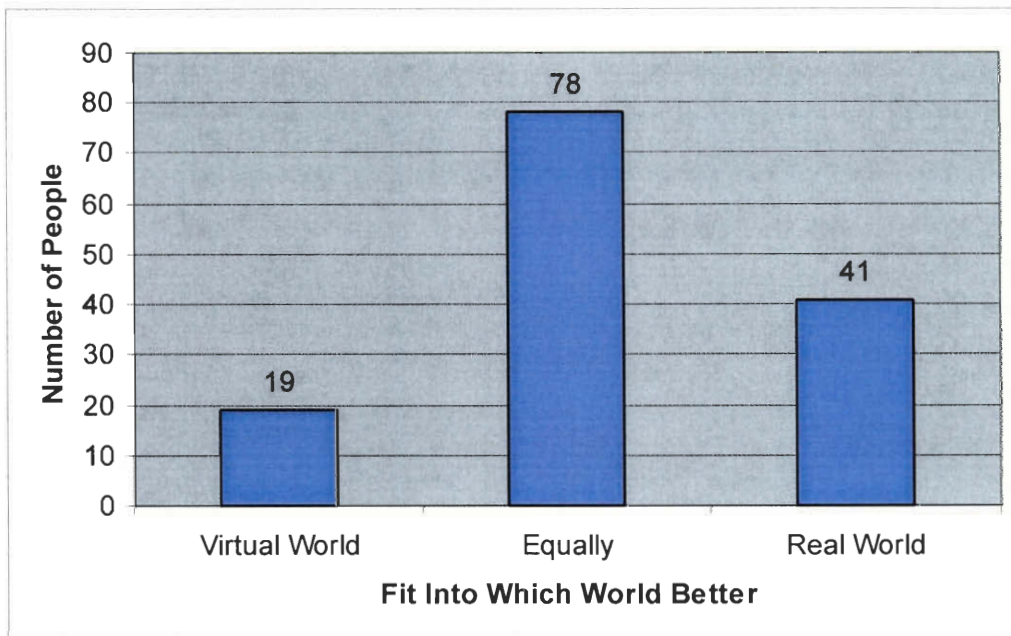
Question 11: On a scale of 1-10, please rate yourself on the following activities IN GAME...

There was an error in our perl data collection script which caused this data to be discarded.

Question 12: In what world do you feel you fit in better, the virtual world, or the real world?

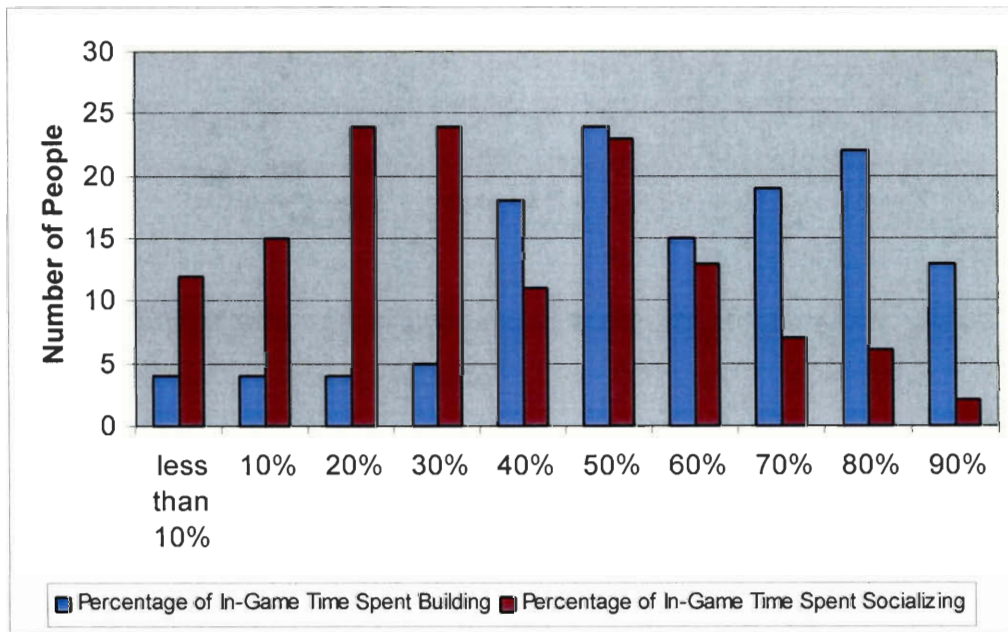
Most people prefer the real world over the virtual world. There are a few people who expressed in the essay questions that they really liked the virtual world better, and were generally more enthusiastic about liking one over the other than those who expressed preference for the real world.

Surprisingly there was no statistical correlation between how long people have played games and their preference for one world over the other.



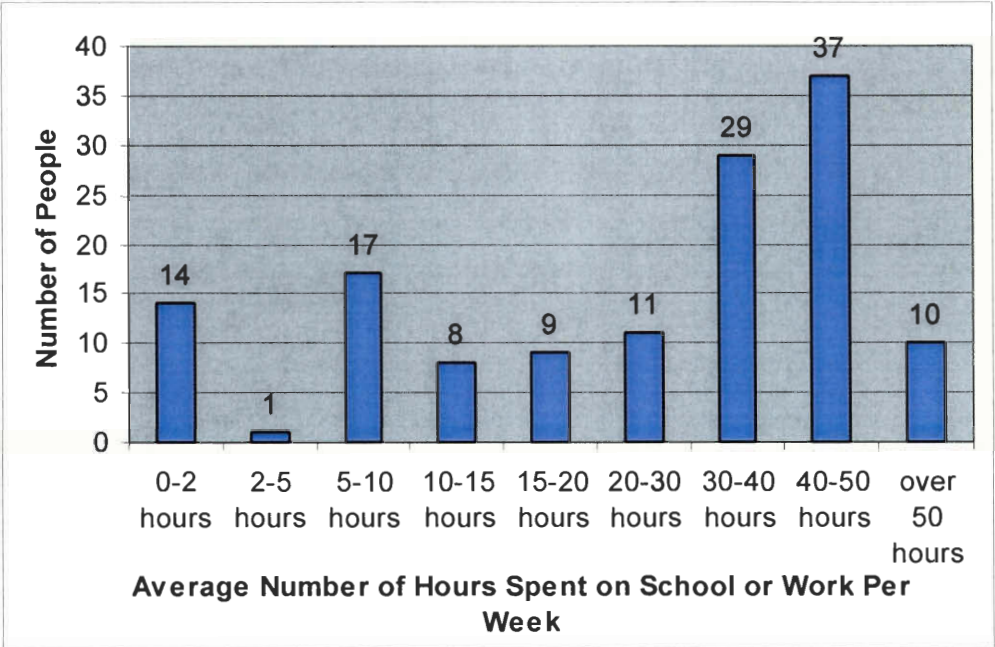
Question 13: Of all the time you spend in the game, what percentage would you say is spent socializing (social activities, as described above, as well as meeting new people, etc),_and what percentage is spent building your character?

The following graph shows the reported percentages of time in game spent on either building your character (advancing levels and skills) or socializing (guild/group activities). The average percentage of time people spend socializing is 36% and the average percentage of time people spend building their characters is 60%.

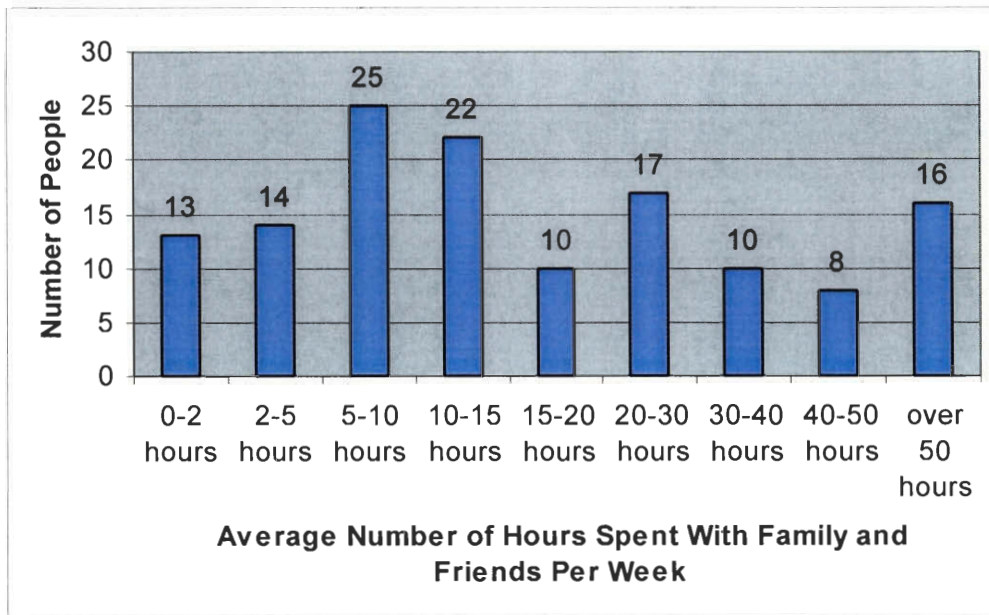


Question 14: How many hours per week do you spend at/on work and/or school?

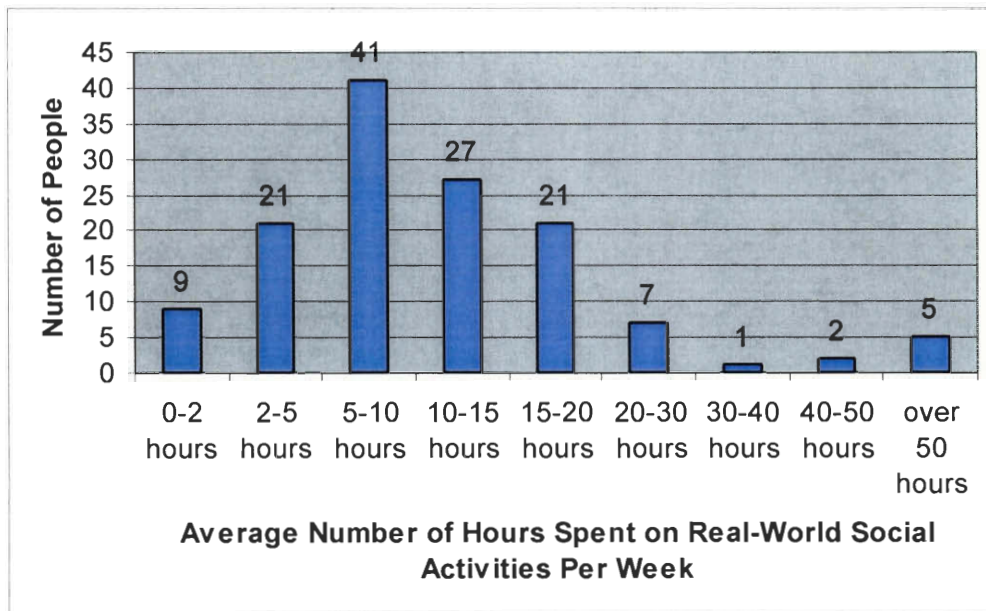
This graph shows the average amounts of time people who play the games spend on either their work/jobs or their school/homework.



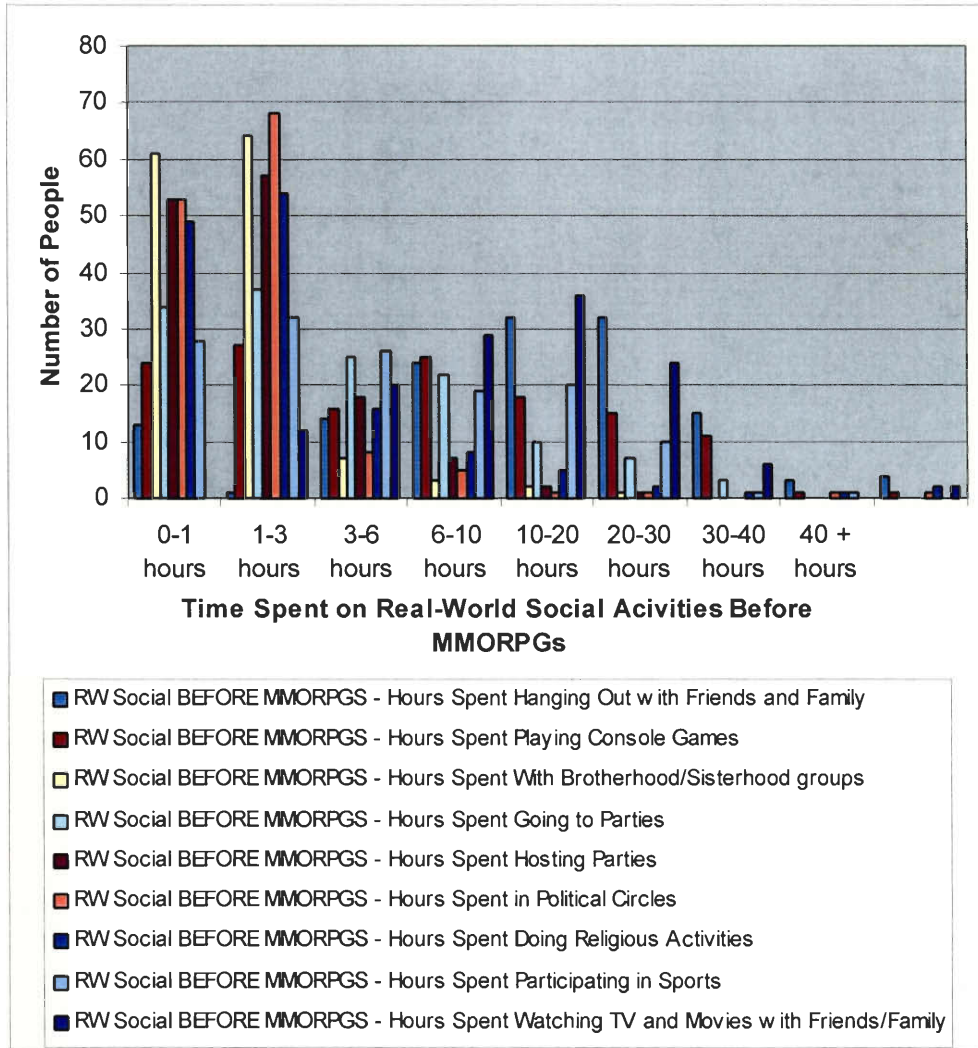
Question 15: How many hours per week do you spend with your family or housemates?



Question 16: How many hours per week do you spend on real world social activities?

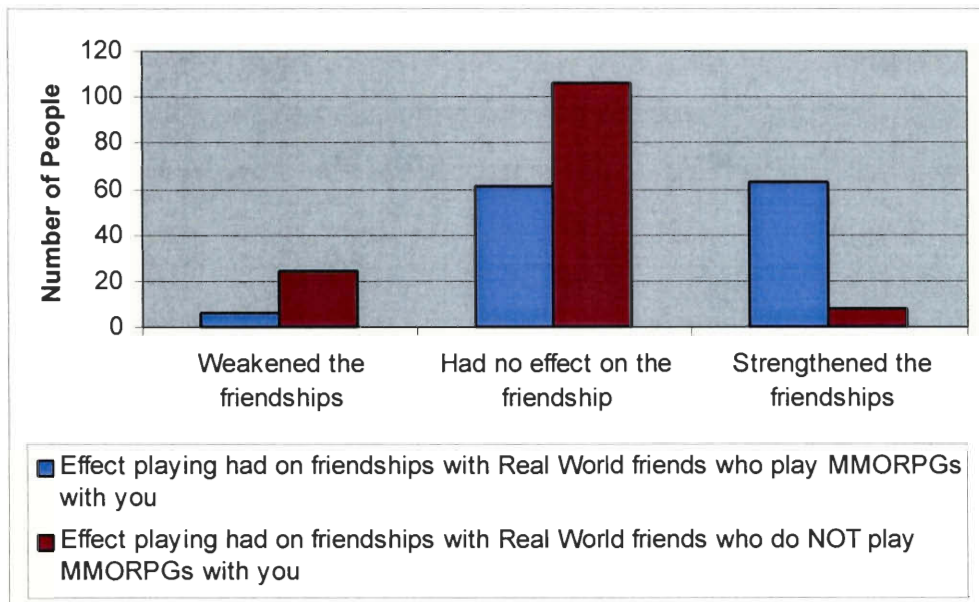


Question 17: what real world social activities (ex: soccer, seeing movies with friends, anything that involves you and other real-world people) did you participate in before you played MMORPGs?



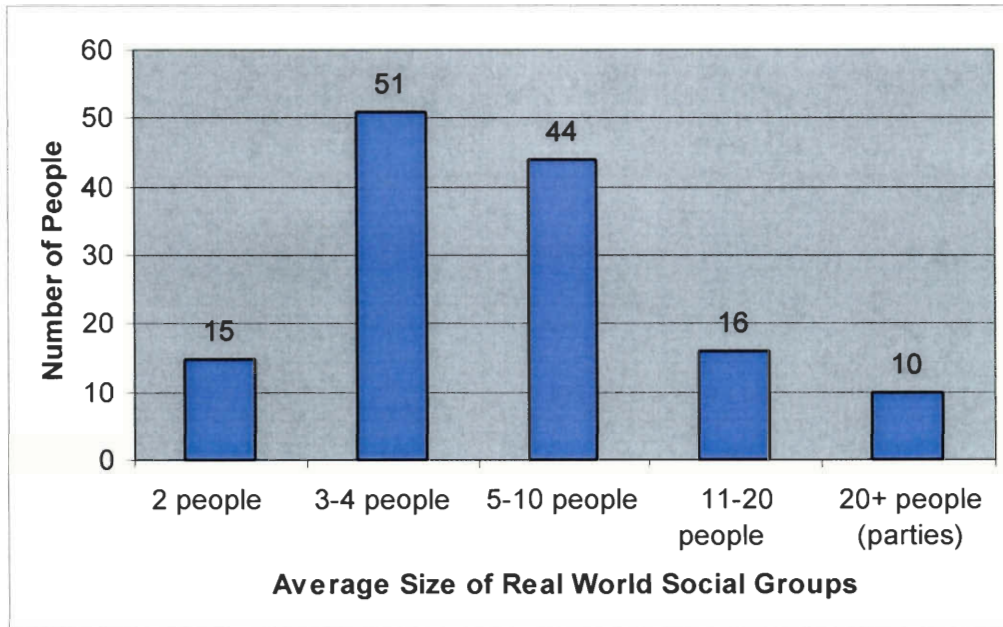
Question 18: How has participation in the virtual world life affected your personal relationships with the following groups of friends?

As one might expect, playing MMORPG's, and therefore spending time within the game will tend to strengthen your relationships with those friends who play the games with you (and so, spend that time with you) and tends to weaken friendships with those people who do not play the games with you (and therefore, do not spend that time with you).



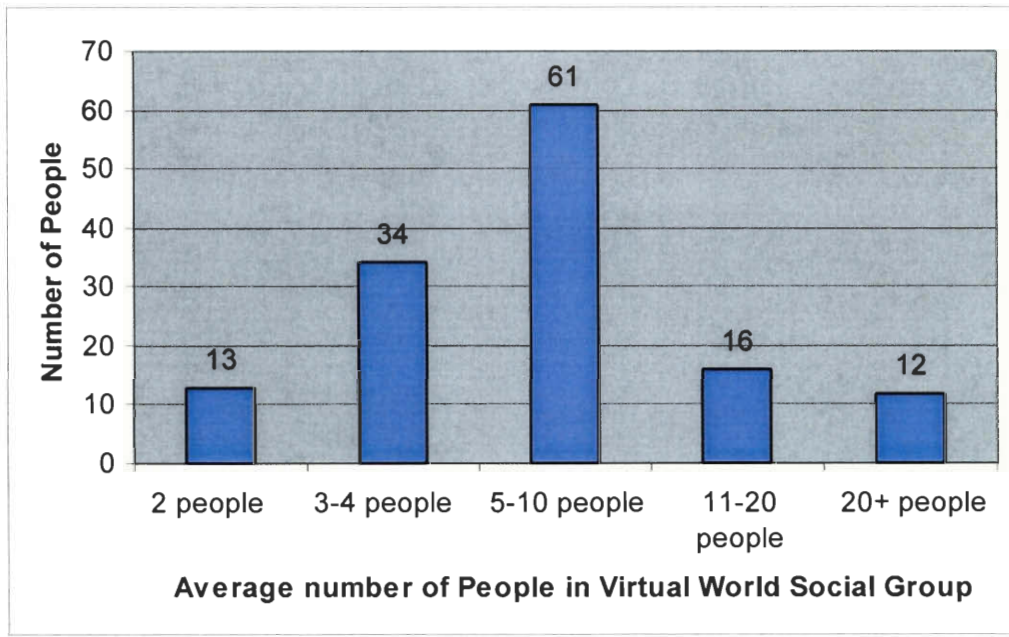
Question 19: What size are the social groups you participate in, in the real world?

The reported average size of social groups in the real world was about 9.



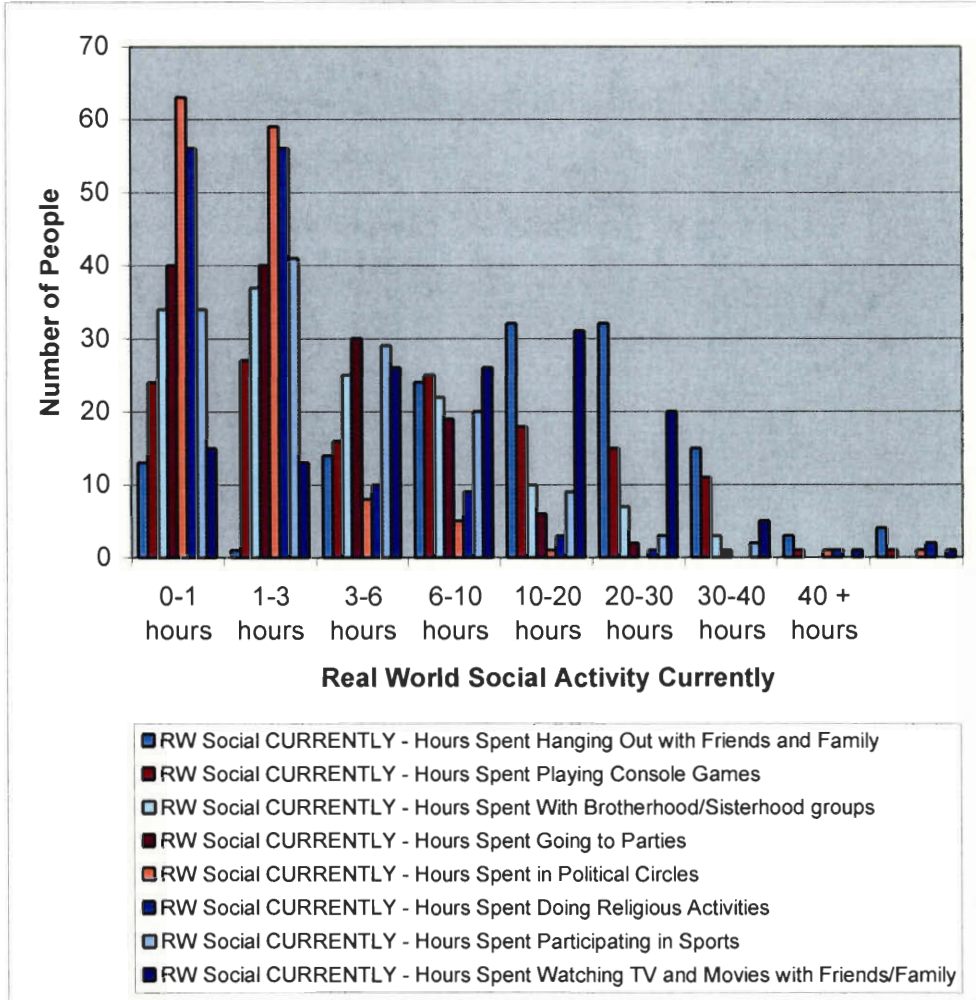
Question 20: What size are the social groups you participate in, in the virtual world?

The reported average size of social groups in the virtual world was about 7.



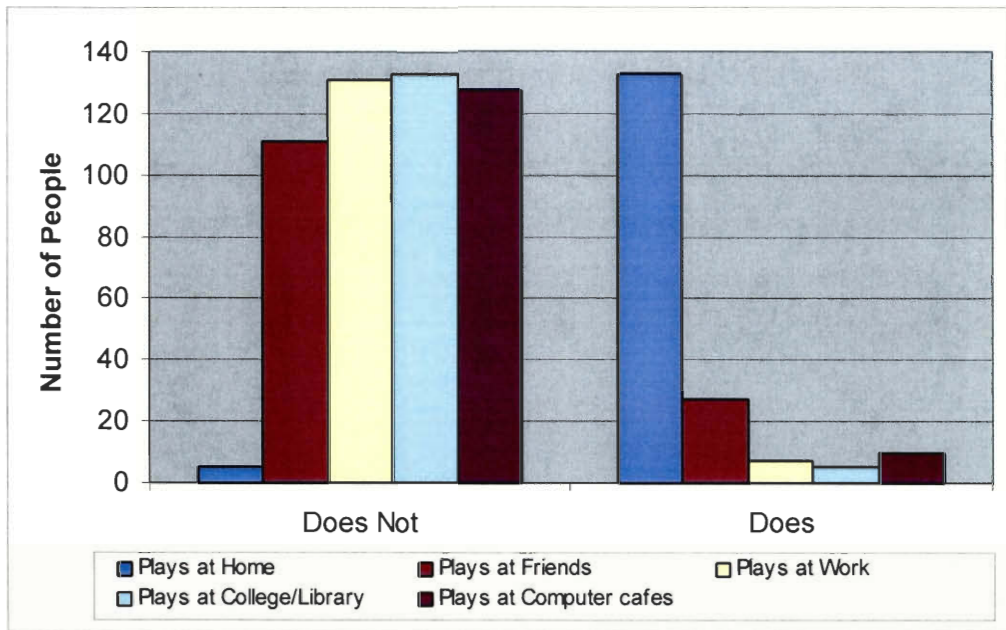
Question 21: What real world social activities (ex: soccer, seeing movies with friends, anything that involves you and other real-world people) do you participate in currently?

Real world activities dropped by an average of 10.5 hours per week.

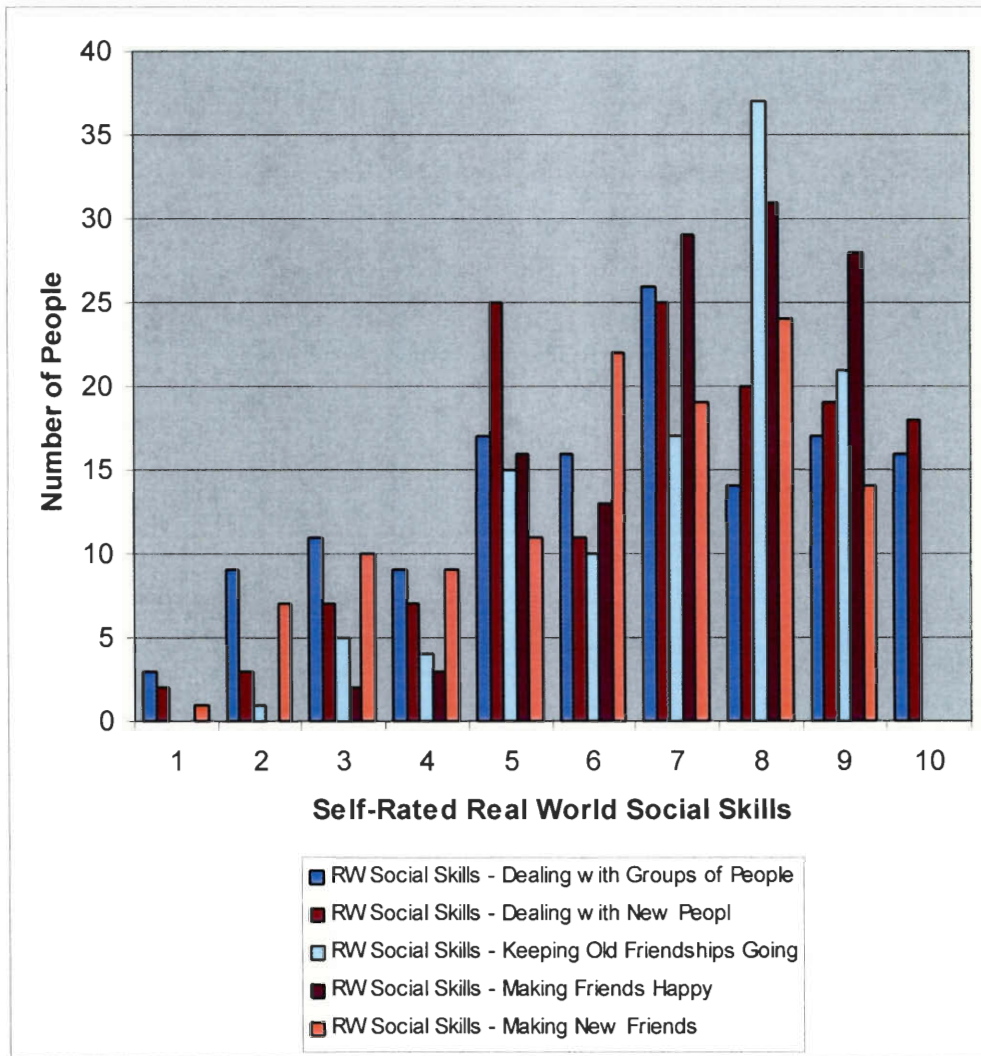


Question 22: Where do you play MMORPGs from?

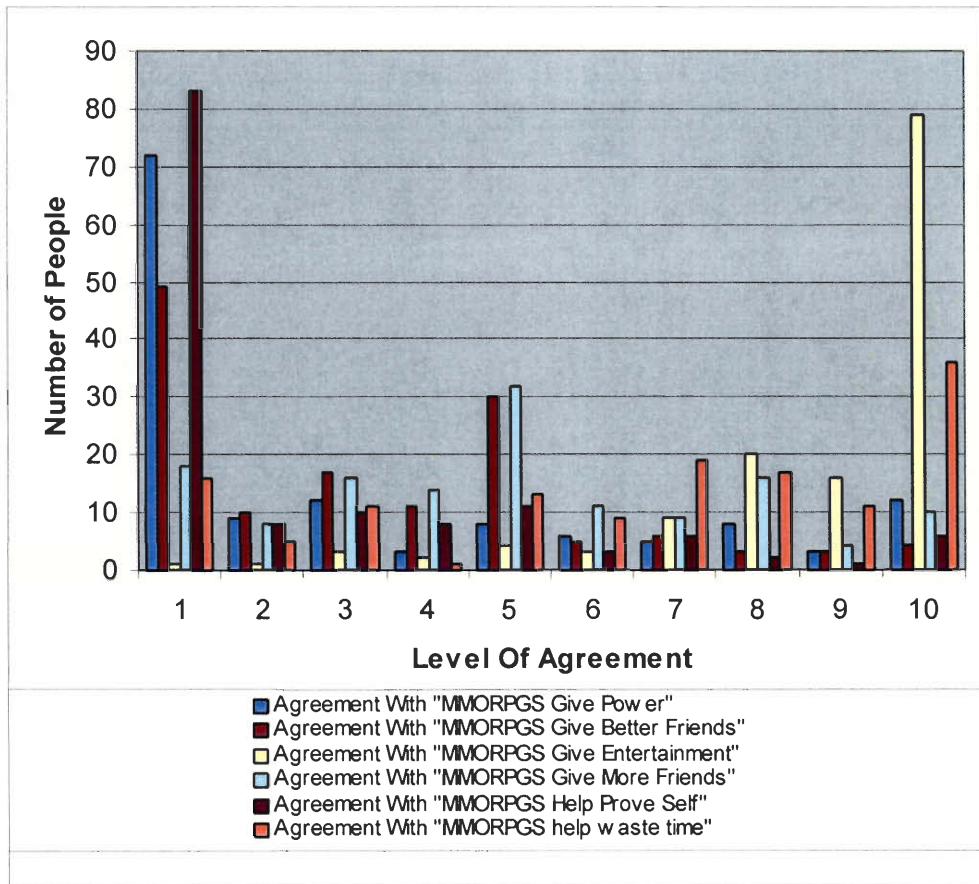
This graph shows what number of people that play the games, at what locations.



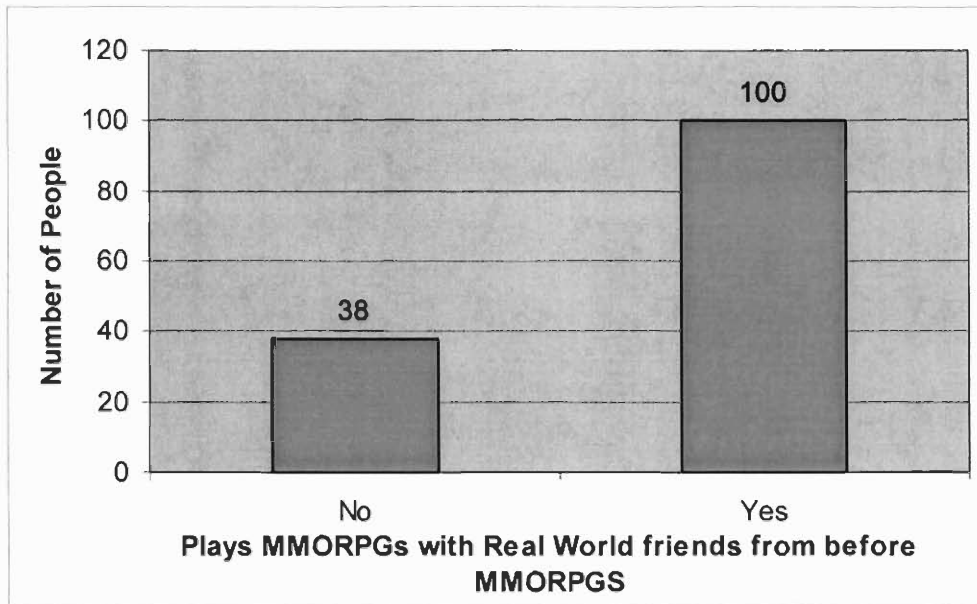
Question 23: On a scale of 1-10, please rate yourself on the following activities (in the real world):



Question 24: How much do you agree with each of the following statements:



Question 25: Do you play MMORPGs with people you knew in the real world before you started playing?



Question 26: Do you find yourself having to choose one world over the other (virtual over real or real over virtual)? If the two conflict, which tends to take priority for you? Why?

Please discuss this in detail.

This question involved short answer questions, and thus has been left only located on the actual surveys.

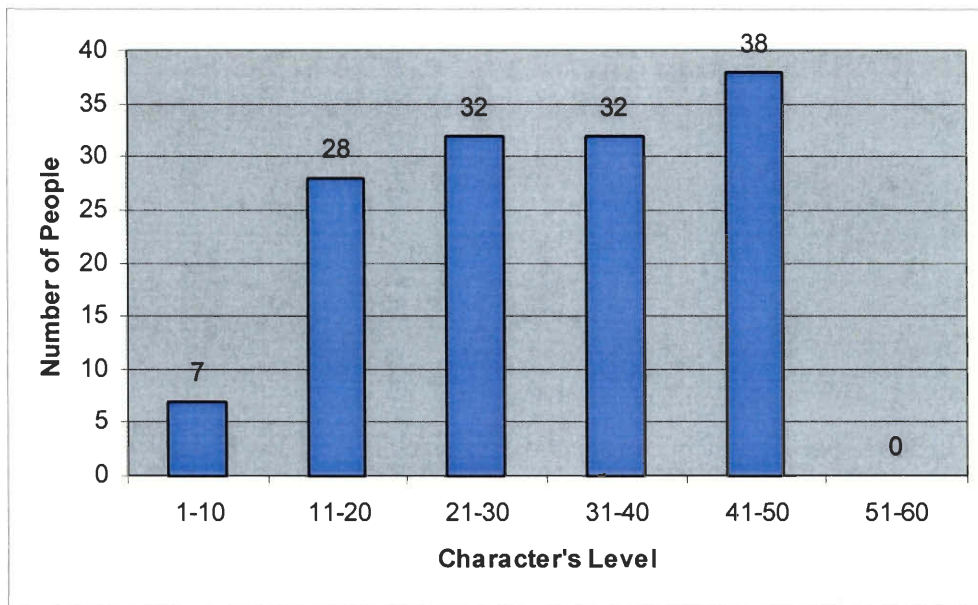
Question 27: What did you do last Friday night? (please be somewhat detailed)

This question involved short answer questions, and thus has been left only located on the actual surveys.

Question 28: Virtual World Characters Level:

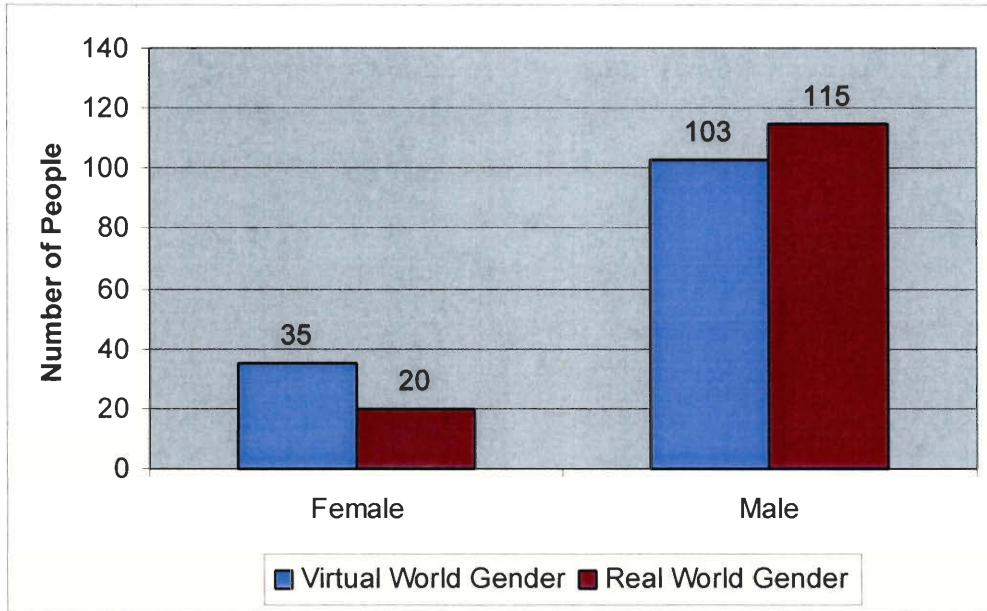
In DAOC, they limit the level you can get to 50. In Lineage it's possible to get above level 50, but there are only 6 people in the United States who have done so.

Also in these games, the first 10 levels go by very quickly. By the time you've played the game for one day you're usually above level 10. For that reason, it's not so easy to find people that are at or below level 10.



Question 29: Virtual World Character's Gender:

Since there are more female characters than there are female players, more men play female characters than women play male characters.



Question 30: Virtual World Character's Race:

This question involved short answer questions, and thus has been left only located on the actual surveys.

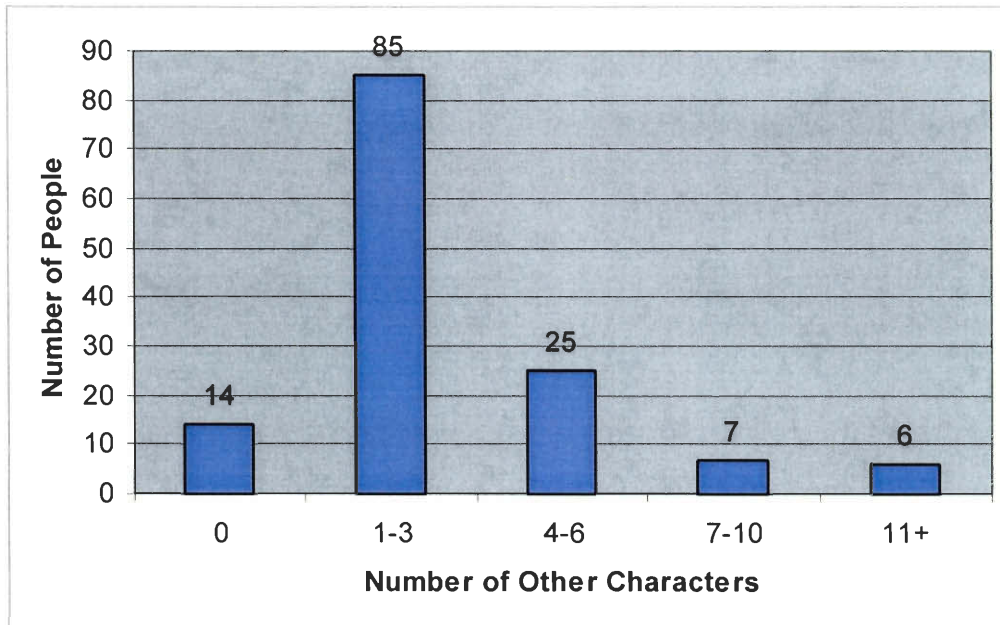
Question 31: Virtual World Money In Bank:

This question involved short answer questions, and thus has been left only located on the actual surveys.

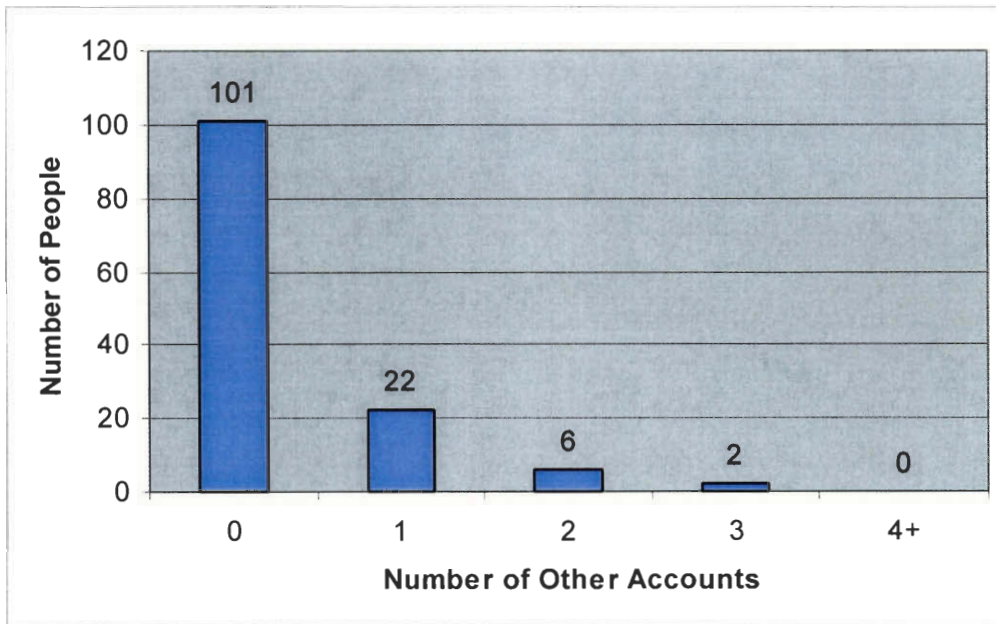
Question 32: Virtual World Estimated value of equipment:

This question involved short answer questions, and thus has been left only located on the actual surveys.

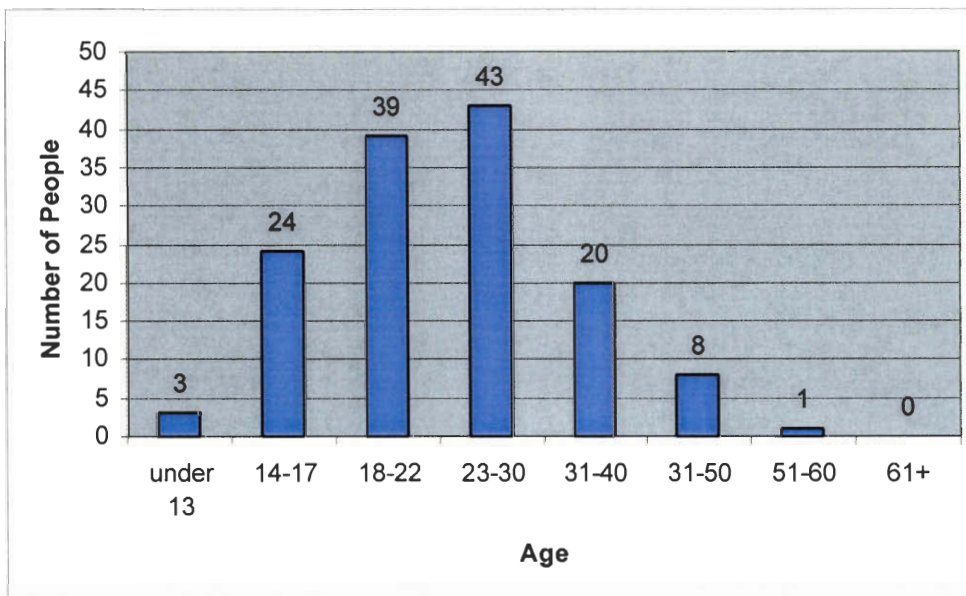
Question 33: Virtual World Number of other characters:



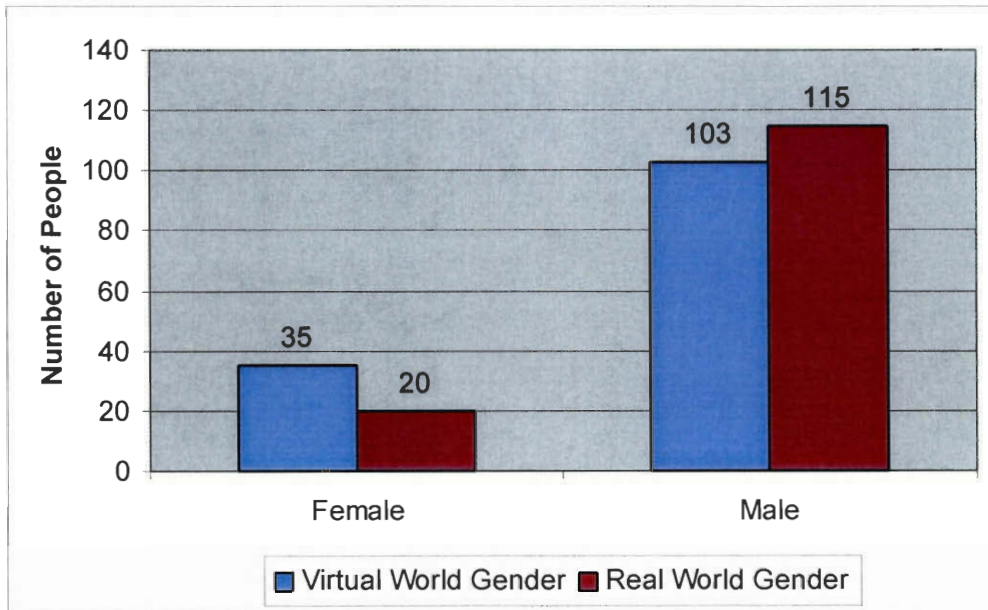
Question 34: Virtual World Number of other accounts:



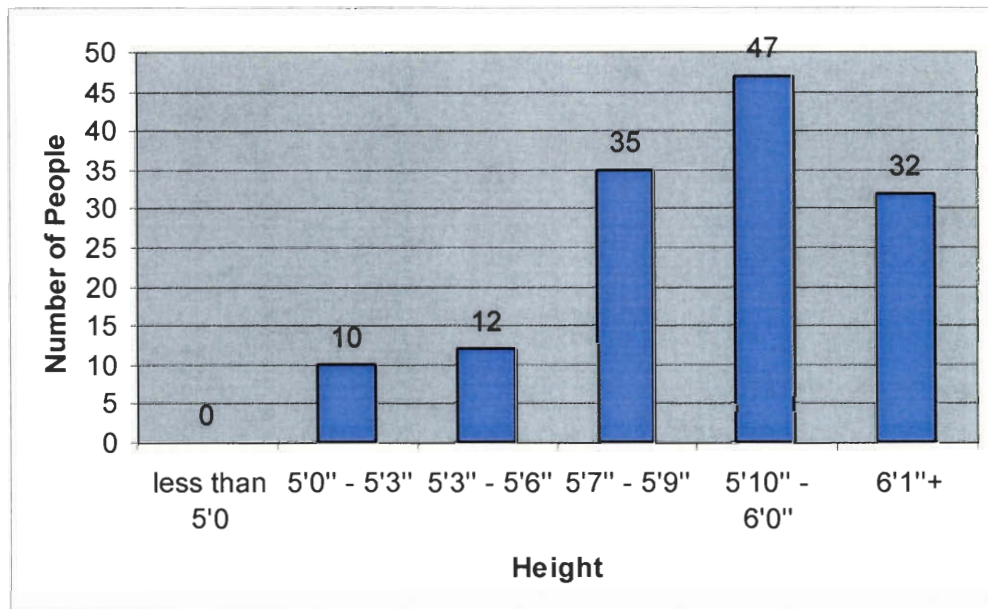
Question 35: Real World Age:



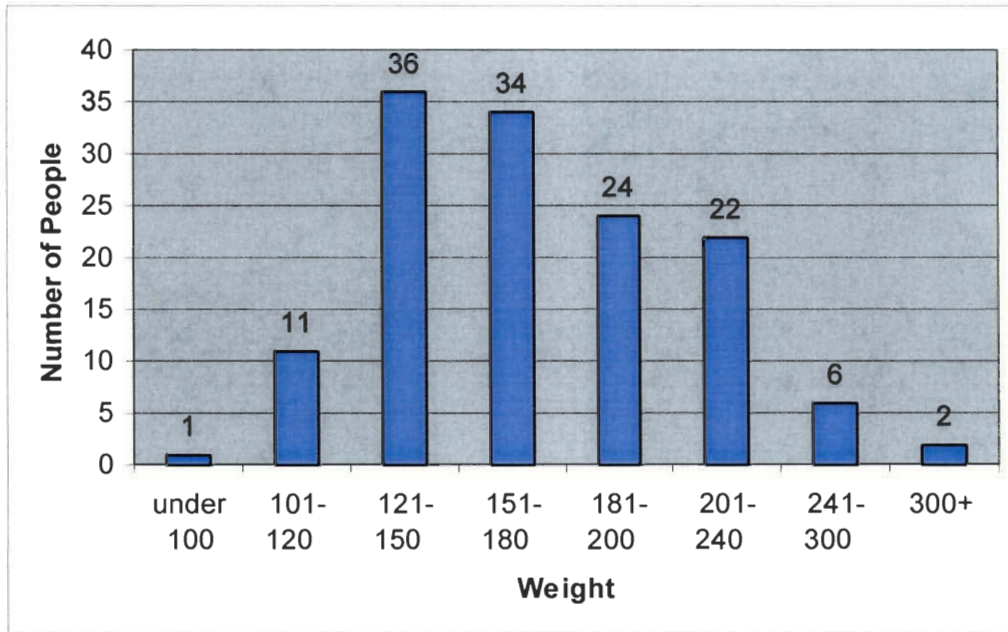
Question 36: Real World Gender:



Question 37: Real World Height:



Question 38: Real World Weight:



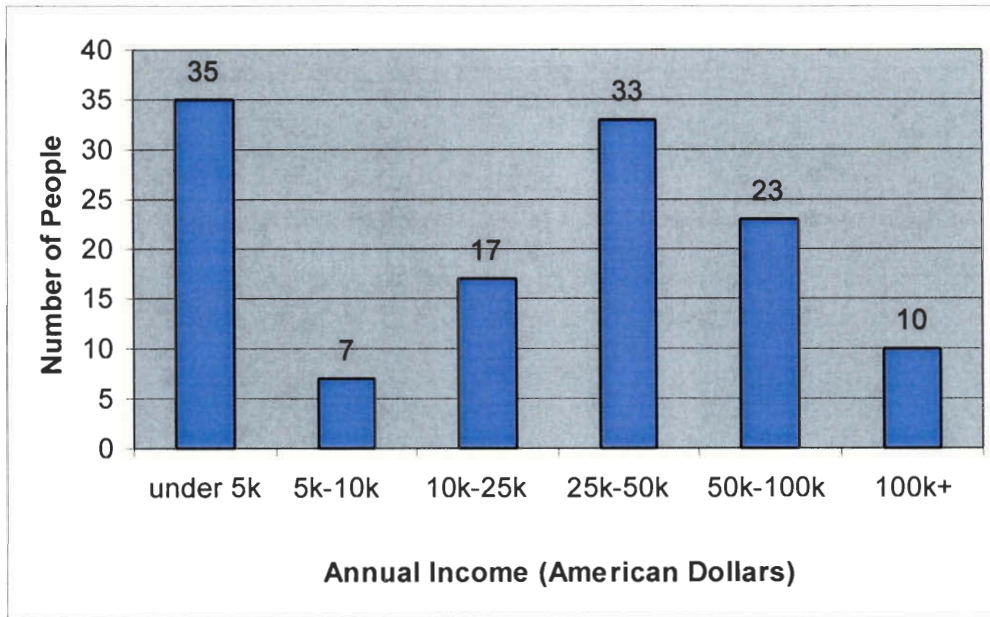
Question 39: Real World Location:

This question involved short answer questions, and thus has been left only located on the actual surveys.

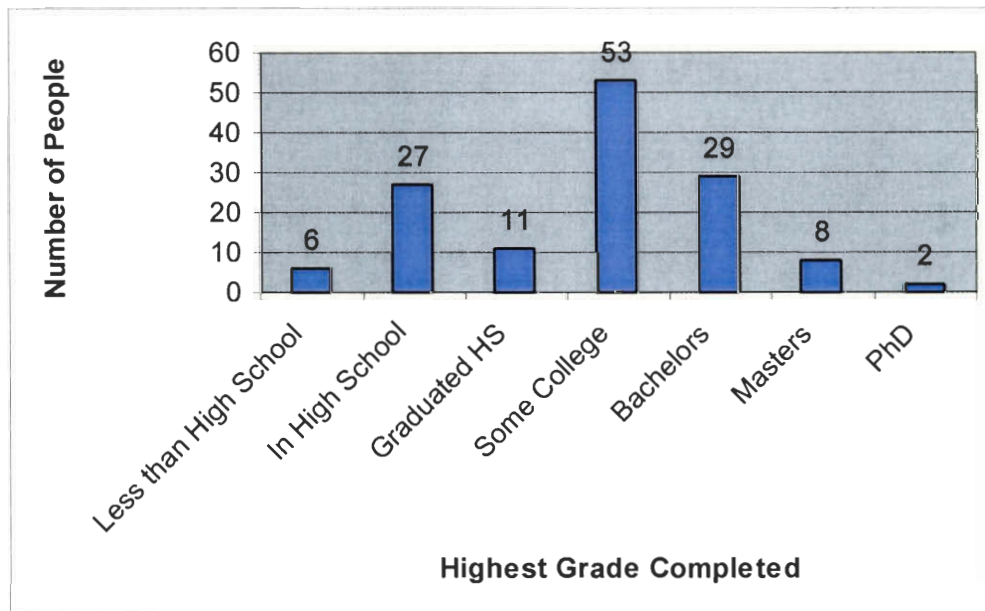
Question 40: Real World Ethnicity:

This question involved short answer questions, and thus has been left only located on the actual surveys.

Question 41: Real World Income:



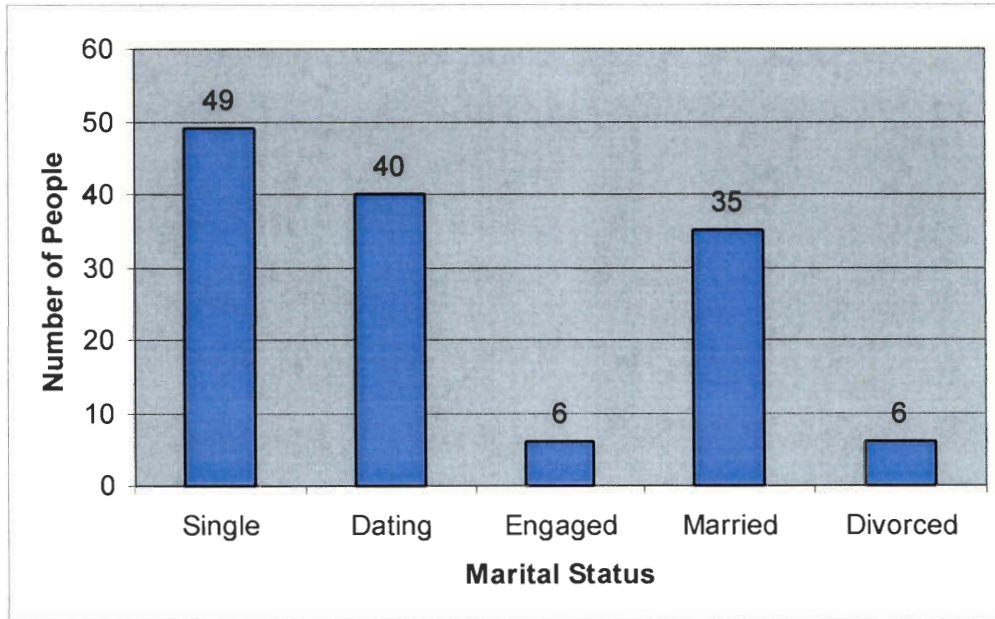
Question 42: Real World Education:



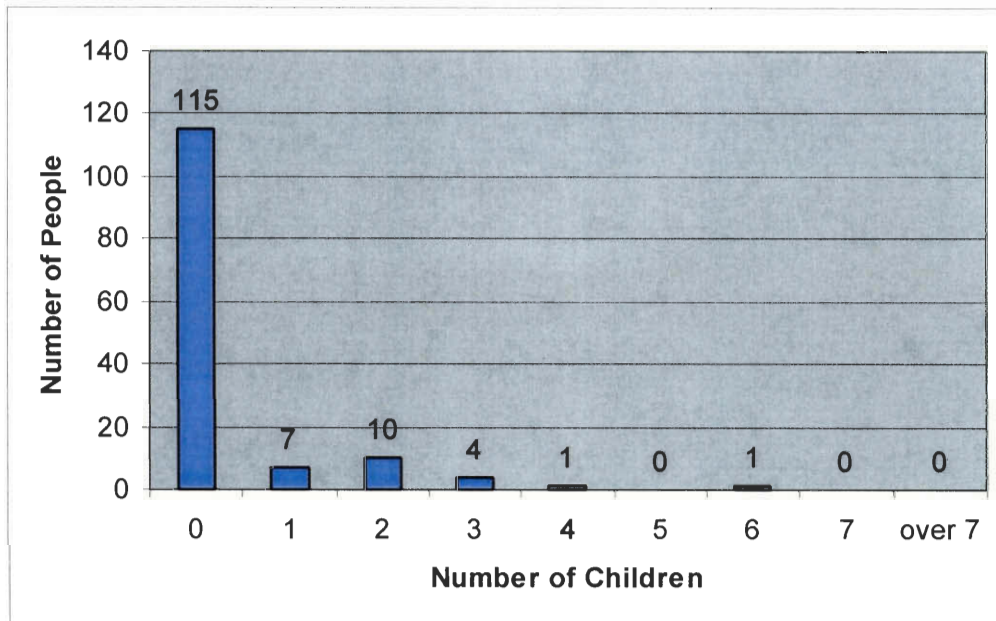
Question 43: Real World Profession:

This question involved short answer questions, and thus has been left only located on the actual surveys.

Question 44: Real World Marital Status:



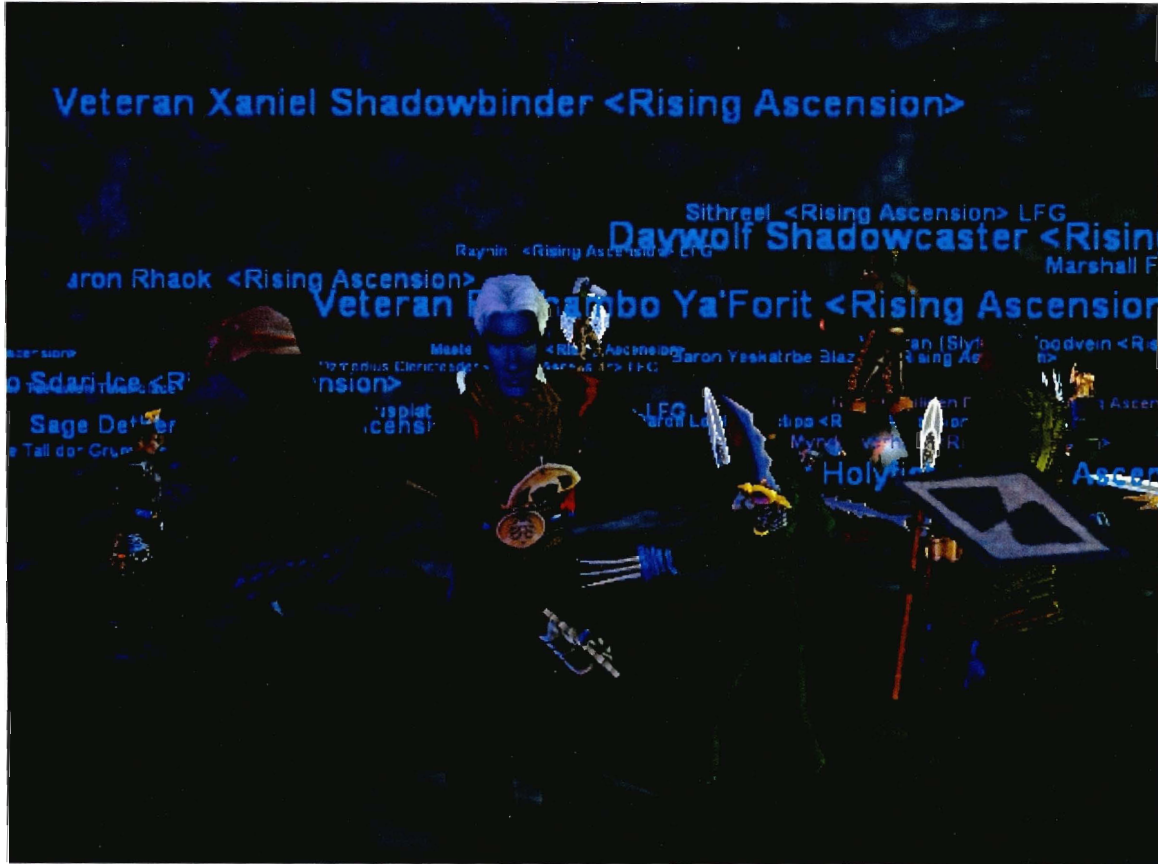
Question 45: Real World Number of Children:



Question 46: Real World Ages of Children:

This data was not recorded correctly by our perl script, and thus has not been included.

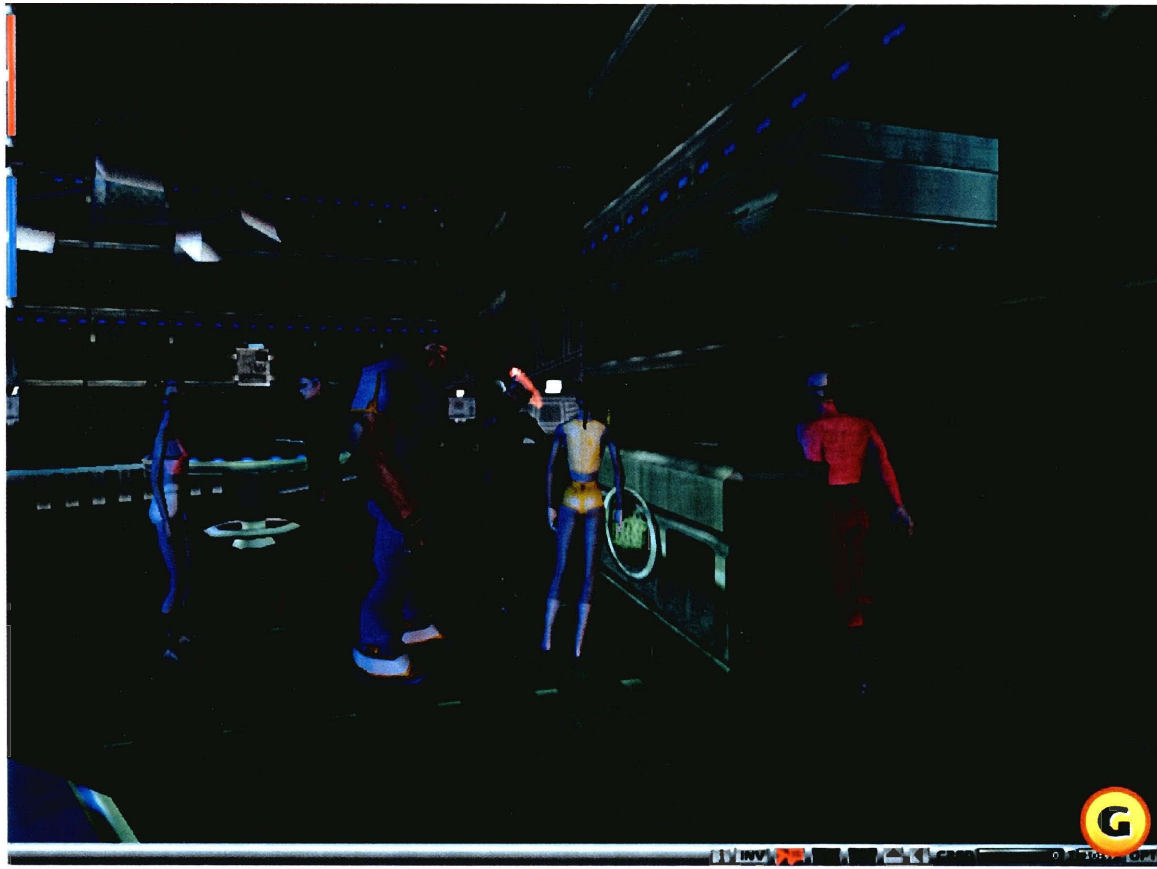
Appendix A3: Screenshots



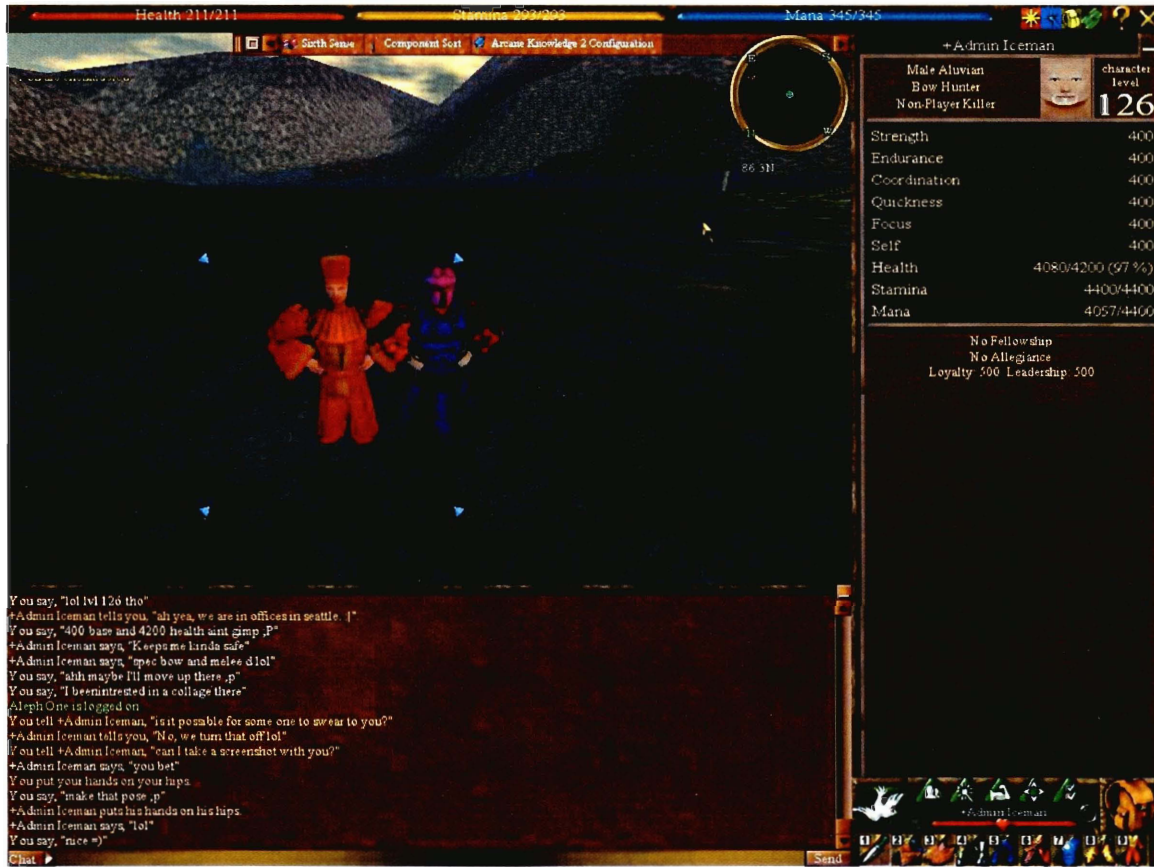
EverQuest – A Guild Meeting



Ultima Online – Praying At a Temple



Anarchy Online – Bar Scene



Asheron's Call – A Player Chats With a Game Administrator



DAoC – Realm vs. Realm Combat



EverQuest – Sneaking Up on a the Enemy



Lineage: The Bloodpledge – A Guild Attempts to Siege a Castle

Appendix A4: Actual Survey Results.

Here we include, as a reference for any future researchers, the actual results of our surveys. This is in the format that our perl CGI script recorded it to text files, not as “completed surveys.” They are sorted alphabetically within three sections. In addition to including this resource, if you contact James Doyle in the social sciences department at Worcester Polytechnic Institute, we have provided an Excel sheet with this data.

A final word of warning – these surveys are not edited, and not censored. The researchers take no responsibility for the language contained within these surveys.

Virtual World Stats:

Answers From Character Name: Allure
Character Level: 31-40
Gender: female
Race: Britton
Money In Bank: 300gp
Estimated Value of Equipment: no idea
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 6'1"+
Weight: 181-200
Location: USA
Ethnicity: White
Income: 50k-100k
Education: Some College
Profession: Self-employed
Marital Status: Married
Number of Children: 1
Ages of Children: 2-5

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 4
 - Amount of AO played: 3
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - b. There was nothing left to do in the game.
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.

9. Do You Have a Regular Group? yes

Size of That Group: 2-3

10. Time Spent On Virtual-World Social Activities:

- a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members:
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players:
 - h. Buying/Selling/etc.:
- ### 11. Self-Rated In-Game Social Skills:
- a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
- ### 12. How Well You Fit In: I fit in better in the Real World
- ### 13. In-Game Time Split:
- Socializing: 10%
Building: 90%

14. Hours/week Spent on Work/School: 40-50 hours

15. Hours/week Spent with Family/Housemates: 20-30 hours

16. Hours/week Spent on Real-World Social Activities: 15-20 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports:
- b. Political Activities:
- c. Religious Activities: 6-10 hours
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games:
- f. Watching TV/Movies with Friends/Family:
- g. Hanging Out With Friends/Family:
- h. Going To Parties:
- i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 2 people

20. Size of Virtual-World Social Groups: 3-4 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports:
- b. Political Activities:
- c. Religious Activities: 6-10 hours
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games:

- f. Watching TV/Movies with Friends/Family:
- g. Hanging Out With Friends/Family:
- h. Going To Parties:
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 3
- b. Keeping Old Friendships Going: 3
- c. Making Your Friends Happy: 3
- d. Dealing With New People: 2
- e. Dealing With Groups of People: 2

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 1
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 10
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

NA

27. Description of Last Friday Night:

LOL, played DAoC

Virtual World Stats:

Answers From Character Name: Anawan Dragan
Character Level: 41-50
Gender: female
Race: Avalonian
Money In Bank: 2 platinum
Estimated Value of Equipment: 1 platinum
Number of Other Characters: 0
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: f
Height: 5'3" - 5'6"
Weight: 201-240
Location: Canada
Ethnicity: Caucasian
Income: under 5k
Education: Some College
Profession: n/a
Marital Status: Engaged
Number of Children: 1
Ages of Children: 5-10

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 20-30 hours
 - c. Chatting With Friends or Guild Members: 20-30 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 3-6 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 50%
14. Hours/week Spent on Work/School: 0-2 hours
15. Hours/week Spent with Family/Housemates: over 50 hours

16. Hours/week Spent on Real-World Social Activities: 40-50 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 40 + hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 20-30 hours
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 30-40 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 5
- b. Keeping Old Friendships Going: 3
- c. Making Your Friends Happy: 6
- d. Dealing With New People: 4
- e. Dealing With Groups of People: 4

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 8
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 6
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 3

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

No.

27. Description of Last Friday Night:

Watched TV with my family.

Virtual World Stats:

Answers From Character Name: Andrey
Character Level: 41-50
Gender: male
Race: Briton
Money In Bank: 7.5 Plat
Estimated Value of Equipment: 30 plat
Number of Other Characters: 0
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 5'10" - 6'0"
Weight: 121-150
Location: USA
Ethnicity: Caucasian
Income:
Education: Some College
Profession: Good Question
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 2
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
 - Amount of The Realm played: 3
7. Reasons For Quitting Other Games:
 - g. You could not afford to spend the time in-game any more.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids: 20-30 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 3-6 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 40%

(other) Cracking game Mechanics: 10%

14. Hours/week Spent on Work/School: 20-30 hours
15. Hours/week Spent with Family/Housemates: 2-5 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 6-10 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 1-3 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. __ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 11-20 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 20-30 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 7
 - d. Dealing With New People: 9
 - e. Dealing With Groups of People: 6
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 7
 - b. Playing MMORPGs gives me more friends: 5
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 7
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 4
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_
26. Discussion of Choosing One World Over The Other:

This is tough, pretty much the MMRPG camelot for me is like a new world to explore that I can immerse in and dominate. Its alot easier than the real world, and given the difficulty of finding a job etc int he real world lately, I think its a healthy escape. (But ultimately a bad habit)

27. Description of Last Friday Night:

I ate out with my older brother, we talked about what the future holds for us. What are goals are, it was fairly deep. (and not common)

Virtual World Stats:

Answers From Character Name: Ashir
Character Level: 31-40
Gender: male
Race: saracen
Money In Bank: 100g
Estimated Value of Equipment: No idea
Number of Other Characters: 7-10
Number of Other Accounts: 0

Real World Stats:

Age: 31-40
Gender: male
Height: 5'7" - 5'9"
Weight: 121-150
Location: OR
Ethnicity: whitey
Income: 25k-50k
Education: Bachelors
Profession: Comp Analyst
Marital Status: Married
Number of Children:
Ages of Children: 0-2

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: over 15 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 3
7. Reasons For Quitting Other Games:
 - i. (other) Took a few months off from all mmorpgs
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids:
 - f. Player vs. Player Combat:
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 20%
 - Building: 80%
14. Hours/week Spent on Work/School: 40-50 hours

15. Hours/week Spent with Family/Housemates: over 50 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 20-30 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships with my real-world friends who play the game with me.
- b. Weakened the friendships with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 2 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 6
- b. Keeping Old Friendships Going: 5
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 7
- e. Dealing With Groups of People: 4

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 2
- c. Playing MMORPGs gives me better friends: 2
- d. Playing MMORPGs gives me a way to waste time: 7
- e. Playing MMORPGs gives me a way to prove myself to my friends: 2
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

Only when a game is new, I get immersed in the content and learning the functionality of the game. I like to try several character types out, rarely get far with any of them.

27. Description of Last Friday Night:

Played a board game with family and friends.

Virtual World Stats:

Answers From Character Name: Breadman
Character Level: 61+
Gender: female
Race: snerd
Money In Bank: 129381923
Estimated Value of Equipment: 134500
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 6'1"+
Weight: 201-240
Location: NY
Ethnicity: Caucasian
Income: under 5k
Education: Some College
Profession: Student
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 0-1 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 2
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
 - g. You could not afford to spend the time in-game any more.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
 - e. You didn't want to start a new character in any game.
9. Do You Have a Regular Group? yes
Size of That Group: 5-7
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 10-20 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 3-6 hours
 - d. Recruiting For Groups: 3-6 hours
 - e. Planned Group Raids:
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going: c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World

13. In-Game Time Split:

Socializing: 30%
Building: 70%

14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 6-10 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 1-3 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people

20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home College/Library Computers

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 7
- b. Keeping Old Friendships Going: 5
- c. Making Your Friends Happy: 5
- d. Dealing With New People: 7
- e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 4
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 10
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 6

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Real world takes priority - the virtual world still cannot replace personal interaction for me. It comes close occasionally, but there is always something lacking.

27. Description of Last Friday Night:

I went to a party at Cornell. Drank a little bit and hung out with a new group of friends. I played darts and Fussball for close to 5 hours. Then came home late and went to bed.

Virtual World Stats:

Answers From Character Name: Charma
Character Level: 21-30
Gender: male
Race: avalonian
Money In Bank: 10 gold
Estimated Value of Equipment: 20 gold
Number of Other Characters: 1-3
Number of Other Accounts: 1

Real World Stats:

Age: 31-40
Gender: male
Height: 5'10" - 6'0"
Weight: 201-240
Location: Michigan
Ethnicity: White
Income: 50k-100k
Education: Masters
Profession: Finance analyst
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 6
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 5-7
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 3-6 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups: 1-3 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 50%
14. Hours/week Spent on Work/School: over 50 hours

15. Hours/week Spent with Family/Housemates: 40-50 hours

16. Hours/week Spent on Real-World Social Activities:

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 6-10 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 10-20 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties: 0-1 hours
- j. (other) National Guard: 3-6 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships_ with my real-world friends who play the game with me.
- b. Had no effect on the friendships_ with my real-world friends who do ***not*** play the game with me.

19. Size of Real-World Social Groups: 5-10 people

20. Size of Virtual-World Social Groups: 5-10 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 6-10 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties:
- j. (other) National guard: 3-6 hours

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 6
- b. Keeping Old Friendships Going: 6
- c. Making Your Friends Happy: 6
- d. Dealing With New People: 7
- e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 3
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 3
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 3

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

I sometimes need to make the choice. Real world takes precedence, as family and actual responsibilities override entertainment. After all this is really just a game, though a fun one.

27. Description of Last Friday Night:

Went out to dinner with Wife. Went to Mall to walk off dinner afterwords and look around. (window shop)

Virtual World Stats:

Answers From Character Name: Chol
Character Level: 21-30
Gender: male
Race: Paladin
Money In Bank: 107gp
Estimated Value of Equipment: 75gp
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 5'7" - 5'9"
Weight: 121-150
Location: TX
Ethnicity: White
Income: under 5k
Education: Some College
Profession: College Student
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 5-7 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 20%
 - Building: less than 10%
14. Hours/week Spent on Work/School: over 50 hours
15. Hours/week Spent with Family/Housemates: 15-20 hours

16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 6-10 hours
 - b. Political Activities:
 - c. Religious Activities: 6-10 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 10-20 hours
 - i. Hosting Parties: 3-6 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 6-10 hours
- b. Political Activities:
- c. Religious Activities: 3-6 hours
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games:
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 3-6 hours
- h. Going To Parties: 10-20 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 8
- b. Keeping Old Friendships Going: 9
- c. Making Your Friends Happy: 9
- d. Dealing With New People: 8
- e. Dealing With Groups of People: 8

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 7
- c. Playing MMORPGs gives me better friends: 7
- d. Playing MMORPGs gives me a way to waste time: 8
- e. Playing MMORPGs gives me a way to prove myself to my friends: 6
- f. Playing MMORPGs gives me a way to be powerful: 9

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

27. Description of Last Friday Night:

Last friday night I studied my brains out for a test I have on Monday, played some on-line RPG's (to give my mind a break), and hung out with my girl friend for a little while.

Virtual World Stats:

Answers From Character Name: Cornel

Character Level: 31-40

Gender: male

Race: Briton

Money In Bank: 5 gold :P

Estimated Value of Equipment: proly whatever the merchents will give me dunno like 60 gold

Number of Other Characters: 4-6

Number of Other Accounts: 0

Real World Stats:

Age: 18-22

Gender: male

Height: 5'10" - 6'0"

Weight: 101-120

Location: sorry none of your business

Ethnicity: mixed 1st generation Irish + Philipeno (sp?)

Income: under 5k

Education: Some College

Profession: MCP but curmelty not holding employment

Marital Status: Single

Number of Children:

Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: over 15 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: over 15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 3
 - Amount of The Realm and M.U.D played: 7
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - b. There was nothing left to do in the game.
 - d. The people in the game were annoying.
 - i. (other) Server Politics for Everquest's most sought after content
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
 - c. Your real-world friends did not want to change games.
 - h. (other) cgivars {Q9h82}
9. Do You Have a Regular Group? yes
 - Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 20-30 hours
 - f. Player vs. Player Combat: 40 + hours
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 2
 - b. Keeping Old Friendships Going: c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:

12. How Well You Fit In: I fit in equally well in both worlds

13. In-Game Time Split:

Socializing: 30%

Building: more than 90%

(other) Exploring the world so I know how to get to places later on: 40%

14. Hours/week Spent on Work/School: 0-2 hours

15. Hours/week Spent with Family/Housemates: 10-15 hours

16. Hours/week Spent on Real-World Social Activities: 0-2 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

a. Sports:

b. Political Activities:

c. Religious Activities:

d. Brotherhood/Sisterhood Group Events:

e. Multi-Player Computer/Console Games: 40 + hours

f. Watching TV/Movies with Friends/Family: 6-10 hours

g. Hanging Out With Friends/Family: 10-20 hours

h. Going To Parties:

i. Hosting Parties:

j. (other) Pffft you left out Anime :P: 20-30 hours

18. Participation In the Virtual World has Affected My Life as Follows:

a. _Had no effect on the friendships_ with my real-world friends who play the game with me.

b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people

20. Size of Virtual-World Social Groups: 5-10 people

21. Time Spent On Real-World Social Activities CURRENTLY:

a. Sports:

b. Political Activities:

c. Religious Activities:

d. Brotherhood/Sisterhood Group Events:

e. Multi-Player Computer/Console Games: 3-6 hours

f. Watching TV/Movies with Friends/Family: 6-10 hours

g. Hanging Out With Friends/Family: 10-20 hours

h. Going To Parties:

i. Hosting Parties:

j. (other) ANIME: 30-40 hours

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

a. Making New Friends: 2

b. Keeping Old Friendships Going: 10

c. Making Your Friends Happy: 7

d. Dealing With New People: 6

e. Dealing With Groups of People: 3

24. Level of Agreement With Statements (1-10):

a. Playing MMORPGs gives me entertainment: 10

b. Playing MMORPGs gives me more friends: 4

c. Playing MMORPGs gives me better friends: 1

d. Playing MMORPGs gives me a way to waste time: 10

e. Playing MMORPGs gives me a way to prove myself to my friends: 7

f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Basically for me its if my parents ask me to do somethin I do it within a timely manner, meaning 1 to 2 hours from when they asked. Other then that there isn't much intrusion from my time online into RL. This may be a sad statement but until I get a car *shrugs*

27. Description of Last Friday Night:

I slept cause thursday I stayed up all day and played DAoC on a castle raid was much much fun :)

Virtual World Stats:

Answers From Character Name: Cosi
Character Level: 31-40
Gender: female
Race: Avalonian
Money In Bank: 15 gold
Estimated Value of Equipment: 125 gold
Number of Other Characters: 1-3
Number of Other Accounts: 3

Real World Stats:

Age: 31-50
Gender: f
Height: 5'7" - 5'9"
Weight: 300+
Location: Wisconsin/ USA
Ethnicity: Caucasian
Income: 100k+
Education: Bachelors
Profession: Registered Nurse
Marital Status: Married
Number of Children: 2
Ages of Children: 10-18 18+

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 4
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 7
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
 - e. You could not make enough good friends in the game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
 - d. You didn't want to spend time learning a new game.
 - e. You didn't want to start a new character in any game.
 - f. You didn't want to spend money on a new game.
 - g. You felt as though playing the new game made you betray the old one.
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 10-20 hours
 - b. Hunting or Exploring in Groups: 40 + hours
 - c. Chatting With Friends or Guild Members: 20-30 hours
 - d. Recruiting For Groups: 10-20 hours
 - e. Planned Group Raids: 3-6 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 10-20 hours
 - h. Buying/Selling/etc.: 1-3 hours
 - i. (other) Guild Meetings/Boards: 10-20 hours
11. Self-Rated In-Game Social Skills:

- a. Making New Friends: 9
- b. Keeping Old Friendships Going:
- c. Making Your Friends Happy:
- d. Dealing With New People:
- e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
 - Socializing: 80%
 - Building: 20%
 - (other) buying/selling & guild management: less than 10%
14. Hours/week Spent on Work/School: 0-2 hours
15. Hours/week Spent with Family/Housemates: 15-20 hours
16. Hours/week Spent on Real-World Social Activities: 0-2 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 6-10 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 6
- b. Keeping Old Friendships Going: 6
- c. Making Your Friends Happy: 6
- d. Dealing With New People: 6
- e. Dealing With Groups of People: 6

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 10
- c. Playing MMORPGs gives me better friends: 10
- d. Playing MMORPGs gives me a way to waste time: 1
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

I often have conflict between real world and virtual as I am a guild leader and have put many hours of time over a two year period into development of and maintenance of the guild. When one is the leader, the website designer and administrator, the visionary of any large organized group. it is going to be a tremendous time eater. This is the case for me. The guild is a huge accomplishment for me. I am chmically ill, in pain and fatigued to a point of being

nonfunctional most of the time and physically unable to do alot of "normal" activities. The online virtual world becomes a "window to the world" for me. I have conflict tearing myself away to be with family at times only because I feel I have responsibility to people in both worlds. Much like the conflict for a working mom between family and career, my conflict seems to be very much the same. The guild in Camelot is my "work". It fills a "void" there where a "normal" life consisting of a job once existed (before my illness completely debilitated me). I am happy for the outlet MMORPG's give to those who are homebound for whatever reason. We need and deserve a way to express ourselves as valuable people to the greater community of mankind and the online world provides that because in the online world our bodies are not in pain, we are not sick and debilitated. We can maintain dignity as people and worth in the eyes of others who cannot see and who do not care about what our real life lives are all about.

27. Description of Last Friday Night:

Last Friday night: I awoke from sleeping and being in bed most of the day (which is my custom due to my chronic illness) and showered. Then watched a movie we rented with my family and ate dinner. Afterward, from about 1030PM and on thru the night into early morning I was playing Camelot. In Camelot, during the wee hours of the night I usually group with my really close friend Talonax who lives in New Zealand and we do stuff together in game. Usually not alot of other people are on then..... We socialiaze ALOT!!! We also work on questing, or group with others in a dungeon to work on character development. And that is basically how last Froday night (and indeed most of my Friday nights) go.....

Virtual World Stats:

Answers From Character Name: Craft

Character Level: 41-50

Gender: male

Race: Highlander

Money In Bank: 497 gold

Estimated Value of Equipment: 700 gold

Number of Other Characters: 4-6

Number of Other Accounts: 0

Real World Stats:

Age: 18-22

Gender: male

Height: 5'10" - 6'0"

Weight: 201-240

Location: Canada

Ethnicity: caucasian

Income: 5k-10k

Education: Some College

Profession: Student

Marital Status: Single

Number of Children:

Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 2
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 6-10 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 60%
 - Building: 40%
14. Hours/week Spent on Work/School: 15-20 hours

15. Hours/week Spent with Family/Housemates: 30-40 hours

16. Hours/week Spent on Real-World Social Activities: 20-30 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 1-3 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 3-6 hours
- g. Hanging Out With Friends/Family: 10-20 hours
- h. Going To Parties: 3-6 hours
- i. Hosting Parties: 1-3 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people

20. Size of Virtual-World Social Groups: 11-20 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 1-3 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 3-6 hours
- g. Hanging Out With Friends/Family: 3-6 hours
- h. Going To Parties: 3-6 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 10
- b. Keeping Old Friendships Going: 10
- c. Making Your Friends Happy: 9
- d. Dealing With New People: 8
- e. Dealing With Groups of People: 6

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 10
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 7
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

There is no conflict, the real world comes first, no matter what.

27. Description of Last Friday Night:

Last Friday I went to supper with family and friends, then watched a movie and socialized with them. I may have slept at some point too.

Virtual World Stats:

Answers From Character Name: Cuthred
Character Level: 11-20
Gender: male
Race: Highlander
Money In Bank: 0
Estimated Value of Equipment: 8 Gold
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 6'1"+
Weight: 241-300
Location: Ontario, Canada
Ethnicity: English/Scottish/Irish
Income: 25k-50k
Education: Bachelors
Profession: Paramedic
Marital Status: Married
Number of Children:
Ages of Children: 0-2

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 6
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Metro - Toronto by Night MUSH, Start Your Engines - Indianapolis by Night MUSH played: 7
7. Reasons For Quitting Other Games:
 - b. There was nothing left to do in the game.
 - c. You were just bored with the game.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
 - e. You didn't want to start a new character in any game.
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members:
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat:
 - g. Helping Newbies or Other Players:
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:

12. How Well You Fit In: I fit in equally well in both worlds

13. In-Game Time Split:
Socializing: 30%
Building: less than 10%

14. Hours/week Spent on Work/School: 40-50 hours

15. Hours/week Spent with Family/Housemates: 15-20 hours

16. Hours/week Spent on Real-World Social Activities: 5-10 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 6-10 hours
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games: 1-3 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 3-6 hours
- h. Going To Parties:
- i. Hosting Parties:
- j. (other) Tabletop RPG's (D&D, Vampire - The Masquerade, Call of Cthulhu, Star Wars RPG): 3-6 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships_ with my real-world friends who play the game with me.
- b. Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people

20. Size of Virtual-World Social Groups: 2 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 6-10 hours
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 3-6 hours
- g. Hanging Out With Friends/Family: 3-6 hours
- h. Going To Parties:
- i. Hosting Parties:
- j. (other) Tabletop RPG's (D&D, Call of Cthulhu, Star Wars RPG): 3-6 hours

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 6
- b. Keeping Old Friendships Going: 9
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 10
- e. Dealing With Groups of People: 10

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 9
- b. Playing MMORPGs gives me more friends: 3
- c. Playing MMORPGs gives me better friends: 2
- d. Playing MMORPGs gives me a way to waste time: 2
- e. Playing MMORPGs gives me a way to prove myself to my friends: 2
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

In the past, I was heavily involved in a form of online text-based gaming known as MUSH'ing. I initially started MUSH'ing as a new way of enjoying the tabletop RPG's I played with my RL friends. In time it became less about gaming, and more about establishing and maintaining friendships with the people I had met while role-playing.

Some of these were extremely intense, deeply emotional relationships that became as or more important to me as real-life relationships. This lasted for about eight months, until I found myself growing tired of the sense of obligation

to always be at my computer, giving up many of the other activities I enjoyed. When my primary/favorite game site closed down, I took it as the opportunity to break off all my online relationships; except one. She and I had an extremely close, intimate friendship that became RL intimacy when we finally met face to face. After 2 years of enduring a long-distance relationship from 1000 miles apart, we moved in together this past July, and were recently married. We've been living happily after ever since.

I don't miss any of the online relationships that had previously been so important to me. When I finally did end them, it was more of a relief than anything, though I'm sure there were some hurt feelings on the other end. I do feel guilty for that, sometimes, but it was something I had to do for my own well-being.

Because of my past experiences, I am very careful about letting online friendships and obligations become too prominent in my life. I had resisted getting into games like EverQuest because I know how easily I could be drawn into something so well attuned to my interests. An RL friend of mine gave Dark Age of Camelot to me as a Christmas gift, which is the only reason I own it. I would never have bought it for myself, knowing how easy it would have been to get addicted to it. I enjoy playing, but I am careful not to allow it too much importance in my life. I play for entertainment only, and to spend time gaming with my friend, who now lives about 200 km from me. He and I would not be able to spend much time together without the MMORPG medium.

In the event that the two conflict, reality takes precedence over virtual, without question. I allowed virtual to supercede real for a time, and will not make that mistake again.

27. Description of Last Friday Night:

I worked from 7am until 5pm that day, and once I'd gotten home, I took my wife out for dinner, before heading down to the local theater to catch the premiere of Blade 2. After the movie we came home and I emailed my brother with my thoughts on the movie. My wife and I stayed up watching TV for a couple hours before going to bed.

Virtual World Stats:

Answers From Character Name: Daelith
Character Level: 41-50
Gender: male
Race: Avalonian
Money In Bank: 4 plat 500 odd gold
Estimated Value of Equipment: 1 plat
Number of Other Characters: 1-3
Number of Other Accounts:

Real World Stats:

Age: 23-30
Gender: male
Height: 5'7" - 5'9"
Weight: 151-180
Location: Massachusetts
Ethnicity: Italian/Irish decent
Income: 10k-25k
Education: Bachelors
Profession: Assistant Manager GNC
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 7
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 4
 - Amount of AO played: 4
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 20-30 hours
 - c. Chatting With Friends or Guild Members: 20-30 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids: 3-6 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 30%
 - Building: 70%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties:
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do ***not*** play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 11-20 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 8
- b. Keeping Old Friendships Going: 4
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 8
- e. Dealing With Groups of People: 8

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 1
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 10
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

Real world always over MMORPGs whether it's because of work, friends, family or whatever.. I tend to take breaks from playing and will go a week or more without playing and while I may get into stints where I play all the free time I have I still only play on my ***free*** time.

27. Description of Last Friday Night:

Came home, ate dinner, watched T.V. with my live in girlfriend till around 10:30 p.m. and then 'consumated our relationship' till around 11:30 and went to bed. (had to work the next morning, I usually work afternoons so chose to do something besides play the game as I would have to go to bed early.)

Virtual World Stats:

Answers From Character Name: Daishi BladeSong
Character Level: 31-40
Gender: male
Race: Briton
Money In Bank: 123 gold
Estimated Value of Equipment: 250 gold
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 31-40
Gender: male
Height: 6'1"+
Weight: 181-200
Location: USA
Ethnicity: White
Income: 50k-100k
Education: Bachelors
Profession: Network Engineer
Marital Status: Married
Number of Children: 2
Ages of Children: 5-10

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 4
 - Amount of EQ played: 1
 - Amount of UO played: 6
 - Amount of AO played: 2
7. Reasons For Quitting Other Games:
 - b. There was nothing left to do in the game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
 - i. (other) General social events: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 50%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 20-30 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 7
- b. Keeping Old Friendships Going: 7
- c. Making Your Friends Happy: 6
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 5

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 8
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 3
- d. Playing MMORPGs gives me a way to waste time: 1
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Real world always takes precedence. Real world is more important.

27. Description of Last Friday Night:

Went to a movie with wife.

Virtual World Stats:

Answers From Character Name: Darajna
Character Level: 31-40
Gender: female
Race: Saracen
Money In Bank: 3 gold
Estimated Value of Equipment: 500g
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: f
Height: 5'0" - 5'3"
Weight: 101-120
Location: Washington
Ethnicity: Asian
Income: 5k-10k
Education: Some College
Profession: Student
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 4
 - Amount of DAoC played: 2
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - d. The people in the game were annoying.
 - e. You could not make enough good friends in the game.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
 - c. Your real-world friends did not want to change games.
 - g. You felt as though playing the new game made you betray the old one.
9. Do You Have a Regular Group? yes
Size of That Group: 7-9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 20-30 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 4
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 60%

Building: 40%

14. Hours/week Spent on Work/School: 15-20 hours
15. Hours/week Spent with Family/Housemates: 0-2 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Strengthened the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 7
 - c. Making Your Friends Happy: 7
 - d. Dealing With New People: 8
 - e. Dealing With Groups of People: 7
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 8
 - b. Playing MMORPGs gives me more friends: 6
 - c. Playing MMORPGs gives me better friends: 2
 - d. Playing MMORPGs gives me a way to waste time: 8
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 4
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

Real. In the guild we understand that commitments to reallife events are held in higher priority than in game events. A game is something done in the spare time for enjoyment. It should not be something that is regarded as a "duty".

27. Description of Last Friday Night:

Well, since my home seems to be the stopping grounds for all of my friends who live in the area, I spent most of the day shopping in the mall, playing Dance Dance Revolution in the arcade of said mall. Then the rest was spent between watching dvds and sewing costumes for an anime con.
This however, is not a typical Friday night as it was Spring Break.

Virtual World Stats:

Answers From Character Name: Denae
Character Level: 31-40
Gender: female
Race: Avalonian
Money In Bank: Yes
Estimated Value of Equipment: N/A
Number of Other Characters: 1-3
Number of Other Accounts: 1

Real World Stats:

Age: 23-30
Gender: f
Height: 5'7" - 5'9"
Weight: 121-150
Location: GA
Ethnicity: American
Income: 50k-100k
Education: Some College
Profession: Management
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
Amount of AC played: 1
Amount of DAoC played: 7
Amount of EQ played: 7
Amount of UO played: 1
Amount of AO played: 1
Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
f. Your real-world friends changed games, or quit that game.
i. (other) Changed game to the point that it was no longer fun to play. Plus graphics sucked.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
a. Group Role-Playing: 3-6 hours
b. Hunting or Exploring in Groups: 1-3 hours
c. Chatting With Friends or Guild Members: 0-1 hours
d. Recruiting For Groups:
e. Planned Group Raids:
f. Player vs. Player Combat:
g. Helping Newbies or Other Players:
h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
a. Making New Friends: 8
b. Keeping Old Friendships Going:
c. Making Your Friends Happy:
d. Dealing With New People:
e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 50%
Building: 40%

(other) Crafts and exploring: 10%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
a. Sports:
b. Political Activities:
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games: 6-10 hours
f. Watching TV/Movies with Friends/Family: 10-20 hours
g. Hanging Out With Friends/Family: 6-10 hours
h. Going To Parties: 3-6 hours
i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 20+ people
21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports:
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games: 3-6 hours
- f. Watching TV/Movies with Friends/Family: 1-3 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 10
- b. Keeping Old Friendships Going: 10
- c. Making Your Friends Happy: 10
- d. Dealing With New People: 10
- e. Dealing With Groups of People: 10

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 3
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 7
- e. Playing MMORPGs gives me a way to prove myself to my friends: 2
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

No never

27. Description of Last Friday Night:

Went out to dinner, went to movies, spent time with some friends, and played game late.

Virtual World Stats:

Answers From Character Name: Draver
Character Level: 41-50
Gender: male
Race: Cleric (Highlander)
Money In Bank: 1Plat and some gold
Estimated Value of Equipment: over 1 plat
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 5'7" - 5'9"
Weight: 121-150
Location: Canada
Ethnicity: Cocacien (North American)
Income: 5k-10k
Education: Bachelors
Profession: Student (Paker: partime job)
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 7
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
 - g. You could not afford to spend the time in-game any more.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 30-40 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 3-6 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going: 9
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 9
 - e. Dealing With Groups Of People: 9
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 20%
 - Building: 80%
14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours

16. Hours/week Spent on Real-World Social Activities: 2-5 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 0-1 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 3-6 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 20-30 hours
- f. Watching TV/Movies with Friends/Family: 0-1 hours
- g. Hanging Out With Friends/Family: 3-6 hours
- h. Going To Parties: 0-1 hours
- i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people

20. Size of Virtual-World Social Groups: 3-4 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 0-1 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 3-6 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 3-6 hours
- f. Watching TV/Movies with Friends/Family: 0-1 hours
- g. Hanging Out With Friends/Family: 3-6 hours
- h. Going To Parties: 0-1 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 8
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 6

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 6
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 6
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Sometimes, I do have to face that conflict, but wich one I choose really depends on my state of mind. If I'm tired I'll probably stick with my virtual life. But if I have not seen my friends for sometimes and they invite me I would go with them. It also depends when teh conflict arise. If I get a call to join my friends somewhere but I'm already in teh game, with a great group getting great xp, or loot I'll probably stay in game. But if things are boring I'll probably leave teh gaem to go with my friends. But even then, it really depends on my state of mind...if I'm really bored with the game I'll probably chose my real life.

27. Description of Last Friday Night:

In the morning I went to the university from 8h30am to 12h00pm. AFter that I logged in dark age and played a bit with a group at pygme island, until I joined group with a real life friend. Around 4h00 I received a call from my computer store tellign me they had receive my GeForce 4 TI 4600, so I went there and talk with teh employe there for about 30 mins, then I went home and intalled the card, I tested it with soem games. then I logged back in Dark age and I went with the same real life friend in a raid in DArtmoor (Virtual World of Dark age of Camelot). We were there all nighth from 6h30pm to 1h00am.

Virtual World Stats:

Answers From Character Name: Driuch Beggarslayer
Character Level: 31-40
Gender: male
Race: Saracen
Money In Bank: 147g
Estimated Value of Equipment: No idea, don't buy things often
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 31-40
Gender: male
Height: 5'10" - 6'0"
Weight: 181-200
Location: USA
Ethnicity: Caucasian
Income: 25k-50k
Education: Some College
Profession: Production Crew Supervisor
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups:
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players:
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 10%
 - Building: 90%
14. Hours/week Spent on Work/School: 40-50 hours

15. Hours/week Spent with Family/Housemates: 20-30 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties:
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 7
- b. Keeping Old Friendships Going: 9
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 3
- e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 9
- b. Playing MMORPGs gives me more friends: 6
- c. Playing MMORPGs gives me better friends: 3
- d. Playing MMORPGs gives me a way to waste time: 7
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 5

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

The real world takes priority over the game since the game is just a game, however entertaining it may be. Real world problems shouldn't be ignored to play a game.

27. Description of Last Friday Night:

I was probably playing DAOC. Normally I am burned out by the end of the work week and I play in a dart league on Thursday nights which means I normally start Friday burned out and with a slight hangover so I stay home and go to bed relatively early on most Fridays.

Virtual World Stats:

Answers From Character Name: Ereth
Character Level: 31-40
Gender: male
Race: Albanian
Money In Bank: 40 gold
Estimated Value of Equipment: 120 gold
Number of Other Characters: 0
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 5'10" - 6'0"
Weight: 151-180
Location: Texas
Ethnicity: White
Income: 25k-50k
Education: Some College
Profession: Supervisor, Tech Support Dept.
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 5
 - Amount of EQ played: 2
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 40%
 - Building: 60%
14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours

16. Hours/week Spent on Real-World Social Activities: 10-15 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 0-1 hours
- b. Political Activities: 1-3 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 3-6 hours
- f. Watching TV/Movies with Friends/Family: 3-6 hours
- g. Hanging Out With Friends/Family: 3-6 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people

20. Size of Virtual-World Social Groups: 2 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 0-1 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 3-6 hours
- f. Watching TV/Movies with Friends/Family: 1-3 hours
- g. Hanging Out With Friends/Family: 1-3 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home Work

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 7
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 6

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 9
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 3
- d. Playing MMORPGs gives me a way to waste time: 7
- e. Playing MMORPGs gives me a way to prove myself to my friends: 4
- f. Playing MMORPGs gives me a way to be powerful: 2

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

I rarely find the conflict, as I play after my "normal" life gets over. Usually later at night. If there had to be a conflict, I'd choose reality over the MMORPG.

27. Description of Last Friday Night:

Saw blade 2 at a local movie theater with a group of friends from work (approx 12 people). Drank at nearby bar afterwards with same people.

Virtual World Stats:

Answers From Character Name: Esha
Character Level: 11-20
Gender: female
Race: Saracen
Money In Bank: 20gold
Estimated Value of Equipment: 10gold
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 31-40
Gender: f
Height: 5'3" - 5'6"
Weight: 151-180
Location: Tennessee/USA
Ethnicity: caucasian
Income: under 5k
Education: Some College
Profession: homemaker
Marital Status: Married
Number of Children: 2
Ages of Children: 2-5 5-10

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 3
 - Amount of EQ played: 1
 - Amount of UO played: 7
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - h. (other) Guilt of brother still playing old game but not new one
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
 - i. (other) I mostly play with my husband and friends from Ultima Online.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going: 5
 - c. Making Your Friends Happy: 5
 - d. Dealing With New People: 5
 - e. Dealing With Groups Of People: 5
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:

Socializing: 30%
Building: 70%

14. Hours/week Spent on Work/School: 0-2 hours
15. Hours/week Spent with Family/Housemates: over 50 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 20-30 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties:
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties:
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 2
 - b. Keeping Old Friendships Going: 5
 - c. Making Your Friends Happy: 5
 - d. Dealing With New People: 5
 - e. Dealing With Groups of People: 2
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 8
 - b. Playing MMORPGs gives me more friends: 7
 - c. Playing MMORPGs gives me better friends: 5
 - d. Playing MMORPGs gives me a way to waste time: 8
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 5
 - f. Playing MMORPGs gives me a way to be powerful: 5
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

I do have conflict in choosing between the two worlds sometimes, but most likely only when I'm trying to play at a time of the day other than I normally would. Usually real world wins out because it almost always involves my children or something requiring attention within the home. It also conflicts when I need to do housework and my husband wants me to play the game with him.

27. Description of Last Friday Night:

Spent time with children after school. Visited husbands' sibling and family. Back home for dinner with husband and kids. Some T.V. Kids to bed. Little more T.V. Three or four hours of Dark Age of Camelot.

Virtual World Stats:

Answers From Character Name: Evo Shandor
Character Level: 31-40
Gender: male
Race: Avalonian
Money In Bank: 130 gold
Estimated Value of Equipment: 6 to 700 gold
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 6'1"+
Weight: 241-300
Location: usa
Ethnicity: white
Income: 25k-50k
Education: Some College
Profession: student/Laborer
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: over 10 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - b. There was nothing left to do in the game.
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 3-6 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 3-6 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:

Socializing: 20%
Building: 80%

14. Hours/week Spent on Work/School: over 50 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Strengthened the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going: 10
 - c. Making Your Friends Happy: 10
 - d. Dealing With New People: 7
 - e. Dealing With Groups of People: 7
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 6
 - c. Playing MMORPGs gives me better friends: 2
 - d. Playing MMORPGs gives me a way to waste time: 1
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

Real Life always comes first, I make it known to my in game friends that this is the way it should be.

27. Description of Last Friday Night:

Went out to dinner and movies with my girlfriend

Virtual World Stats:

Answers From Character Name: Friarr
Character Level: 21-30
Gender: male
Race: Human
Money In Bank: 50gp
Estimated Value of Equipment: 100+ gp
Number of Other Characters: 4-6
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 6'1"+
Weight: 181-200
Location: MO
Ethnicity:
Income: 10k-25k
Education: In High School
Profession: School
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning
afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 2
 - Amount of DAoC played: 6
 - Amount of EQ played: 6
 - Amount of UO played: 2
 - Amount of AO played: 4
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 5-7
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat:
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 0
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
 - Socializing: 40%
 - Building: 50%
 - (other) Running.: 10%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 30-40 hours
16. Hours/week Spent on Real-World Social Activities: 0-2 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 6-10 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships with my real-world friends who play the game with me.
- b. Had no effect on the friendships with my real-world friends who do ***not*** play the game with me.

19. Size of Real-World Social Groups: 2 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 6-10 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 0-1 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 1
- b. Keeping Old Friendships Going: 9
- c. Making Your Friends Happy: 9
- d. Dealing With New People: 8
- e. Dealing With Groups of People: 2

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 8
- d. Playing MMORPGs gives me a way to waste time: 3
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

Well I'm considered an "outcast" so I don't really have a problem with the real world part of it. I usually do Virtual.

27. Description of Last Friday Night:

I was in California for an orchestra concert that I was in.

Virtual World Stats:

Answers From Character Name: Gaden
Character Level: 11-20
Gender: male
Race: Briton
Money In Bank: 19g
Estimated Value of Equipment: 50g
Number of Other Characters: 7-10
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 6'1"+
Weight: 181-200
Location: virginia
Ethnicity: caucasian
Income: 25k-50k
Education: Some College
Profession: Information Security specialist
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: over 10 years
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 6
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
 - Size of That Group: 7-9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 50%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 20-30 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 6-10 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 6-10 hours
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home Work

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 5
- b. Keeping Old Friendships Going: 9
- c. Making Your Friends Happy: 9
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 5

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 8
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 9
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Sometimes there are conflicts. I tend to favor real over virtual in these cases. Generally, the only conflict is over purely social gatherings. For example, if I had to choose between going out to a movie as opposed to going on a hunt with guildmembers i'd choose the real-life movie. This holds true 99% of the time.

27. Description of Last Friday Night:

After getting home from work, I watched a new DVD, and then packed for a visit to my parent's house. After packing, I cleaned up and then went to sleep.

Virtual World Stats:

Answers From Character Name: Greystoke
Character Level: 41-50
Gender: male
Race: human
Money In Bank: 2.5 plat
Estimated Value of Equipment: to a caster, useless, to a paladen a fortune
Number of Other Characters: 1-3
Number of Other Accounts:

Real World Stats:

Age: 31-50
Gender: male
Height: 5'10" - 6'0"
Weight: 181-200
Location: Idaho
Ethnicity: caucasian
Income: 25k-50k
Education: Graduated HS
Profession: Auto tech
Marital Status: Married
Number of Children: 6
Ages of Children: 2-5 5-10 10-18

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 2
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 7
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - h. (other) The character is almost an extension of your self
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids: 10-20 hours
 - f. Player vs. Player Combat: 10-20 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 20%

Building: 80%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: over 50 hours
16. Hours/week Spent on Real-World Social Activities: 0-2 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 6-10 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 6-10 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 2
 - b. Keeping Old Friendships Going: 5
 - c. Making Your Friends Happy: 5
 - d. Dealing With New People: 5
 - e. Dealing With Groups of People: 3
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 3
 - c. Playing MMORPGs gives me better friends: 3
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

no

27. Description of Last Friday Night:

Played DAoC, with guildmates. I have 6 kids & a wife...I don't have much of a social life. Some weeks I might play a bunch, others not at all. It depends on what the time of year is, for instance, Aug thru Oct I coached football for my boys, I didn't play much of anything then. Summer prob won't be as much for we will prob be camping alot.

Virtual World Stats:

Answers From Character Name: Intelligence
Character Level: 21-30
Gender: male
Race: avalonian
Money In Bank: 10 gold
Estimated Value of Equipment: 20 gold
Number of Other Characters: 1-3
Number of Other Accounts: 1

Real World Stats:

Age: 31-40
Gender: male
Height: 5'10" - 6'0"
Weight: 201-240
Location: Michigan
Ethnicity: White
Income: 50k-100k
Education: Masters
Profession: Finance analyst
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 6
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 5-7
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 3-6 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups: 1-3 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 50%
14. Hours/week Spent on Work/School: over 50 hours

15. Hours/week Spent with Family/Housemates: 40-50 hours

16. Hours/week Spent on Real-World Social Activities:

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 6-10 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 10-20 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties: 0-1 hours
- j. (other) National Guard: 3-6 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people

20. Size of Virtual-World Social Groups: 5-10 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 6-10 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties:
- j. (other) National guard: 3-6 hours

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 6
- b. Keeping Old Friendships Going: 6
- c. Making Your Friends Happy: 6
- d. Dealing With New People: 7
- e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 3
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 3
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 3

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

I sometimes need to make the choice. Real world takes precedence, as family and actual responsibilities override entertainment. After all this is really just a game, though a fun one.

27. Description of Last Friday Night:

Went out to dinner with Wife. Went to Mall to walk off dinner afterwards and look around. (window shop)

Virtual World Stats:

Answers From Character Name: Jestyc
Character Level: 41-50
Gender: male
Race: Briton, Minstrel
Money In Bank: i think... about 300 and some right now
Estimated Value of Equipment: 2-5 platnum
Number of Other Characters: 1-3
Number of Other Accounts: 1

Real World Stats:

Age: 14-17
Gender: male
Height: 5'7" - 5'9"
Weight: 151-180
Location: Colorado
Ethnicity: White, Swedish
Income: under 5k
Education: In High School
Profession: Student
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 10-15 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: over 15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
 - d. You didn't want to spend time learning a new game.
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 40 + hours
 - b. Hunting or Exploring in Groups: 40 + hours
 - c. Chatting With Friends or Guild Members: 40 + hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 6-10 hours
 - f. Player vs. Player Combat: 40 + hours
 - g. Helping Newbies or Other Players: 30-40 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:

Socializing: 60%
Building: 70%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 3-6 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties: 0-1 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Weakened the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 20+ people (parties)
20. Size of Virtual-World Social Groups: 20+ people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 3-6 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 6-10 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home Friend's Houses
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going: 9
 - c. Making Your Friends Happy: 10
 - d. Dealing With New People: 8
 - e. Dealing With Groups of People: 7
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 5
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 1
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 10
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

I tend to try to keep my schedual clear if i have a relic raid going on, one night. Or if there is a Guild meeting on friday night... I wont plan any thing to do that friday night, Just so i can make the guild meeting and hunt~

27. Description of Last Friday Night:

I went to my freinds house, Played paintball. (yeah it hurt) then went to his girls house, Had fun... (wont get detaild =)) then went back to His house and played Dark Age of Camelot

Virtual World Stats:

Answers From Character Name: Kilem
Character Level: 21-30
Gender: male
Race: ???
Money In Bank: 30g
Estimated Value of Equipment: 100g
Number of Other Characters: 4-6
Number of Other Accounts: 0

Real World Stats:

Age: 51-60
Gender: male
Height: 5'10" - 6'0"
Weight: 181-200
Location: Ut
Ethnicity: White
Income: 50k-100k
Education: Masters
Profession: Gov
Marital Status: Divorced
Number of Children: 4
Ages of Children: 5-10

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 4
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members:
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players:
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: less than 10%
 - Building: 90%
14. Hours/week Spent on Work/School: 40-50 hours

15. Hours/week Spent with Family/Housemates: 20-30 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties:
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities: 3-6 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going: 7
 - c. Making Your Friends Happy: 7
 - d. Dealing With New People: 7
 - e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 7
 - b. Playing MMORPGs gives me more friends: 1
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 3
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 3

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

No

27. Description of Last Friday Night:

Played with children and later at night played DoA

Virtual World Stats:

Answers From Character Name: Khrysa
Character Level: 41-50
Gender: male
Race: Saracen
Money In Bank: 1200 gold
Estimated Value of Equipment: 400 gold
Number of Other Characters: 4-6
Number of Other Accounts: 2

Real World Stats:

Age: 31-40
Gender: male
Height: 6'1"+
Weight: 181-200
Location: California
Ethnicity: Caucasian
Income: 100k+
Education: Bachelors
Profession: Telecommunications
Marital Status: Divorced
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 2
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
 - Amount of dokumud played: 3
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: 7-9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 40 + hours
 - c. Chatting With Friends or Guild Members: 40 + hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 50%

14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates: 30-40 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 7
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 9
- d. Dealing With New People: 10
- e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 10
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

It kind of depends, I do what I want to do. So if at the time, the game would be more entertaining, than say a movie, or such, I play the game. If a real world issue comes up that requires it be dealt with, then the game takes a back seat.

27. Description of Last Friday Night:

Played DAoC all night.

Virtual World Stats:

Answers From Character Name: Lazaro
Character Level: 41-50
Gender: male
Race: Briton
Money In Bank: 1P 200G
Estimated Value of Equipment: ?
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 31-50
Gender: male
Height: 5'3" - 5'6"
Weight: 151-180
Location: Georgia, USA
Ethnicity: Hispanic
Income: 25k-50k
Education: Some College
Profession: Minister
Marital Status: Married
Number of Children: 2
Ages of Children: 5-10

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 7
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 6
 - Amount of Lineage played: 3
 - Amount of Fallen Age, Neocron, Mimesis Online El Kardian, Earth & Beyond played: 3
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 3-6 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 3-6 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 3
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 50%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 30-40 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 30-40 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:
- a. ___ with my real-world friends who play the game with me.
 - b. _Strengthened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 20+ people (parties)
20. Size of Virtual-World Social Groups: 11-20 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities: 30-40 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going: 10
 - c. Making Your Friends Happy: 10
 - d. Dealing With New People: 4
 - e. Dealing With Groups of People: 9

24. Level of Agreement With Statements (1-10):
- a. Playing MMORPGs gives me entertainment: 8
 - b. Playing MMORPGs gives me more friends: 8
 - c. Playing MMORPGs gives me better friends: 4
 - d. Playing MMORPGs gives me a way to waste time: 1
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

There is a level of conflict but if i can reschedule an activity in one of them the i do the other if no rescheduling is posible i choose real world

27. Description of Last Friday Night:

I don't remember but i probably played DAoC.

Virtual World Stats:

Answers From Character Name: Legorev Zakath
Character Level: 21-30
Gender: male
Race: Briton
Money In Bank: 56 gold
Estimated Value of Equipment: 100+ gold
Number of Other Characters: 4-6
Number of Other Accounts: 1

Real World Stats:

Age: 18-22
Gender: male
Height: 6'1"+
Weight: 121-150
Location: Mississippi, USA
Ethnicity: Caucasian
Income: under 5k
Education: Some College
Profession: Student Worker
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 0-1 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 3
 - Amount of UO played: 2
 - Amount of AO played: 1
 - Amount of Lineage played: 1
 - Amount of DragonRealms played: 7
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
 - e. You didn't want to start a new character in any game.
 - g. You felt as though playing the new game made you betray the old one.
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:

Socializing: 60%
Building: 40%

14. Hours/week Spent on Work/School: 10-15 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties: 0-1 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Strengthened the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Friend's Houses Computer Cafes College/Library Computers
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 9
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 10
 - e. Dealing With Groups of People: 9
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 7
 - c. Playing MMORPGs gives me better friends: 7
 - d. Playing MMORPGs gives me a way to waste time: 5
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 5
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

I always play with a friend atleast, so I never had a conflict with the two "worlds" yet. I'm sure it'll happen, but I always manage to have atleast one of my best friends with me whenever I'm on. :)

27. Description of Last Friday Night:

Went to my fav. local cafe with my friends and played Dark Age of Camelot on the Percival server as a Midgard. We have our own personal group and we planned to play all day Friday to catch up on levels and have fun before the cyber cafe takes a move to a new location. :)

Virtual World Stats:

Answers From Character Name: Leodom Krompet
Character Level: 11-20
Gender: male
Race: Human
Money In Bank: 0
Estimated Value of Equipment: 1-2pp
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 6'1"+
Weight: 121-150
Location: Kansas
Ethnicity: white
Income: under 5k
Education: Some College
Profession: student
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 2-5 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 0-1 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 5
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 3
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: less than 10%
 - Building: 90%

14. Hours/week Spent on Work/School: 20-30 hours
15. Hours/week Spent with Family/Housemates: 0-2 hours
16. Hours/week Spent on Real-World Social Activities: 20-30 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships with my real-world friends who play the game with me.
- b. Had no effect on the friendships with my real-world friends who do ***not*** play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 2 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 6-10 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 4
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 3

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 7
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 6
- d. Playing MMORPGs gives me a way to waste time: 9
- e. Playing MMORPGs gives me a way to prove myself to my friends: 2
- f. Playing MMORPGs gives me a way to be powerful: 2

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

The real world usually takes priority, sometimes there is homework to be done, and sometimes there are people to hang out with.

27. Description of Last Friday Night:

Went to a friends apartment, watched tv, movies, then came home and played warcraft 3 beta.

Virtual World Stats:

Answers From Character Name: Lorial
Character Level: 41-50
Gender: female
Race: Briton
Money In Bank: 800 gold
Estimated Value of Equipment: 100 gold
Number of Other Characters: 4-6
Number of Other Accounts: 2

Real World Stats:

Age: 31-50
Gender: male
Height: 5'7" - 5'9"
Weight: 151-180
Location: Nevada
Ethnicity: caucasian
Income: 10k-25k
Education: Bachelors
Profession: ECTS FOR UPS
Marital Status: Married
Number of Children: 2
Ages of Children: 2-5 18+

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: over 10 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 4
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 20-30 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 10-20 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 10%
 - Building: 90%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 30-40 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 11-20 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 20-30 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 3
- b. Keeping Old Friendships Going: 10
- c. Making Your Friends Happy: 5
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 10

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 7
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 10

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

NOPE

27. Description of Last Friday Night:

Came home took the wife and baby to dinner, chatted with wife for several hours,

put my baby to bed then logged into DOAC:

Virtual World Stats:

Answers From Character Name: Lun
Character Level: 41-50
Gender: male
Race: Saracen
Money In Bank: 1200 gold
Estimated Value of Equipment: 400 gold
Number of Other Characters: 4-6
Number of Other Accounts: 2

Real World Stats:

Age: 31-40
Gender: male
Height: 6'1"+
Weight: 181-200
Location: California
Ethnicity: Caucasian
Income: 100k+
Education: Bachelors
Profession: Telecommunications
Marital Status: Divorced
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 2
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
 - Amount of dokumud played: 3
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: 7-9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 40 + hours
 - c. Chatting With Friends or Guild Members: 40 + hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 50%

14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates: 30-40 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Strengthened the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 10
 - e. Dealing With Groups of People: 7
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 5
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

It kind of depends, I do what I want to do. So if at the time, the game would be more entertaining, than say a movie, or such, I play the game. If a real world issue comes up that requires it be dealt with, then the game takes a back seat.

27. Description of Last Friday Night:

Played DAoC all night.

Virtual World Stats:

Answers From Character Name: Malastat
Character Level: 41-50
Gender: male
Race: Avalonian
Money In Bank: 2.5 plat
Estimated Value of Equipment: no idea
Number of Other Characters: 1-3
Number of Other Accounts: 1

Real World Stats:

Age: 18-22
Gender: male
Height: 5'10" - 6'0"
Weight: 181-200
Location: CA/USA
Ethnicity: White
Income: 10k-25k
Education: Some College
Profession: Server
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 6
 - Amount of UO played: 1
 - Amount of AO played: 3
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 8
 - d. Dealing With New People: 8
 - e. Dealing With Groups of People: 8
12. How Well You Fit In: 1 fit in better in the Real World
13. In-Game Time Split:

Socializing: 30%
Building: 70%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 1-3 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. Strengthened the friendships with my real-world friends who play the game with me.
 - b. Had no effect on the friendships with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 11-20 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home Friend's Houses
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going: 4
 - c. Making Your Friends Happy: 8
 - d. Dealing With New People: 9
 - e. Dealing With Groups of People: 9
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 8
 - b. Playing MMORPGs gives me more friends: 5
 - c. Playing MMORPGs gives me better friends: 4
 - d. Playing MMORPGs gives me a way to waste time: 7
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes
26. Discussion of Choosing One World Over The Other:

They don't tend to conflict much. If something is going in in the real world, it tends to take priority, unless it's homework (ha!). Going out with friends and whatnot definatly takes priority.

27. Description of Last Friday Night:

I worked until late in the evening, then played a little DAOC before I crashed to bed.

Virtual World Stats:

Answers From Character Name: Mivana
Character Level: 31-40
Gender: female
Race: Saracen
Money In Bank: 20ish gold
Estimated Value of Equipment: 200ish
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 31-40
Gender: f
Height: 5'7" - 5'9"
Weight: 151-180
Location: Wisconsin
Ethnicity: Cauc
Income: 50k-100k
Education: Some College
Profession: IS/IT
Marital Status: Married
Number of Children: 2
Ages of Children: 2-5 5-10

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning
afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 10%
 - Building: 10%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours

16. Hours/week Spent on Real-World Social Activities: 0-2 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 6-10 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going: 10
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 8
 - e. Dealing With Groups of People: 5

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 2
 - c. Playing MMORPGs gives me better friends: 2
 - d. Playing MMORPGs gives me a way to waste time: 9
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

I work night's which means Im home alone when the kids are at school, and have little else I want to do during the day.

27. Description of Last Friday Night:

I worked.... more specific? I worked REALLY hard? :)

Virtual World Stats:

Answers From Character Name: Mixer
Character Level: 41-50
Gender: male
Race: Human
Money In Bank: 0
Estimated Value of Equipment: 100 gold
Number of Other Characters: 4-6
Number of Other Accounts: 2

Real World Stats:

Age: 31-50
Gender: male
Height: 6'1"+
Weight: 201-240
Location: Texas, USA
Ethnicity: Mixed
Income: 50k-100k
Education: Bachelors
Profession: Engineer
Marital Status: Divorced
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: over 3 years
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 5-7 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning
afternoon evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 6
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - b. There was nothing left to do in the game.
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 20-30 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:

Socializing: 20%
Building: 70%
(other) waiting on others: 10%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates:
16. Hours/week Spent on Real-World Social Activities: 0-2 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:
 - j. (other) relaxing at my local pub: 1-3 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. ___ with my real-world friends who play the game with me.
 - b. ___Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 2 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 20-30 hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:
 - j. (other) relaxing at my local pub: 6-10 hours
22. Places You Play MMORPGs From: Home Work
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going: 5
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 7
 - e. Dealing With Groups of People: 5
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 1
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 6
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_
26. Discussion of Choosing One World Over The Other:

No Im just tired of watching TV and bar hopping for entertainment.

27. Description of Last Friday Night:

Finished a crossword puzzle, did some reading, played some mmorg.

Virtual World Stats:
Answers From Character Name: Moda
Character Level: 41-50
Gender: female
Race: Human
Money In Bank: 1plat
Estimated Value of Equipment: 1-2plat
Number of Other Characters: 11+
Number of Other Accounts: 0

Real World Stats:
Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 201-240
Location:
Ethnicity:
Income: 50k-100k
Education: Bachelors
Profession: IT
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 4
 - Amount of Lineage played: 1
 - Amount of Earth and Beyond beta played: 5
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
 - i. (other) AO sucked donkey's balls
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 20-30 hours
 - b. Hunting or Exploring in Groups: 30-40 hours
 - c. Chatting With Friends or Guild Members: 20-30 hours
 - d. Recruiting For Groups: 3-6 hours
 - e. Planned Group Raids: 3-6 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds

13. In-Game Time Split:

Socializing: 40%
Building: 90%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 20-30 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 20-30 hours
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships_ with my real-world friends who play the game with me.
- b. Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people

20. Size of Virtual-World Social Groups: 5-10 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 1-3 hours
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games: 6-10 hours
- f. Watching TV/Movies with Friends/Family: 3-6 hours
- g. Hanging Out With Friends/Family: 10-20 hours
- h. Going To Parties:
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home Work

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 8
- b. Keeping Old Friendships Going: 7
- c. Making Your Friends Happy: 5
- d. Dealing With New People: 6
- e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 1
- b. Playing MMORPGs gives me more friends: 3
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 2
- e. Playing MMORPGs gives me a way to prove myself to my friends: 10
- f. Playing MMORPGs gives me a way to be powerful: 10

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

Real world takes priority of course :) I tend to play MMO games alot, but do ballance this activity with other things.

27. Description of Last Friday Night:

Went out for dinner and a movie.

Virtual World Stats:

Answers From Character Name: Naideen
Character Level: 31-40
Gender: female
Race: Highlander
Money In Bank: 900g
Estimated Value of Equipment: 800g
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'7" - 5'9"
Weight: 121-150
Location: NJ/United States
Ethnicity: White
Income: under 5k
Education: In High School
Profession: Student
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning evening late-night
6. How much of each MMORPG played (1-7):
Amount of AC played: 7
Amount of DAoC played: 7
Amount of EQ played: 1
Amount of UO played: 1
Amount of AO played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going: c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 20%
Building: 80%
14. Hours/week Spent on Work/School: 10-15 hours

15. Hours/week Spent with Family/Housemates: 30-40 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 6-10 hours
 - b. Political Activities: 1-3 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:
a. _Strengthened the friendships_ with my real-world friends who play the game with me.

b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 11-20 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 20-30 hours
 - b. Political Activities: 1-3 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events: 3-6 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 8
- b. Keeping Old Friendships Going: 9
- c. Making Your Friends Happy: 9
- d. Dealing With New People: 8
- e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 8
- b. Playing MMORPGs gives me more friends: 6
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 8
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

I deal with them both equally. Though it seems the virtual world takes over most of my time, when I should be spending it in the real world.

27. Description of Last Friday Night:

I went to the Mall for a few hours with my mom to get some new clothes.

Virtual World Stats:

Answers From Character Name: Nishima
Character Level: 31-40
Gender: female
Race: Highguard
Money In Bank: 300 gold
Estimated Value of Equipment: 500-1000 gold
Number of Other Characters: 4-6
Number of Other Accounts: 1

Real World Stats:

Age: 31-40
Gender:
Height: 5'7" - 5'9"
Weight: 151-180
Location: Canada
Ethnicity: Western European/Canadian
Income: 25k-50k
Education: Bachelors
Profession: General Manager Retail
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 5
 - Amount of EQ played: 7
 - Amount of UO played: 2
 - Amount of AO played: 1
 - Amount of Lineage played: 1
 - Amount of meridian 59 played: 1
7. Reasons For Quitting Other Games:
 - b. There was nothing left to do in the game.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
 - g. You felt as though playing the new game made you betray the old one.
9. Do You Have a Regular Group? yes
 - Size of That Group: 7-9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 10-20 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members:
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat:
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 10%
 - Building: 70%

(other) exploring : 20%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 1-3 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. ___ with my real-world friends who play the game with me.
 - b. ___ Weakened the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going: 6
 - c. Making Your Friends Happy: 5
 - d. Dealing With New People: 8
 - e. Dealing With Groups of People: 7
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 8
 - b. Playing MMORPGs gives me more friends: 4
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 8
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 2
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_
26. Discussion of Choosing One World Over The Other:

hmm... my situation may be somewhat unusual. I first began playing online at a time that I had relocated to a new city for my previous employer. I would imagine that I have used the game as a buffer in terms of not having to develop new friendships. As an extroverted personality in a highly social environment (Retail Sales Manager) I find that my time is not so necessarily conflicted, but rather I am around people ALL day every day, and I need a substantial amount of quiet time. There are a few important people that I enjoy and will always spend time with, regardless of my online 'commitments'. However there time is limited by thier families and workplace's.

27. Description of Last Friday Night:

Last friday March 29, I had 4-6 people over to my home for a dinner party. We prlonged the dinner into an evening by watching two dvd video's, in addition to having extensive conversations on the quality of life in the city in which we all live.

Virtual World Stats:
Answers From Character Name: Onied Mentis
Character Level: 31-40
Gender: male
Race: Briton
Money In Bank: 15gold
Estimated Value of Equipment: free
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:
Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 121-150
Location: NY / USA
Ethnicity:
Income:
Education:
Profession:
Marital Status:
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 4
 - Amount of EQ played: 7
 - Amount of UO played: 6
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - b. There was nothing left to do in the game.
 - c. You were just bored with the game.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 6-10 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:

Socializing: 60%
Building: 40%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 6-10 hours
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Weakened the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home Friend's Houses
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going: 5
 - c. Making Your Friends Happy: 7
 - d. Dealing With New People: 5
 - e. Dealing With Groups of People: 6
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 5
 - b. Playing MMORPGs gives me more friends: 4
 - c. Playing MMORPGs gives me better friends: 3
 - d. Playing MMORPGs gives me a way to waste time: 9
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 3
 - f. Playing MMORPGs gives me a way to be powerful: 5
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

Real. Because friends in the real world always take presidance over the game.

27. Description of Last Friday Night:

watched Moulin Rouge with my Girlfriend. any more details I do not feel like giving =P

Virtual World Stats:
Answers From Character Name: Oslana
Character Level: 41-50
Gender: female
Race: Highlander
Money In Bank: 100 gold
Estimated Value of Equipment: Not sure
Number of Other Characters: 4-6
Number of Other Accounts: 0

Real World Stats:
Age: 23-30
Gender: f
Height: 5'3" - 5'6"
Weight: 121-150
Location: Texas
Ethnicity: Black
Income: 25k-50k
Education: Some College
Profession: Part-time Student/Housewife
Marital Status: Married
Number of Children: 3
Ages of Children: 0-2 5-10

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
Amount of AC played: 3
Amount of DAoC played: 7
Amount of EQ played: 7
Amount of UO played: 2
Amount of AO played: 1
Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - i. (other) Real life husband made me leave it
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
 - h. (other) seemed like home away from home
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 20-30 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 6-10 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 70%

Building: 30%

14. Hours/week Spent on Work/School: 15-20 hours
15. Hours/week Spent with Family/Housemates: 20-30 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 20-30 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. ___ with my real-world friends who play the game with me.
 - b. ___ Weakened the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 4
 - b. Keeping Old Friendships Going: 3
 - c. Making Your Friends Happy: 3
 - d. Dealing With New People: 5
 - e. Dealing With Groups of People: 5
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 8
 - c. Playing MMORPGs gives me better friends: 4
 - d. Playing MMORPGs gives me a way to waste time: 5
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 7
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_
26. Discussion of Choosing One World Over The Other:

I've often had to choose and find that I enjoy the virtual world more. I seem to connect with people in a deeper way when not face to face and at times it's seemed more important to me. I'm not sure why.

27. Description of Last Friday Night:

I went to the riverboat casinos with my real life husband to celebrate my birthday and lost lots of money playing roulette but had fun. :)

Virtual World Stats:

Answers From Character Name: Owen Albion Guinivere
Character Level: 21-30
Gender: male
Race: Highlander
Money In Bank: 53gold
Estimated Value of Equipment: 40gold
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'7" - 5'9"
Weight: 121-150
Location: Canada
Ethnicity:
Income: under 5k
Education: In High School
Profession: Computer Technician....
Marital Status: Single
Number of Children: 2
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 5-7 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 7
 - Amount of AO played: 3
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 3-6 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 40%
 - (other) I play on a roleplay server, so roleplaying (goign to tavern with guild, etc): 10%

14. Hours/week Spent on Work/School: 20-30 hours
15. Hours/week Spent with Family/Housemates: 2-5 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours
 - j. (other) Just eating lunches blah blah blah, bowling.: 6-10 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:
 - j. (other) lunches just food eating in general.: 6-10 hours

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 7
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 7
- e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 7
- c. Playing MMORPGs gives me better friends: 7
- d. Playing MMORPGs gives me a way to waste time: 7
- e. Playing MMORPGs gives me a way to prove myself to my friends: 4
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Procrastination tends to lead to the virtual world winning the ever constant struggle.

27. Description of Last Friday Night:

Hmm.... School 8:15-2:30, work 3:00 - 7:00 friend came over, played DAoC... ((two computers...)) That was about it... Nothing too exciting heheh.

Virtual World Stats:

Answers From Character Name: Pris Tine
Character Level: 21-30
Gender: female
Race: Avalonian
Money In Bank: 8 gold
Estimated Value of Equipment: 100 gold
Number of Other Characters: 7-10
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 6'1"+
Weight: 201-240
Location: Scotland
Ethnicity: white
Income: 25k-50k
Education: Some College
Profession: none
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 7-9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 40 + hours
 - b. Hunting or Exploring in Groups: 40 + hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 20-30 hours
 - f. Player vs. Player Combat: 40 + hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 10%
 - Building: 40%
 - (other) PvP combat: 50%

14. Hours/week Spent on Work/School: 0-2 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 20-30 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships with my real-world friends who play the game with me.
- b. Weakened the friendships with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family: 0-1 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 7
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 5
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 3

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 3
- d. Playing MMORPGs gives me a way to waste time: 6
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

All depends on weather or planned stuff. If i'm home, I'll play MMORPGs rather than read or watch tv. Incase you are wondering why i play so much or why im not out much either - I'm paralyzed from neck down after an accident in army. Thus, I'm home lots.

27. Description of Last Friday Night:

Spent the night in hospital im afraid. If i hadn't been i would've been at home playing DAoC.

Virtual World Stats:

Answers From Character Name: Radiances
Character Level: 11-20
Gender: male
Race: Avalonian
Money In Bank: Crap!
Estimated Value of Equipment: Even More Crappier!
Number of Other Characters: 1-3
Number of Other Accounts: 1

Real World Stats:

Age: 14-17
Gender: male
Height: 5'10" - 6'0"
Weight: 121-150
Location: Pennsylvania
Ethnicity: Portugese
Income:
Education: Bachelors
Profession: Website Designer
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 5-7 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: over 15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
 - d. The people in the game were annoying.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
 - e. You didn't want to start a new character in any game.
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 0-1 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 40 + hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 3
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
 - Socializing: less than 10%
 - Building: more than 90%

14. Hours/week Spent on Work/School: 20-30 hours
15. Hours/week Spent with Family/Housemates: 0-2 hours
16. Hours/week Spent on Real-World Social Activities:
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships_ with my real-world friends who play the game with me.
- b. Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 2 people
20. Size of Virtual-World Social Groups: 20+ people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 0
- b. Keeping Old Friendships Going: 7
- c. Making Your Friends Happy: 7
- d. Dealing With New People: 0
- e. Dealing With Groups of People: 6

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 4
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 1
- e. Playing MMORPGs gives me a way to prove myself to my friends: 8
- f. Playing MMORPGs gives me a way to be powerful: 10

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? no_

26. Discussion of Choosing One World Over The Other:

Very Much Most of The Time. My Family Could Go to my favorite Resaturant or to a Large Park Like Six Flags And I Miss Out Because I'm Either leveling,Planning for a raid Or just Tryin to help a friend

27. Description of Last Friday Night:

Played Daoc All Day

Virtual World Stats:

Answers From Character Name: Roden
Character Level: 41-50
Gender: male
Race: Highlander
Money In Bank: 850
Estimated Value of Equipment: 4.5 platinum
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 241-300
Location: Texas
Ethnicity: White
Income: 25k-50k
Education: Bachelors
Profession: Teacher
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 2
 - Amount of UO played: 7
 - Amount of AO played: 2
 - Amount of Lineage played: 2
 - Amount of World War II online, Redmoon Online. played: 3
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 50%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 10-20 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events: 1-3 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties: 0-1 hours
 - j. (other) Sex, studying, reading, exercise: 6-10 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships_ with my real-world friends who play the game with me.
- b. Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people

20. Size of Virtual-World Social Groups: 5-10 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 1-3 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 1-3 hours
- e. Multi-Player Computer/Console Games: 1-3 hours
- f. Watching TV/Movies with Friends/Family: 3-6 hours
- g. Hanging Out With Friends/Family: 3-6 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties:
- j. (other) Sex, reading, studing, exercise: 3-6 hours

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 6
- b. Keeping Old Friendships Going: 6
- c. Making Your Friends Happy: 7
- d. Dealing With New People: 4
- e. Dealing With Groups of People: 4

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 7
- b. Playing MMORPGs gives me more friends: 4
- c. Playing MMORPGs gives me better friends: 2
- d. Playing MMORPGs gives me a way to waste time: 10
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

The real world always takes priority. I do find myself losing friends, time with family and lacking in work in school. I also find that its not healthy to spend all this time in a chair looking at a computer screen, so my general fitness has gotten bad since I started playing MMORPG's

27. Description of Last Friday Night:

I played Dark Age of Camelot with guild friends online. Spent about 12 hours playing that day, wasted my whole day and lost out on having a good time with real life friends.

Virtual World Stats:
Answers From Character Name: rufuss
Character Level: 11-20
Gender: male
Race: highlander
Money In Bank: 3gld
Estimated Value of Equipment: 7gld
Number of Other Characters: 4-6
Number of Other Accounts: 0

Real World Stats:
Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 201-240
Location: nevada
Ethnicity: white
Income: 10k-25k
Education: Graduated HS
Profession:
Marital Status: Divorced
Number of Children: 3
Ages of Children: 2-5 5-10

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 2
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 4
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 30%

Building: 70%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 15-20 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties:
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. Strengthened the friendships with my real-world friends who play the game with me.
 - b. Had no effect on the friendships with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 11-20 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties:
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 3
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 5
 - d. Dealing With New People: 3
 - e. Dealing With Groups of People: 2
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 8
 - b. Playing MMORPGs gives me more friends: 3
 - c. Playing MMORPGs gives me better friends: 3
 - d. Playing MMORPGs gives me a way to waste time: 3
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes
26. Discussion of Choosing One World Over The Other:

27. Description of Last Friday Night:

Virtual World Stats:
Answers From Character Name: Russ
Character Level: 1-10
Gender: male
Race: Human
Money In Bank: 4 silver
Estimated Value of Equipment: 10 gold
Number of Other Characters: 0
Number of Other Accounts: 0

Real World Stats:
Age: 18-22
Gender: male
Height: 5'10" - 6'0"
Weight: 201-240
Location: Massachusetts
Ethnicity: Pure White
Income: under 5k
Education: Graduated HS
Profession: Student
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 3
 - Amount of DAoC played: 4
 - Amount of EQ played: 2
 - Amount of UO played: 4
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 6-10 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids:
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 50%
14. Hours/week Spent on Work/School: 15-20 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours

- b. Political Activities: 3-6 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 3-6 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 10-20 hours
- h. Going To Parties: 3-6 hours
- i. Hosting Parties: 1-3 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships with my real-world friends who play the game with me.
- b. Had no effect on the friendships with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities: 3-6 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 9
- b. Keeping Old Friendships Going: 0
- c. Making Your Friends Happy: 7
- d. Dealing With New People: 9
- e. Dealing With Groups of People: 10

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 1
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 10
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

I have never found myself having to choose one world over the other. The virtual world, while entertaining, is simply there to waste my time inbetween activities that occur in the real world. Waiting for friends? Play some DAoC. Eating some pizza? Play some DAoC. Just got in after a long night, but can't fall asleep? Why, i think i'll play some DAoC.

With that said, if there is absolutley any conflict between my virtual and personal life, i would choose my personal life ten times of ten...

... both are games, anyhow. I just prefer the one with Better AI.

27. Description of Last Friday Night:

Last friday night was during my spring break. I found myself first going out to get something to eat (At the local McDonalds, i believe) with a girl of some repute known as Emily Taber. After "dinner" we "saw" a movie, resident evil, of which i only actually saw a few scenes...as i was busy making sin. After the movie we found people to be with, was with them, and then she went home - and i went to lakis "the blow job king" koulouris' house for a glass of Ouzo and a game of Red faction.

Virtual World Stats:

Answers From Character Name: Sanosh
Character Level: 31-40
Gender: male
Race: Saceran Scout
Money In Bank: 100 Gold
Estimated Value of Equipment: 50 Gold
Number of Other Characters: 1-3
Number of Other Accounts:

Real World Stats:

Age: 31-50
Gender: male
Height: 6'1"+
Weight: 181-200
Location: Colorado
Ethnicity: White
Income: 50k-100k
Education: Bachelors
Profession: Manager of Training
Marital Status: Married
Number of Children: 3
Ages of Children: 10-18 18+

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: over 10 years
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 7
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - d. The people in the game were annoying.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups:
 - c. Chatting With Friends or Guild Members:
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
Socializing: 10%

Building: 90%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: over 50 hours
16. Hours/week Spent on Real-World Social Activities: over 50 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 10-20 hours
 - b. Political Activities:
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties:
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities:
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties:
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 6
 - c. Making Your Friends Happy: 6
 - d. Dealing With New People: 9
 - e. Dealing With Groups of People: 9
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 6
 - b. Playing MMORPGs gives me more friends: 2
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 6
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

No...real word always has priority.

27. Description of Last Friday Night:

Ha dddinner out with family (Daughter and Son in Law), Came home, watched DVD movie, had popcorn/2 beers. Played DoAC for 2 hours after they left.

Virtual World Stats:
Answers From Character Name: Saydren Lightblade
Character Level: 21-30
Gender: male
Race: Avalonian
Money In Bank: 30 Gold
Estimated Value of Equipment: 300 Gold
Number of Other Characters: 1-3
Number of Other Accounts: 1

Real World Stats:
Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 121-150
Location: South Dakota / USA
Ethnicity: White
Income: 10k-25k
Education: Some College
Profession: Computer Technician
Marital Status: Married
Number of Children: 2
Ages of Children: 2-5

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 2
 - Amount of DAoC played: 7
 - Amount of EQ played: 2
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 6-10 hours
 - b. Hunting or Exploring in Groups: 0-1 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 40%
 - Building: 40%
 - (other) Exploring: 20%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups:
20. Size of Virtual-World Social Groups:
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 9
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 9
 - e. Dealing With Groups of People: 8

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 4
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 5
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

I don't choose one world over the other. Real life comes first always. My wife and kids are more important than any silly game.

27. Description of Last Friday Night:

Played Dark Age of Camelot.

Virtual World Stats:

Answers From Character Name: Sersur
Character Level: 31-40
Gender: female
Race: saracen
Money In Bank: 220 g
Estimated Value of Equipment: unknown
Number of Other Characters: 4-6
Number of Other Accounts:

Real World Stats:

Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 201-240
Location: CA/USA
Ethnicity: white
Income: 10k-25k
Education: Some College
Profession: own my own buisness
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 4
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
 - d. You didn't want to spend time learning a new game.
 - e. You didn't want to start a new character in any game.
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat:
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 20%
 - Building: 80%

14. Hours/week Spent on Work/School: over 50 hours
15. Hours/week Spent with Family/Housemates: 20-30 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:
 - j. (other) I play DAoC in a room with 2 other people: 6-10 hours

22. Places You Play MMORPGs From: Home Friend's Houses

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 6
- b. Keeping Old Friendships Going: 7
- c. Making Your Friends Happy: 6
- d. Dealing With New People: 7
- e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 9
- b. Playing MMORPGs gives me more friends: 8
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 7
- e. Playing MMORPGs gives me a way to prove myself to my friends: 5
- f. Playing MMORPGs gives me a way to be powerful: 2

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

I treat mmorpg's as a game/passtime. If there is something that comes up I can choose to go and do something else or choose to stay and play. If I tell someone in game that I will meet them to do something then I will, and I will not cancel plans that I make in game just like if I tell someone in RL that I will do something I do. When things come up in RL the game gets put on hold until I have time to play again. I like to play mmorpg's but the main reason is I like to sit with my friends and talk and play together.

27. Description of Last Friday Night:

Well I left work early to get ready to go to a bar with some people I used to work with. After spending about 3 hours there we left and went to a micro brewery downtown to have some beer and a late dinner. Then I went home and logged on to DAoC, after fighting one mob I got up and layed down and fell asleep with the computer still logged in, my roommate logged my character off for me.

Virtual World Stats:
Answers From Character Name: Shona
Character Level: 31-40
Gender: female
Race: Highlander
Money In Bank: 50G
Estimated Value of Equipment: 1000G
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:
Age: 18-22
Gender: f
Height: 5'7" - 5'9"
Weight: 241-300
Location: UK
Ethnicity: Caucasian
Income: under 5k
Education: Some College
Profession: Student
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 2
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 20-30 hours
 - d. Recruiting For Groups: 1-3 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 50%
14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates: 30-40 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 40 + hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Strengthened the friendships_ with my real-world friends who play the game with me.
 - b. _Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family: 40 + hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going: 5
 - c. Making Your Friends Happy: 4
 - d. Dealing With New People: 3
 - e. Dealing With Groups of People: 2

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 10
 - c. Playing MMORPGs gives me better friends: 5
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 6
 - f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

Virtual world usually takes priority cos its easier, you dont have to dress up or spend money. The games are very addictive. I started playing because I live 40 miles away from my boyfriend and it was a way of keeping in touch with him but as soon as I got my own account I was playing 14 hours a day, initially so I could catch up with him but he started a new character and I still play all day

27. Description of Last Friday Night:

As far as I remember, last friday I played DAoC, if you want more details, I went to Snowdonia to fight arawnites with 2 friends from another guild and we got PKed so we went to barrows to try to PL them a bit (i'm 36 they're 31 and 32) then we got news of a raid so we went up but just missed the main party and got PKed again trying to catch up, then I logged on my alt to craft some armour to donate to young paladins as a gift from the church.

Virtual World Stats:

Answers From Character Name: Soronash
Character Level: 1-10
Gender: male
Race: Saracen
Money In Bank: haha like 1 gold piece
Estimated Value of Equipment: 20 gold pieces (I have other mains this is a rerolled character)
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 5'3" - 5'6"
Weight: 151-180
Location: AZ/USA
Ethnicity: White
Income: 25k-50k
Education: Some College
Profession: United States Air Force fighter mechanic
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: over 10 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: over 15 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: over 15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 7
 - Amount of DAoC played: 7
 - Amount of EQ played: 3
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
 - Amount of Late 80's Early 90's genre, dont remember their names though played: 4
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
 - i. (other) Lack of play balance and too much Micromangement of Magic materials
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
 - g. You felt as though playing the new game made you betray the old one.
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 3-6 hours
 - d. Recruiting For Groups: 1-3 hours
 - e. Planned Group Raids: 10-20 hours
 - f. Player vs. Player Combat: 10-20 hours
 - g. Helping Newbies or Other Players: 20-30 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:

- a. Making New Friends: 10
- b. Keeping Old Friendships Going:
- c. Making Your Friends Happy:
- d. Dealing With New People:
- e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
 - Socializing: 40%
 - Building: 50%
 - (other) Trading and getting around: 10%

14. Hours/week Spent on Work/School: over 50 hours
15. Hours/week Spent with Family/Housemates: 2-5 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 6-10 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 20-30 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. ___ with my real-world friends who play the game with me.
- b. ___ Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 11-20 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home Computer Cafes

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 3
- b. Keeping Old Friendships Going: 4
- c. Making Your Friends Happy: 6
- d. Dealing With New People: 3
- e. Dealing With Groups of People: 1

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 9
- b. Playing MMORPGs gives me more friends: 8
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 6
- e. Playing MMORPGs gives me a way to prove myself to my friends: 7
- f. Playing MMORPGs gives me a way to be powerful: 8

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

All the time. Virtual takes priority. Because it is my escape from real life problems. I can come here and forget about whatever is troubling me and I can meet up with people and interact without the usual feelings of dejection I get in real life groups. I can handle dejection a lot easier in DaoC because I can set it up to completely ignore anything that is said. My ability to achieve my goals is completely up to me and not in the hands of anyone else. No boss to tell me I am not up to grade with what he expects even though he doesnt know as much about

my job as I do and he admits to that. The rewards are readily available and the determination of whether or not you get them is based on your actions and not on the politics of the current group or world you are in.

27. Description of Last Friday Night:

Had my brother and sister-in-law visiting with their newborn. Me and my brother had tickets to see the Cubs play the Diamondbacks with my Step-Father and Step-Uncle. Went to my Mother and Step-Fathers winter apartment to play cards and pack so my brother and his wife could catch a plane back to Illinois the next day. I missed playing online every minute of the day.

Virtual World Stats:

Answers From Character Name: Tallon
Character Level: 41-50
Gender: male
Race: Briton
Money In Bank: 788 gold
Estimated Value of Equipment: Unknown
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 151-180
Location: CA
Ethnicity: White
Income: 50k-100k
Education: Some College
Profession: Network Engineer
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning
afternoon evening
6. How much of each MMORPG played (1-7):
Amount of AC played: 1
Amount of DAoC played: 7
Amount of EQ played: 7
Amount of UO played: 2
Amount of AO played: 3
7. Reasons For Quitting Other Games:
f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
a. Group Role-Playing: 1-3 hours
b. Hunting or Exploring in Groups: 10-20 hours
c. Chatting With Friends or Guild Members: 10-20 hours
d. Recruiting For Groups: 0-1 hours
e. Planned Group Raids: 3-6 hours
f. Player vs. Player Combat: 6-10 hours
g. Helping Newbies or Other Players: 0-1 hours
h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
a. Making New Friends: 10
b. Keeping Old Friendships Going:
c. Making Your Friends Happy:
d. Dealing With New People:
e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 50%
Building: 50%
14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 2-5 hours

16. Hours/week Spent on Real-World Social Activities: 20-30 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
a. Sports:
b. Political Activities:
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games:
f. Watching TV/Movies with Friends/Family: 1-3 hours
g. Hanging Out With Friends/Family:
h. Going To Parties: 6-10 hours
i. Hosting Parties:
j. (other) clubbing: 20-30 hours

18. Participation In the Virtual World has Affected My Life as Follows:
a. _Strengthened the friendships_ with my real-world friends who play the game with me.
b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 20+ people (parties)
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
a. Sports:
b. Political Activities:
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games:
f. Watching TV/Movies with Friends/Family:
g. Hanging Out With Friends/Family: 1-3 hours
h. Going To Parties: 3-6 hours
i. Hosting Parties:
j. (other) clubbing: 10-20 hours

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
a. Making New Friends: 10
b. Keeping Old Friendships Going: 8
c. Making Your Friends Happy: 8
d. Dealing With New People: 5
e. Dealing With Groups of People: 5

24. Level of Agreement With Statements (1-10):
a. Playing MMORPGs gives me entertainment: 9
b. Playing MMORPGs gives me more friends: 8
c. Playing MMORPGs gives me better friends: 3
d. Playing MMORPGs gives me a way to waste time: 3
e. Playing MMORPGs gives me a way to prove myself to my friends: 1
f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Not really.

Online gaming is a hobby and I construct my schedule to include it. In a similar way that I know that I club I will be DJing at is on a friday night, the guild event that I play will be on a Saturday night.

27. Description of Last Friday Night:

I went out to a club called polyesters and flirted with a horde or cute girlies. I must admit I got rather drunk and somehow walked out with 2 or 3 girls phone numbers. Its kind of funny how that happens. Wait, now that I think about it I remember kissing one of them. Now how did THAT happen? I swear, I get drunk and they take advantage of me.

Virtual World Stats:

Answers From Character Name: Vanz
Character Level: 41-50
Gender: male
Race: Highlander
Money In Bank: 2 plat
Estimated Value of Equipment: 3 to 4 plat ?
Number of Other Characters: 4-6
Number of Other Accounts: 1

Real World Stats:

Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 181-200
Location: GA
Ethnicity: Irish American
Income: 100k+
Education: Bachelors
Profession: IT Consultant
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 2
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 7
 - Amount of AO played: 2
 - Amount of Lineage played: 1
 - Amount of Old Neverwinter knights played: 3
7. Reasons For Quitting Other Games:
 - i. (other) Poor CS Support
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 3-6 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 2
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 20%
 - Building: 80%

14. Hours/week Spent on Work/School: 15-20 hours
15. Hours/week Spent with Family/Housemates: 40-50 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 10
- b. Keeping Old Friendships Going: 10
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 6
- e. Dealing With Groups of People: 5

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 1
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 10
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Real life always takes priority. I own and operate two Successful Businesses. In general I would characterize my involvement in MMOGs as a surrogate for television. Before I got involved in the online worlds I watched 3 -4 hours of TV a day. I hated the commercialization and SITCOM redundancy that I found there, and gave it up for good. I now watch maybe 2 -3 hours a WEEK. I have chosen to devote my increased downtime, to MMOG as they offer an enriched bi-directional interactive nature. They require thought, reaction and Logical skills that I find considerably more engaging.

27. Description of Last Friday Night:

I stopped working at aprox. 3 pm (as is my habit). I shot pool with a group of friends from 7 pm till 1 am, (getting a little sloppy in the process .) I came home and went to sleep.

I have read between the lines and I see where this survey is driving. MMOG's have a huge addiction rate due to the kinds of people that are attracted to the fundamental nature of the environment. The repetitive nature coupled with the consistent performance / reward structure appeal to those players with little self worth, or real life ego. It is important to realized this : Addiction is in fact a symptom, and not a disease. The disease is unhappiness. Addiction is merely a coping mechanism for the disease. This is a fact that is easy to miss, and at the heart of every addiction, from Nicotine to crack cocaine to MMOGs.

Virtual World Stats:

Answers From Character Name: verek
Character Level: 41-50
Gender: male
Race: Scout
Money In Bank: 1.2 platinum
Estimated Value of Equipment: 5 platinum.
Number of Other Characters: 1-3
Number of Other Accounts: 1

Real World Stats:

Age: 18-22
Gender: male
Height: 5'10" - 6'0"
Weight: 151-180
Location: USA
Ethnicity: Korean
Income: 50k-100k
Education: Some College
Profession: Computer Arts
Marital Status: Dating
Number of Children:
Ages of Children: 0-2

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays:
- 4b. Average Number of Hours Spent In-Game On Weekend days:
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - b. There was nothing left to do in the game.
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 10%

Building: 90%

14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates:
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 0-1 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Weakened the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 20+ people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going: 5
 - c. Making Your Friends Happy: 5
 - d. Dealing With New People: 5
 - e. Dealing With Groups of People: 5
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 10
 - c. Playing MMORPGs gives me better friends: 10
 - d. Playing MMORPGs gives me a way to waste time: 9
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 10
 - f. Playing MMORPGs gives me a way to be powerful: 10
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

OF COURSE REAL WORLD unless i get the heart of the north bow!

27. Description of Last Friday Night:

 - 1) woke up got ready to go out...
 - 2) went to work
 - 3) went to go eat dinner with friends
 - 4) came back to play daoc!
 - 5) sleep

Virtual World Stats:
Answers From Character Name: Vothe
Character Level: 41-50
Gender: male
Race: Avalonian
Money In Bank: 1 platinum
Estimated Value of Equipment: no clue
Number of Other Characters: 0
Number of Other Accounts: 0

Real World Stats:
Age: 31-40
Gender: male
Height: 5'7" - 5'9"
Weight: 151-180
Location: New York
Ethnicity: Caucasian
Income: 100k+
Education: PhD
Profession: Investor
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 5
 - Amount of EQ played: 3
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
 - e. You could not make enough good friends in the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids: 3-6 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players:
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
 - Socializing: less than 10%
 - Building: less than 10%

14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates: over 50 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 11-20 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 2
 - b. Keeping Old Friendships Going: 7
 - c. Making Your Friends Happy: 7
 - d. Dealing With New People: 3
 - e. Dealing With Groups of People: 3
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 7
 - b. Playing MMORPGs gives me more friends: 7
 - c. Playing MMORPGs gives me better friends: 5
 - d. Playing MMORPGs gives me a way to waste time: 4
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 3
 - f. Playing MMORPGs gives me a way to be powerful: 2
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

Family takes priority.

27. Description of Last Friday Night:

Spent time with family, then played DAoC.

Virtual World Stats:

Answers From Character Name: khrysa
Character Level: 21-30
Gender: female
Race: avalonian
Money In Bank: 5 gold
Estimated Value of Equipment: 500 gold
Number of Other Characters: 7-10
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 151-180
Location: California
Ethnicity: white
Income: 25k-50k
Education: Some College
Profession: Health Care
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 7
 - Amount of AO played: 2
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 30%
 - Building: 70%
14. Hours/week Spent on Work/School: 40-50 hours

15. Hours/week Spent with Family/Housemates: 5-10 hours

16. Hours/week Spent on Real-World Social Activities: 10-15 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports:
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games:
- f. Watching TV/Movies with Friends/Family: 10-20 hours
- g. Hanging Out With Friends/Family: 10-20 hours
- h. Going To Parties: 10-20 hours
- i. Hosting Parties: 6-10 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people

20. Size of Virtual-World Social Groups: 5-10 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports:
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games:
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties: 3-6 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 9
- b. Keeping Old Friendships Going: 7
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 9
- e. Dealing With Groups of People: 9

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 1
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Real world always take precedence because when it comes down to it you cannot visit the virtual world if you dont take care of your real life issues first. You have to pay the rent, buy the food etc.

27. Description of Last Friday Night:

Went to dinner with my friend and our girlfriends and then went to a movie together.

Virtual World Stats:

Answers From Character Name: Warin
Character Level: 21-30
Gender: male
Race: Briton
Money In Bank: 340GP
Estimated Value of Equipment: 25GP
Number of Other Characters: 1-3
Number of Other Accounts:

Real World Stats:

Age: 23-30
Gender: male
Height: 5'7" - 5'9"
Weight: 151-180
Location: Texas
Ethnicity: Caucasian
Income: 25k-50k
Education: Some College
Profession: Information Technology
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning
afternoon evening late-night
6. How much of each MMORPG played (1-7):
Amount of AC played: 1
Amount of DAoC played: 6
Amount of EQ played: 2
Amount of UO played: 7
Amount of AO played: 1
Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
a. Group Role-Playing: 1-3 hours
b. Hunting or Exploring in Groups: 6-10 hours
c. Chatting With Friends or Guild Members: 0-1 hours
d. Recruiting For Groups:
e. Planned Group Raids: 1-3 hours
f. Player vs. Player Combat:
g. Helping Newbies or Other Players: 0-1 hours
h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
a. Making New Friends: 8
b. Keeping Old Friendships Going:
c. Making Your Friends Happy:
d. Dealing With New People:
e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
Socializing: 30%
Building: 70%
14. Hours/week Spent on Work/School: 0-2 hours

15. Hours/week Spent with Family/Housemates: 15-20 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
a. Sports:
b. Political Activities: 3-6 hours
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games: 0-1 hours
f. Watching TV/Movies with Friends/Family: 3-6 hours
g. Hanging Out With Friends/Family: 6-10 hours
h. Going To Parties: 0-1 hours
i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:
a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
a. Sports:
b. Political Activities:
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games:
f. Watching TV/Movies with Friends/Family:
g. Hanging Out With Friends/Family:
h. Going To Parties:
i. Hosting Parties:
j. (other) Same as the list above:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
a. Making New Friends: 8
b. Keeping Old Friendships Going: 6
c. Making Your Friends Happy: 7
d. Dealing With New People: 6
e. Dealing With Groups of People: 5

24. Level of Agreement With Statements (1-10):
a. Playing MMORPGs gives me entertainment: 8
b. Playing MMORPGs gives me more friends: 5
c. Playing MMORPGs gives me better friends: 5
d. Playing MMORPGs gives me a way to waste time: 10
e. Playing MMORPGs gives me a way to prove myself to my friends: 1
f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

Most of my time is spent with my wife, but I will sneak a few hours here and there to play Dark Age of Camelot.

27. Description of Last Friday Night:

Dinner and the movies with my wife

Virtual World Stats:

Answers From Character Name: Wishful
Character Level: 41-50
Gender: male
Race: Albion
Money In Bank: 500G
Estimated Value of Equipment: 100+G
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 5'7" - 5'9"
Weight: 121-150
Location: CA
Ethnicity: Asian
Income: 5k-10k
Education: Some College
Profession: Student
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - i. (other) n/a first online game
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 7
 - c. Making Your Friends Happy: 8
 - d. Dealing With New People: 9
 - e. Dealing With Groups Of People: 7
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 20%
 - Building: 70%
14. Hours/week Spent on Work/School: 20-30 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours

16. Hours/week Spent on Real-World Social Activities: 5-10 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 1-3 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 1-3 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 3-6 hours
- g. Hanging Out With Friends/Family: 3-6 hours
- h. Going To Parties: 0-1 hours
- i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people

20. Size of Virtual-World Social Groups: 3-4 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 1-3 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 1-3 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 3-6 hours
- g. Hanging Out With Friends/Family: 3-6 hours
- h. Going To Parties: 0-1 hours
- i. Hosting Parties:
- j. (other) social dancing: 3-6 hours

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 7
- b. Keeping Old Friendships Going: 7
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 9
- e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 6
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 8
- e. Playing MMORPGs gives me a way to prove myself to my friends: 3
- f. Playing MMORPGs gives me a way to be powerful: 3

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

not really but sometimes i hesitate to do school works and not spend as much time as i usually would on ensuring the quality of my school works.

27. Description of Last Friday Night:

run errands in the morning..afternoon haircut...get ready...dinner plan with friends to celebrate early birthday for myself and another friend (our birthdays are 2 days apart). friends have to celebrate earlier than my actual bday since i have plans to celebrate with my family and a few close friends. after long dinner, when bowling for 2 games...we were silly and playful....tire but had a blast.

Virtual World Stats:

Answers From Character Name: Azela
Character Level: 21-30
Gender: female
Race: Wizard
Money In Bank: 20000
Estimated Value of Equipment: 30000
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 31-40
Gender: f
Height: 5'10" - 6'0"
Weight: 201-240
Location: Michigan
Ethnicity: White
Income: 25k-50k
Education: Some College
Profession: Computer Graphics
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 0-1 months
2. Number of Months Playing Online RPGs In General: 0-1 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
 - h. You could not afford the montly payments.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 7-9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 0-1 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 3-6 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: less than 10%
 - Building: 30%

14. Hours/week Spent on Work/School: 0-2 hours
15. Hours/week Spent with Family/Housemates: 40-50 hours
16. Hours/week Spent on Real-World Social Activities: 40-50 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 20-30 hours
 - f. Watching TV/Movies with Friends/Family: 20-30 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 2 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home College/Library Computers

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 5
- b. Keeping Old Friendships Going: 5
- c. Making Your Friends Happy: 5
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 5

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 3
- d. Playing MMORPGs gives me a way to waste time: 5
- e. Playing MMORPGs gives me a way to prove myself to my friends: 5
- f. Playing MMORPGs gives me a way to be powerful: 7

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

I choose the real world. Virtual is just that.

27. Description of Last Friday Night:

I played online Lineage. heh

Virtual World Stats:
Answers From Character Name: biggus
Character Level: 11-20
Gender: male
Race: prince
Money In Bank: 12k
Estimated Value of Equipment: 6k
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:
Age: 14-17
Gender: male
Height: 5'7" - 5'9"
Weight: 101-120
Location: usa, texas
Ethnicity: caucasian
Income: under 5k
Education: In High School
Profession: student
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 2-3 years
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups: 3-6 hours
 - e. Planned Group Raids: 3-6 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 6-10 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 80%
 - Building: 20%
14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: over 50 hours

16. Hours/week Spent on Real-World Social Activities: over 50 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 20-30 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 40 + hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties: 1-3 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 2 people
20. Size of Virtual-World Social Groups: 20+ people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 20-30 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 40 + hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going: 9
 - c. Making Your Friends Happy: 8
 - d. Dealing With New People: 10
 - e. Dealing With Groups of People: 9
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 8
 - b. Playing MMORPGs gives me more friends: 1
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 8
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

nope

27. Description of Last Friday Night:

went muddin with my friend that also plays lineage with me and his dad. and then we played this when we got home.

Virtual World Stats:

Answers From Character Name: Blackberry
Character Level: 1-10
Gender: male
Race: Wizard
Money In Bank: 0
Estimated Value of Equipment: 0
Number of Other Characters: 0
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'7" - 5'9"
Weight: 151-180
Location: Colorado
Ethnicity: Caucasian
Income: under 5k
Education: In High School
Profession: Student
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 0-1 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 4
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Legend of Mir, Ragnarok played: 7
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 6-10 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 10-20 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 20%
 - Building: 80%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 10-20 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 20-30 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people

20. Size of Virtual-World Social Groups: 5-10 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 6-10 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 10-20 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 20-30 hours
- f. Watching TV/Movies with Friends/Family: 10-20 hours
- g. Hanging Out With Friends/Family: 10-20 hours
- h. Going To Parties: 0-1 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 6
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 7
- d. Dealing With New People: 6
- e. Dealing With Groups of People: 6

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 8
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 10
- e. Playing MMORPGs gives me a way to prove myself to my friends: 5
- f. Playing MMORPGs gives me a way to be powerful: 8

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Not really

27. Description of Last Friday Night:

Went to friends house, burned cds, played games, talked, drove around doing nothing, listen to music

Virtual World Stats:
Answers From Character Name: Collico
Character Level: 11-20
Gender: male
Race: Elf
Money In Bank: 50,000
Estimated Value of Equipment: 300,000
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:
Age: under 13
Gender: male
Height: 5'0" - 5'3"
Weight: under 100
Location: VA, United States
Ethnicity: White
Income:
Education: Less than High School
Profession: School
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning
afternoon evening late-night
6. How much of each MMORPG played (1-7):
Amount of AC played: 1
Amount of DAoC played: 1
Amount of EQ played: 1
Amount of UO played: 1
Amount of AO played: 1
Amount of Lineage played: 7
Amount of Diablo 3 played: 4
7. Reasons For Quitting Other Games:
i. (other) My ISP didn't allow me to go online with the game.
8. Reasons Why It Was Difficult To Leave:
a. Your character was really powerful.
b. You had made good friends in that game.
d. You didn't want to spend time learning a new game.
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
a. Group Role-Playing: 0-1 hours
b. Hunting or Exploring in Groups: 0-1 hours
c. Chatting With Friends or Guild Members: 3-6 hours
d. Recruiting For Groups: 1-3 hours
e. Planned Group Raids: 0-1 hours
f. Player vs. Player Combat: 0-1 hours
g. Helping Newbies or Other Players: 1-3 hours
h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
a. Making New Friends: 10
b. Keeping Old Friendships Going:
c. Making Your Friends Happy:
d. Dealing With New People:
e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:

Socializing: 30%
Building: 60%
(other) Selling/Buying items.: 10%

14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates: 2-5 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
a. Sports: 1-3 hours
b. Political Activities: 0-1 hours
c. Religious Activities: 1-3 hours
d. Brotherhood/Sisterhood Group Events: 0-1 hours
e. Multi-Player Computer/Console Games: 3-6 hours
f. Watching TV/Movies with Friends/Family: 1-3 hours
g. Hanging Out With Friends/Family: 1-3 hours
h. Going To Parties: 1-3 hours
i. Hosting Parties: 0-1 hours
18. Participation In the Virtual World has Affected My Life as Follows:
a. _Strengthened the friendships_ with my real-world friends who play the game with me.
b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 20+ people
21. Time Spent On Real-World Social Activities CURRENTLY:
a. Sports: 0-1 hours
b. Political Activities: 0-1 hours
c. Religious Activities: 0-1 hours
d. Brotherhood/Sisterhood Group Events: 0-1 hours
e. Multi-Player Computer/Console Games: 0-1 hours
f. Watching TV/Movies with Friends/Family: 0-1 hours
g. Hanging Out With Friends/Family: 0-1 hours
h. Going To Parties: 1-3 hours
i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
a. Making New Friends: 10
b. Keeping Old Friendships Going: 7
c. Making Your Friends Happy: 8
d. Dealing With New People: 9
e. Dealing With Groups of People: 8
24. Level of Agreement With Statements (1-10):
a. Playing MMORPGs gives me entertainment: 10
b. Playing MMORPGs gives me more friends: 1
c. Playing MMORPGs gives me better friends: 1
d. Playing MMORPGs gives me a way to waste time: 1
e. Playing MMORPGs gives me a way to prove myself to my friends: 1
f. Playing MMORPGs gives me a way to be powerful: 10
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

I'd rather be in the virtual world; but I know it is wrong to be on the computer all day. I also have pressure to do other things in my life.

27. Description of Last Friday Night:

Played lineage and talk to friends on the phone.

Virtual World Stats:

Answers From Character Name: creamsoda
Character Level: 11-20
Gender: male
Race: knight
Money In Bank: 100
Estimated Value of Equipment: 10000
Number of Other Characters: 4-6
Number of Other Accounts: 1

Real World Stats:

Age: 31-40
Gender: male
Height: 5'3" - 5'6"
Weight: 121-150
Location: canada
Ethnicity: white
Income: 25k-50k
Education: Some College
Profession:
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 0-1 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 6
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 6
7. Reasons For Quitting Other Games:
 - b. There was nothing left to do in the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 6-10 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
 - Socializing: 70%
 - Building: 50%
14. Hours/week Spent on Work/School: 2-5 hours

15. Hours/week Spent with Family/Housemates: 2-5 hours

16. Hours/week Spent on Real-World Social Activities: 15-20 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 3-6 hours
- b. Political Activities: 3-6 hours
- c. Religious Activities: 6-10 hours
- d. Brotherhood/Sisterhood Group Events: 6-10 hours
- e. Multi-Player Computer/Console Games: 3-6 hours
- f. Watching TV/Movies with Friends/Family: 3-6 hours
- g. Hanging Out With Friends/Family: 1-3 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties: 6-10 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships with my real-world friends who play the game with me.
- b. Weakened the friendships with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people

20. Size of Virtual-World Social Groups: 11-20 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 1-3 hours
- b. Political Activities: 1-3 hours
- c. Religious Activities: 3-6 hours
- d. Brotherhood/Sisterhood Group Events: 20-30 hours
- e. Multi-Player Computer/Console Games: 6-10 hours
- f. Watching TV/Movies with Friends/Family: 10-20 hours
- g. Hanging Out With Friends/Family: 10-20 hours
- h. Going To Parties: 3-6 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 10
- b. Keeping Old Friendships Going: 9
- c. Making Your Friends Happy: 9
- d. Dealing With New People: 7
- e. Dealing With Groups of People: 9

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 3
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 7
- d. Playing MMORPGs gives me a way to waste time: 9
- e. Playing MMORPGs gives me a way to prove myself to my friends: 10
- f. Playing MMORPGs gives me a way to be powerful: 9

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

im the same in both worlds

27. Description of Last Friday Night:

i went out wit my friends

Virtual World Stats:
Answers From Character Name: dargos
Character Level: 41-50
Gender: male
Race: Knight
Money In Bank: 700k
Estimated Value of Equipment: 1.5m
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:
Age: 31-40
Gender: male
Height: 5'10" - 6'0"
Weight: 151-180
Location: california
Ethnicity: Caucasian
Income: 50k-100k
Education: Some College
Profession: programmer
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - h. You could not afford the montly payments.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups:
 - c. Chatting With Friends or Guild Members:
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat:
 - g. Helping Newbies or Other Players:
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 10%
 - Building: 90%
14. Hours/week Spent on Work/School: 15-20 hours

15. Hours/week Spent with Family/Housemates: over 50 hours
16. Hours/week Spent on Real-World Social Activities: 0-2 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 40 + hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 2 people
20. Size of Virtual-World Social Groups: 2 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 40 + hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 3
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 7
 - d. Dealing With New People: 5
 - e. Dealing With Groups of People: 3
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 5
 - c. Playing MMORPGs gives me better friends: 5
 - d. Playing MMORPGs gives me a way to waste time: 1
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

no real conflict

27. Description of Last Friday Night:

stayed home and watched tv

Virtual World Stats:

Answers From Character Name: Devlnzide
Character Level: 41-50
Gender: female
Race: Mage
Money In Bank: 300k +
Estimated Value of Equipment: dun even wanna guess
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 6'1"+
Weight: 201-240
Location: PA, USA
Ethnicity: Caucasian
Income: 25k-50k
Education: Graduated HS
Profession: Optician
Marital Status: Engaged
Number of Children: 1
Ages of Children: 2-5

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
 - i. (other) 1st mmorp
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 3-6 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 60%
 - Building: 40%
14. Hours/week Spent on Work/School: 30-40 hours

15. Hours/week Spent with Family/Housemates: 20-30 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 6-10 hours
 - i. Hosting Parties: 1-3 hours

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 20+ people (parties)
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going: 10
 - c. Making Your Friends Happy: 10
 - d. Dealing With New People: 7
 - e. Dealing With Groups of People: 5

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 5
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

not really, I balance schedules to still allow lots of time for both, usually playing late nights when everyone gone or sleeping.

27. Description of Last Friday Night:

I came home from work, got stoned and watched "Fast And The Furious" and "Tomb Raider" on DVD and drinking Jim Beam and Cokes, then get laid and went to bed. (Hey, u said detailed :P)

Virtual World Stats:
Answers From Character Name: Dridlyn Warblade
Character Level: 11-20
Gender: male
Race: Celt
Money In Bank: 20 Gold
Estimated Value of Equipment: 10 gold
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:
Age: 14-17
Gender: male
Height: 5'7" - 5'9"
Weight: 151-180
Location: USA
Ethnicity: White
Income: under 5k
Education: In High School
Profession: none
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 3
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 5
 - Amount of AO played: 1
 - Amount of Lineage played: 2
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - b. There was nothing left to do in the game.
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 6-10 hours
 - b. Hunting or Exploring in Groups: 20-30 hours
 - c. Chatting With Friends or Guild Members: 20-30 hours
 - d. Recruiting For Groups: 1-3 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 3-6 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 20%

Building: 80%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: over 50 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 20-30 hours
 - f. Watching TV/Movies with Friends/Family: 20-30 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 10-20 hours
 - i. Hosting Parties: 3-6 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 20+ people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 20-30 hours
 - f. Watching TV/Movies with Friends/Family: 20-30 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 6-10 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home Friend's Houses
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 10
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 8
 - e. Dealing With Groups of People: 8
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 5
 - c. Playing MMORPGs gives me better friends: 5
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

Yes, When my friends want me to go biking or snowboarding, when they ask me to go biking i tend to make up a lie to play mmorpg's and if they ask to go snowboarding i tend to accually go snowboarding

27. Description of Last Friday Night:

Got home from school, Me and a friend picked up 2 of our friends, came back to my house, one friend started playing Dark Age of Camelot and the rest of us played the Xbox. We switched off from there and that is what we did all weekend.

Virtual World Stats:
Answers From Character Name: Due
Character Level: 41-50
Gender: male
Race: Mage
Money In Bank: 500k
Estimated Value of Equipment: 8.5mil
Number of Other Characters: 4-6
Number of Other Accounts: 0

Real World Stats:
Age: 23-30
Gender: male
Height: 5'7" - 5'9"
Weight: 121-150
Location: IN, US
Ethnicity: Asian
Income: 25k-50k
Education: Masters
Profession: Engineer
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: over 15 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 0-1 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 3-6 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 2
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 20%
 - Building: 80%

14. Hours/week Spent on Work/School: 15-20 hours
15. Hours/week Spent with Family/Housemates: 20-30 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 30-40 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 2 people
20. Size of Virtual-World Social Groups: 2 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home Work
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 2
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 7
 - e. Dealing With Groups of People: 1

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 3
 - c. Playing MMORPGs gives me better friends: 5
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 5
 - f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

Not really. I don't have to choose which world. I know that I live in the real world, so my priority is always the real world if nessesary. But since I love playing the game so much (I always addict to the game even not MMORPGs), I have less time to do the activities in the real world.

27. Description of Last Friday Night:

Playing Lineage. Also preparing food for the Saturday's party.

Virtual World Stats:

Answers From Character Name: efilidas
Character Level: 41-50
Gender: male
Race: efilidas
Money In Bank: 250k
Estimated Value of Equipment: 2000k
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 6'1"+
Weight: 121-150
Location: LA
Ethnicity: asian
Income: 25k-50k
Education: Graduated HS
Profession: internet cafe
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 2-5 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 0-1 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon
- 5b. Times-Of-Day Normally Played on a Weekend Day:
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 4
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
Socializing: 20%
Building: 80%
14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 0-2 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 0-1 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 1-3 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 0-1 hours
- g. Hanging Out With Friends/Family: 1-3 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 2 people

20. Size of Virtual-World Social Groups: 2 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 0-1 hours
- b. Political Activities: 1-3 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 1-3 hours
- g. Hanging Out With Friends/Family: 1-3 hours
- h. Going To Parties: 0-1 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Work

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 5
- b. Keeping Old Friendships Going: 5
- c. Making Your Friends Happy: 5
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 5

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 9
- b. Playing MMORPGs gives me more friends: 4
- c. Playing MMORPGs gives me better friends: 4
- d. Playing MMORPGs gives me a way to waste time: 5
- e. Playing MMORPGs gives me a way to prove myself to my friends: 5
- f. Playing MMORPGs gives me a way to be powerful: 8

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

no

27. Description of Last Friday Night:

ate dinner... played lineage, went to sleep

Virtual World Stats:
Answers From Character Name: Encke
Character Level: 41-50
Gender: female
Race: Mage
Money In Bank: 3000k
Estimated Value of Equipment: mm a lot T.T
Number of Other Characters: 1-3
Number of Other Accounts: 2

Real World Stats:
Age: 23-30
Gender: f
Height:
Weight:
Location: Spain
Ethnicity: O.o? ?
Income: 100k+
Education: Masters
Profession: Economics
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-2 years
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 10-15 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: over 15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 2
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
 - Amount of Legend of Mir played: 5
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 80%

Building: 20%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 0-2 hours
16. Hours/week Spent on Real-World Social Activities: 0-2 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. Strengthened the friendships_ with my real-world friends who play the game with me.
 - b. Weakened the friendships_ with my real-world friends who do ***not*** play the game with me.
19. Size of Real-World Social Groups: 11-20 people
20. Size of Virtual-World Social Groups: 11-20 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home Computer Cafes
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 6
 - d. Dealing With New People: 4
 - e. Dealing With Groups of People: 2
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 8
 - b. Playing MMORPGs gives me more friends: 10
 - c. Playing MMORPGs gives me better friends: 9
 - d. Playing MMORPGs gives me a way to waste time: 7
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 4
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes
26. Discussion of Choosing One World Over The Other:

O.o...mmm...Real world, i have boyfriend and a lot of friends.., and im happy with my life, virtual life is only a fun time for me...Maybe i play a lot, but only because i dont have any more interesting to do..when i have, i leave game, and go aout with my friends or family..

27. Description of Last Friday Night:

I went to cinema, i saw that movie about a boy (i dont remmenber the name T.T) that see how his non-real father kill a man in a car...and nobodys believe him, except his real father (jhon travolta)

Virtual World Stats:
Answers From Character Name: Erastus
Character Level: 11-20
Gender: male
Race: Elf
Money In Bank: 9,500
Estimated Value of Equipment: 50,000
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:
Age: 18-22
Gender: f
Height: 5'0" - 5'3"
Weight: 151-180
Location: Ohio
Ethnicity: caucasian
Income: under 5k
Education: Graduated HS
Profession: housewife
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning afternoon
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups:
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat:
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 30%
 - Building: 70%
14. Hours/week Spent on Work/School: 10-15 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours

16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities:
 - c. Religious Activities: 3-6 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties:
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. Strengthened the friendships_ with my real-world friends who play the game with me.
 - b. Weakened the friendships_ with my real-world friends who do ***not*** play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 2 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities:
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 8
 - e. Dealing With Groups of People: 6

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 5
 - c. Playing MMORPGs gives me better friends: 5
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 3
 - f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? no
26. Discussion of Choosing One World Over The Other:

the conflict for me is in housework: dishes or lineage. i find all to often i would rather play or watch someone else play lineage than do the dishes. i have to literally tear myself away to do the dishes.

27. Description of Last Friday Night:

Watched my husband play Lineage then watched a movie together.

Virtual World Stats:

Answers From Character Name: Extacy
Character Level: 41-50
Gender: male
Race: Human
Money In Bank: 5 mil +
Estimated Value of Equipment: 20+ mil
Number of Other Characters: 1-3
Number of Other Accounts: 1

Real World Stats:

Age: 14-17
Gender: male
Height: 5'7" - 5'9"
Weight: 121-150
Location: United States
Ethnicity: Caucasian
Income:
Education: Some College
Profession: Student/Customer Service Specialist
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-2 years
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day:
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 3
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
 - b. There was nothing left to do in the game.
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
 - h. (other) Felt that leaving the game would send all time/money/progress to waste
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
Socializing: 80%

Building: 10%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 2-5 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups:
20. Size of Virtual-World Social Groups:
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home College/Library Computers
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 7
 - d. Dealing With New People: 7
 - e. Dealing With Groups of People: 6
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 5
 - b. Playing MMORPGs gives me more friends: 7
 - c. Playing MMORPGs gives me better friends: 4
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 3
 - f. Playing MMORPGs gives me a way to be powerful: 3
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? ___
26. Discussion of Choosing One World Over The Other:

27. Description of Last Friday Night:

Virtual World Stats:
Answers From Character Name: Griever
Character Level: 41-50
Gender: female
Race: knight
Money In Bank: 40k
Estimated Value of Equipment: 1,750,000adena
Number of Other Characters: 1-3
Number of Other Accounts: 1

Real World Stats:
Age: 18-22
Gender: male
Height: 5'10" - 6'0"
Weight: 121-150
Location: US
Ethnicity: caucasian
Income: 5k-10k
Education: In High School
Profession: student
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 2-3 years
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups:
 - c. Chatting With Friends or Guild Members:
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 10%
 - Building: 80%
 - (other) selling stuff: 10%

14. Hours/week Spent on Work/School: 0-2 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities: 3-6 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 11-20 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities: 6-10 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going: 9
 - c. Making Your Friends Happy: 10
 - d. Dealing With New People: 10
 - e. Dealing With Groups of People: 10
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 7
 - b. Playing MMORPGs gives me more friends: 3
 - c. Playing MMORPGs gives me better friends: 4
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

my priority will always be r/l. no matter what i would leave lineage if it truly damaged any friendship.

27. Description of Last Friday Night:

i went out w/my girlfriend and some friends. it was her birthday.

Virtual World Stats:

Answers From Character Name: gunlock
Character Level: 21-30
Gender: male
Race: knight
Money In Bank: 10k
Estimated Value of Equipment: 200k
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'7" - 5'9"
Weight: 101-120
Location: usa, texas
Ethnicity: white
Income:
Education: In High School
Profession: student
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 2-3 years
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: over 15 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DDoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 10-20 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 20-30 hours
 - d. Recruiting For Groups: 6-10 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.: 6-10 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 60%
 - Building: 40%
14. Hours/week Spent on Work/School: 40-50 hours

15. Hours/week Spent with Family/Housemates: over 50 hours

16. Hours/week Spent on Real-World Social Activities: over 50 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 6-10 hours
- b. Political Activities:
- c. Religious Activities: 40 + hours
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games:
- f. Watching TV/Movies with Friends/Family: 10-20 hours
- g. Hanging Out With Friends/Family: 40 + hours
- h. Going To Parties:
- i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 2 people

20. Size of Virtual-World Social Groups: 3-4 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 6-10 hours
- b. Political Activities:
- c. Religious Activities: 40 + hours
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games:
- f. Watching TV/Movies with Friends/Family: 10-20 hours
- g. Hanging Out With Friends/Family: 40 + hours
- h. Going To Parties:
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 10
- b. Keeping Old Friendships Going: 10
- c. Making Your Friends Happy: 10
- d. Dealing With New People: 10
- e. Dealing With Groups of People: 10

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 8
- b. Playing MMORPGs gives me more friends:
- c. Playing MMORPGs gives me better friends:
- d. Playing MMORPGs gives me a way to waste time: 8
- e. Playing MMORPGs gives me a way to prove myself to my friends:
- f. Playing MMORPGs gives me a way to be powerful:

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

I don't find myself choosing.

27. Description of Last Friday Night:

Went bowling with one of my friends and then crashed at his house.

Virtual World Stats:

Answers From Character Name: haleth
Character Level: 21-30
Gender: female
Race: elf
Money In Bank: 473adenas
Estimated Value of Equipment:
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: f
Height: 5'0" - 5'3"
Weight: 101-120
Location: ma
Ethnicity:
Income: under 5k
Education: Some College
Profession: student
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
Amount of AC played: 1
Amount of DAoC played: 1
Amount of EQ played: 1
Amount of UO played: 1
Amount of AO played: 1
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
a. Group Role-Playing: 0-1 hours
b. Hunting or Exploring in Groups: 1-3 hours
c. Chatting With Friends or Guild Members: 0-1 hours
d. Recruiting For Groups:
e. Planned Group Raids: 0-1 hours
f. Player vs. Player Combat: 0-1 hours
g. Helping Newbies or Other Players: 0-1 hours
h. Buying/Selling/etc.: 3-6 hours
11. Self-Rated In-Game Social Skills:
a. Making New Friends: 8
b. Keeping Old Friendships Going:
c. Making Your Friends Happy:
d. Dealing With New People:
e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
Socializing: 10%
Building: 90%
14. Hours/week Spent on Work/School: 20-30 hours
15. Hours/week Spent with Family/Housemates: 40-50 hours

16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
a. Sports: 3-6 hours
b. Political Activities:
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games: 3-6 hours
f. Watching TV/Movies with Friends/Family: 3-6 hours
g. Hanging Out With Friends/Family:
h. Going To Parties:
i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 2 people
20. Size of Virtual-World Social Groups: 2 people
21. Time Spent On Real-World Social Activities CURRENTLY:
a. Sports:
b. Political Activities:
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games:
f. Watching TV/Movies with Friends/Family:
g. Hanging Out With Friends/Family: 6-10 hours
h. Going To Parties:
i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses
23. Self-Rating Of Real-World Social Skills:
a. Making New Friends: 7
b. Keeping Old Friendships Going: 7
c. Making Your Friends Happy: 7
d. Dealing With New People: 5
e. Dealing With Groups of People: 4

24. Level of Agreement With Statements (1-10):
a. Playing MMORPGs gives me entertainment: 10
b. Playing MMORPGs gives me more friends: 2
c. Playing MMORPGs gives me better friends: 2
d. Playing MMORPGs gives me a way to waste time: 10
e. Playing MMORPGs gives me a way to prove myself to my friends: 1
f. Playing MMORPGs gives me a way to be powerful: 4

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

27. Description of Last Friday Night:

played lineage for a little while, ate dinner, hung around, went to bed

Virtual World Stats:

Answers From Character Name: imkronics
Character Level: 11-20
Gender: male
Race: knigh
Money In Bank: 1000
Estimated Value of Equipment: 500
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'10" - 6'0"
Weight: 151-180
Location: canada
Ethnicity: white
Income: under 5k
Education: In High School
Profession: none
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
 - Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups:
 - c. Chatting With Friends or Guild Members:
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat:
 - g. Helping Newbies or Other Players:
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 30%
 - Building: 60%
14. Hours/week Spent on Work/School: 10-15 hours

15. Hours/week Spent with Family/Housemates: 0-2 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities: 30-40 hours
 - c. Religious Activities: 20-30 hours
 - d. Brotherhood/Sisterhood Group Events: 1-3 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 20-30 hours
 - i. Hosting Parties: 3-6 hours

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. Strengthened the friendships with my real-world friends who play the game with me.
 - b. Strengthened the friendships with my real-world friends who do ***not*** play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities: 3-6 hours
 - c. Religious Activities: 3-6 hours
 - d. Brotherhood/Sisterhood Group Events: 10-20 hours
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 6-10 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses Computer Cafes
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 8
 - d. Dealing With New People: 9
 - e. Dealing With Groups of People: 9

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 3
 - b. Playing MMORPGs gives me more friends: 8
 - c. Playing MMORPGs gives me better friends: 10
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 9
 - f. Playing MMORPGs gives me a way to be powerful: 8

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

real world is more priority(obviously)

27. Description of Last Friday Night:

i chilled wit friends than had a sleep over..no i didnt play lineage

Virtual World Stats:

Answers From Character Name: japsta
Character Level: 11-20
Gender: male
Race: knight
Money In Bank: 500
Estimated Value of Equipment: 400
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 6'1"+
Weight: 201-240
Location: canada
Ethnicity: white
Income: 100k+
Education: PhD
Profession: doctor
Marital Status: Married
Number of Children: 3
Ages of Children: 2-5 5-10

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 3
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
 - b. There was nothing left to do in the game.
 - d. The people in the game were annoying.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 5-7
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 3-6 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 3-6 hours
 - e. Planned Group Raids: 10-20 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.: 10-20 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 70%
 - Building: 80%

14. Hours/week Spent on Work/School: 15-20 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 6-10 hours
 - b. Political Activities: 6-10 hours
 - c. Religious Activities: 10-20 hours
 - d. Brotherhood/Sisterhood Group Events: 10-20 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 10-20 hours
 - i. Hosting Parties: 3-6 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Weakened the friendships_ with my real-world friends who play the game with me.
- b. _Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities: 30-40 hours
 - c. Religious Activities: 3-6 hours
 - d. Brotherhood/Sisterhood Group Events: 3-6 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 20-30 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 6-10 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses Computer Cafes (other)

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 10
- b. Keeping Old Friendships Going: 5
- c. Making Your Friends Happy: 10
- d. Dealing With New People: 10
- e. Dealing With Groups of People: 10

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 9
- c. Playing MMORPGs gives me better friends: 9
- d. Playing MMORPGs gives me a way to waste time: 8
- e. Playing MMORPGs gives me a way to prove myself to my friends: 3
- f. Playing MMORPGs gives me a way to be powerful: 6

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

no if i did then i would be crazy and obsessed

27. Description of Last Friday Night:

i went out wit friends

Virtual World Stats:

Answers From Character Name: jelly01
Character Level: 1-10
Gender: male
Race: knight
Money In Bank: dunno
Estimated Value of Equipment: dunno
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 5'7" - 5'9"
Weight: 151-180
Location: canada
Ethnicity: white
Income: 10k-25k
Education: Graduated HS
Profession: na
Marital Status: Dating
Number of Children: 1
Ages of Children: 0-2

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 6
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 5-7
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 3-6 hours
 - d. Recruiting For Groups: 3-6 hours
 - e. Planned Group Raids: 6-10 hours
 - f. Player vs. Player Combat: 10-20 hours
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.: 6-10 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 70%
 - Building: 70%
14. Hours/week Spent on Work/School: 10-15 hours

15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 30-40 hours
 - b. Political Activities: 1-3 hours
 - c. Religious Activities: 3-6 hours
 - d. Brotherhood/Sisterhood Group Events: 3-6 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 1-3 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Strengthened the friendships_ with my real-world friends who play the game with me.
 - b. _Strengthened the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 2 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities: 3-6 hours
 - c. Religious Activities: 6-10 hours
 - d. Brotherhood/Sisterhood Group Events: 3-6 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home Friend's Houses
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 8
 - d. Dealing With New People: 9
 - e. Dealing With Groups of People: 10
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 3
 - b. Playing MMORPGs gives me more friends: 8
 - c. Playing MMORPGs gives me better friends: 7
 - d. Playing MMORPGs gives me a way to waste time: 7
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 7
 - f. Playing MMORPGs gives me a way to be powerful: 10
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

i think both are equal

27. Description of Last Friday Night:

i played lineage

Virtual World Stats:

Answers From Character Name: Jiggydrag
Character Level: 11-20
Gender: male
Race: Elf
Money In Bank: 8 Gold
Estimated Value of Equipment: 5 gold
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'0" - 5'3"
Weight:
Location: Canada
Ethnicity: Canadian
Income: under 5k
Education: In High School
Profession: Student
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 2-5 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 0-1 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 2
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat:
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 30%
 - Building: 60%

(other) crafting: 10%

14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home Friend's Houses
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 3
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 8
 - d. Dealing With New People: 6
 - e. Dealing With Groups of People: 7
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 8
 - b. Playing MMORPGs gives me more friends: 4
 - c. Playing MMORPGs gives me better friends: 3
 - d. Playing MMORPGs gives me a way to waste time: 8
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 2
 - f. Playing MMORPGs gives me a way to be powerful: 3
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

The real world takes priority because.. Its Real

27. Description of Last Friday Night:

Went to the Movies with some friends

Virtual World Stats:

Answers From Character Name: JoYkiLLaH

Character Level: 31-40

Gender: male

Race: Elf

Money In Bank: 35067

Estimated Value of Equipment: around 2.5 mil adena

Number of Other Characters: 1-3

Number of Other Accounts: 1

Real World Stats:

Age: 18-22

Gender: male

Height: 6'1"+

Weight: 181-200

Location: New Hampshire

Ethnicity: Native American

Income: 10k-25k

Education: Some College

Profession: College Student

Marital Status: Dating

Number of Children:

Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 0-1 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning afternoon late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 3
 - Amount of UO played: 2
 - Amount of AO played: 2
 - Amount of Lineage played: 7
 - Amount of Earth and Beyond played: 3
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
 - d. You didn't want to spend time learning a new game.
 - e. You didn't want to start a new character in any game.
9. Do You Have a Regular Group? yes
 - Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 10-20 hours
 - h. Buying/Selling/etc.: 3-6 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 7
 - e. Dealing With Groups Of People: 8
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:

Socializing: 10%

Building: 80%

(other) Gathering Items for item creation: 10%

14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates: over 50 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities: 1-3 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 1-3 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 1-3 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. Strengthened the friendships with my real-world friends who play the game with me.
 - b. Had no effect on the friendships with my real-world friends who do ***not*** play the game with me.
19. Size of Real-World Social Groups: 11-20 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities: 1-3 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 1-3 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going: 10
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 7
 - e. Dealing With Groups of People: 8
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 8
 - c. Playing MMORPGs gives me better friends: 5
 - d. Playing MMORPGs gives me a way to waste time: 3
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 2
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes
26. Discussion of Choosing One World Over The Other:

When I'm close to reaching my next level, I often find myself putting real world chores, and duties off for awhile until I reach my goal. This sometimes leads to things being done late or not at all.

27. Description of Last Friday Night:

I went home to see my parents. I go to college and live with my girlfriend. I also needed some clothes to be washed :).

Virtual World Stats:

Answers From Character Name: Kalaris
Character Level: 21-30
Gender: male
Race: Prince
Money In Bank: 32,000
Estimated Value of Equipment: 100,000
Number of Other Characters: 0
Number of Other Accounts: 0

Real World Stats:

Age: 31-40
Gender: male
Height: 5'10" - 6'0"
Weight: 151-180
Location: New Jersey
Ethnicity: Cacasian
Income: 25k-50k
Education: Some College
Profession: Technical Support
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 0-1 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 5
 - Amount of Mankind, Arctic MUD, Shadowrun MUSH played: 7
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - b. There was nothing left to do in the game.
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
 - f. Your real-world friends changed games, or quit that game.
 - h. You could not afford the montly payments.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
 - f. You didn't want to spend money on a new game.
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 1-3 hours
 - e. Planned Group Raids:
 - f. Player vs. Player Combat:
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 3
 - b. Keeping Old Friendships Going:

- c. Making Your Friends Happy:
- d. Dealing With New People:
- e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
 - Socializing: 30%
 - Building: 60%
 - (other) Learning: less than 10%

14. Hours/week Spent on Work/School: 0-2 hours
15. Hours/week Spent with Family/Housemates: 0-2 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Strengthened the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going: 9
 - c. Making Your Friends Happy: 8
 - d. Dealing With New People: 10
 - e. Dealing With Groups of People: 9

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 3
 - c. Playing MMORPGs gives me better friends: 3
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 3
 - f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

Real world. I enjoy Skiing, kyacking SCUBA. ALI are edventures in and of themselves. Saem feeling from playing games only real life

27. Description of Last Friday Night:

Went to Comedy club, had drinks, made home made beer and played Lineage

Virtual World Stats:

Answers From Character Name: Kenyu
Character Level: 41-50
Gender: male
Race: Kenyu
Money In Bank: 0
Estimated Value of Equipment: 2000k
Number of Other Characters: 0
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 6'1"+
Weight: 121-150
Location: mexico
Ethnicity: asian
Income: 25k-50k
Education: Some College
Profession: export imoport
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 2-5 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 0-1 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon
- 5b. Times-Of-Day Normally Played on a Weekend Day:
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 4
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
 - Socializing: 20%
 - Building: 80%
14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 0-2 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 0-1 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 1-3 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 0-1 hours
- g. Hanging Out With Friends/Family: 1-3 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 2 people

20. Size of Virtual-World Social Groups: 2 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 0-1 hours
- b. Political Activities: 1-3 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 1-3 hours
- g. Hanging Out With Friends/Family: 1-3 hours
- h. Going To Parties: 0-1 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Work

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 5
- b. Keeping Old Friendships Going: 5
- c. Making Your Friends Happy: 5
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 5

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 9
- b. Playing MMORPGs gives me more friends: 4
- c. Playing MMORPGs gives me better friends: 4
- d. Playing MMORPGs gives me a way to waste time: 5
- e. Playing MMORPGs gives me a way to prove myself to my friends: 5
- f. Playing MMORPGs gives me a way to be powerful: 8

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

no

27. Description of Last Friday Night:

lineage, wne to sleep

Virtual World Stats:

Answers From Character Name: Kerith
Character Level: 31-40
Gender: male
Race: Human
Money In Bank: 30,000 adena
Estimated Value of Equipment: 3 million adena?
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'7" - 5'9"
Weight: 201-240
Location: USA
Ethnicity: American
Income: under 5k
Education: In High School
Profession: Student
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 2
 - Amount of DAoC played: 4
 - Amount of EQ played: 3
 - Amount of UO played: 3
 - Amount of AO played: 5
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
 - e. You could not make enough good friends in the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 0-1 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 30%
 - Building: 60%
 - (other) Selling stuff: 10%

14. Hours/week Spent on Work/School: 10-15 hours
15. Hours/week Spent with Family/Housemates: 15-20 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 20-30 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties:
 - i. Hosting Parties:
 - j. (other) Boy Scouts: 1-3 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:
 - j. (other) Boy scouts: 1-3 hours

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 4
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 7
- d. Dealing With New People: 3
- e. Dealing With Groups of People: 1

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 6
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 7
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 10

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

The real world takes priority over the virtual world....

27. Description of Last Friday Night:

I played lineage for around 6 hours then went and hung out with my friends doing absolutely nothing.

Virtual World Stats:

Answers From Character Name: KinHyun,KLN
Character Level: 41-50
Gender: male
Race: kinhyun
Money In Bank: 150
Estimated Value of Equipment: 3000k
Number of Other Characters: 1-3
Number of Other Accounts: 1

Real World Stats:

Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 121-150
Location: new york
Ethnicity: asian
Income: 25k-50k
Education: Bachelors
Profession: trader
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 3-6 hours
 - d. Recruiting For Groups: 6-10 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 6-10 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 40%
 - (other) trading,sell,buy: 10%

14. Hours/week Spent on Work/School: 5-10 hours

15. Hours/week Spent with Family/Housemates: 2-5 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 6-10 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people

20. Size of Virtual-World Social Groups: 5-10 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 1-3 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 1-3 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties: 3-6 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home Computer Cafes

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 8
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 9
- d. Dealing With New People: 8
- e. Dealing With Groups of People: 8

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 9
- b. Playing MMORPGs gives me more friends: 4
- c. Playing MMORPGs gives me better friends: 4
- d. Playing MMORPGs gives me a way to waste time: 7
- e. Playing MMORPGs gives me a way to prove myself to my friends: 2
- f. Playing MMORPGs gives me a way to be powerful: 3

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

no

27. Description of Last Friday Night:

went out. had dinner with friends. drank few beers. came home. played line for 1-2hours. slept.

Virtual World Stats:

Answers From Character Name: LadyAllie89
Character Level: 21-30
Gender: female
Race: Princess
Money In Bank: i dont know
Estimated Value of Equipment: i dont know
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: under 13
Gender: f
Height: 5'0" - 5'3"
Weight: 101-120
Location: california
Ethnicity:
Income:
Education: Less than High School
Profession:
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG:
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 3
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 0-1 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids:
 - f. Player vs. Player Combat:
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
 - Socializing: 60%
 - Building: 30%
14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates: 15-20 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports:
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 3-6 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties:
- i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 2 people

20. Size of Virtual-World Social Groups: 11-20 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports:
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games:
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties:
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 2
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 7
- d. Dealing With New People: 2
- e. Dealing With Groups of People: 3

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 5
- b. Playing MMORPGs gives me more friends: 6
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 1
- e. Playing MMORPGs gives me a way to prove myself to my friends: 7
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

27. Description of Last Friday Night:

Virtual World Stats:

Answers From Character Name: Luminite
Character Level: 41-50
Gender: male
Race: Elf
Money In Bank: 250Gold
Estimated Value of Equipment: 200G
Number of Other Characters: 0
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 5'10" - 6'0"
Weight: 151-180
Location: Ontario
Ethnicity: Caucausion
Income: 5k-10k
Education: Some College
Profession: None
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 5-7 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
 - g. You could not afford to spend the time in-game any more.
 - i. (other) Got too addicted
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 7-9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 20-30 hours
 - c. Chatting With Friends or Guild Members: 3-6 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat: 10-20 hours
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 10%

Building:

(other) Killing mobs: 90%

14. Hours/week Spent on Work/School: 10-15 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:
 - j. (other) Reading: 6-10 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 11-20 people

20. Size of Virtual-World Social Groups: 5-10 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports:
- b. Political Activities:
- c. Religious Activities: 1-3 hours
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games:
- f. Watching TV/Movies with Friends/Family: 1-3 hours
- g. Hanging Out With Friends/Family: 10-20 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 7
- b. Keeping Old Friendships Going: 7
- c. Making Your Friends Happy: 9
- d. Dealing With New People: 9
- e. Dealing With Groups of People: 8

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 3
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 10
- e. Playing MMORPGs gives me a way to prove myself to my friends: 3
- f. Playing MMORPGs gives me a way to be powerful: 7

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Yes, there is definite conlits. Sometimes I feel guilty about spending too much time playing games. I feel it is more productive to do something with my RL friends or read or something. Im always about doing that next thing for my charater though. I plan on playing less once Im lvl 50 (DAoC)

27. Description of Last Friday Night:

Im not sure about last friday, I dont remember, but MANY fridays are spent playing DAoC

Virtual World Stats:

Answers From Character Name: MaganRa
Character Level: 11-20
Gender: male
Race: Elf
Money In Bank: 22k
Estimated Value of Equipment: 150k
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 5'10" - 6'0"
Weight: 121-150
Location: MA/USA
Ethnicity: White
Income:
Education: In High School
Profession: Student
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 0-1 months
2. Number of Months Playing Online RPGs In General: 0-1 months
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 5-7
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 3-6 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 90%
 - Building: 70%
 - (other) *note I tend to build character while socializing with others. If you mean building w/out socializing 10%:

14. Hours/week Spent on Work/School: 40-50 hours

15. Hours/week Spent with Family/Housemates: 20-30 hours
16. Hours/week Spent on Real-World Social Activities: over 50 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 10-20 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family: 40 + hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people

20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 10-20 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family: 40 + hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going: 10
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 9
 - e. Dealing With Groups of People: 8

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 8
- c. Playing MMORPGs gives me better friends: 3
- d. Playing MMORPGs gives me a way to waste time: 2
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

I find that the majority of the time they do not conflict, but when they do the "real" world takes president.

27. Description of Last Friday Night:

Watched a movie with my girlfriend.

Virtual World Stats:

Answers From Character Name: magewhite
Character Level: 11-20
Gender: male
Race: mage
Money In Bank: 90000
Estimated Value of Equipment: 30000
Number of Other Characters: 1-3
Number of Other Accounts: 1

Real World Stats:

Age: 31-40
Gender: male
Height: 6'1"+
Weight: 181-200
Location: us a
Ethnicity: white
Income: 50k-100k
Education: Masters
Profession:
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 5
 - Amount of EQ played: 6
 - Amount of UO played: 6
 - Amount of AO played: 6
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
 - e. You could not make enough good friends in the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 10-20 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 20-30 hours
 - d. Recruiting For Groups: 6-10 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 30-40 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
Socializing: 70%
Building: 90%

14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates: 15-20 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities: 3-6 hours
 - c. Religious Activities: 3-6 hours
 - d. Brotherhood/Sisterhood Group Events: 1-3 hours
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 3-6 hours

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Strengthened the friendships_ with my real-world friends who play the game with me.
 - b. _Strengthened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 2 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities: 1-3 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events: 1-3 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going: 9
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 9
 - e. Dealing With Groups of People: 10

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 5
 - b. Playing MMORPGs gives me more friends: 5
 - c. Playing MMORPGs gives me better friends: 4
 - d. Playing MMORPGs gives me a way to waste time: 5
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 4
 - f. Playing MMORPGs gives me a way to be powerful: 5

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

i feel eqUALLY comfotabele in both worlds

27. Description of Last Friday Night:

i went out got drunk wit friends , got home and played sum lin

Virtual World Stats:

Answers From Character Name: Necromancer
Character Level: 21-30
Gender: female
Race: Mage
Money In Bank: 3-4 million adena
Estimated Value of Equipment: 10 million adena
Number of Other Characters: 7-10
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 5'7" - 5'9"
Weight: 181-200
Location: Australia
Ethnicity: Italian/Vietnamese
Income: 25k-50k
Education: Some College
Profession: Computer Tech
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day:
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - b. There was nothing left to do in the game.
 - c. You were just bored with the game.
 - i. (other) wasnt online game
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 0-1 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 3-6 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 3
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in better in the Real World
13. In-Game Time Split:
Socializing: 50%

Building: 50%

14. Hours/week Spent on Work/School: over 50 hours
15. Hours/week Spent with Family/Housemates: 40-50 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 1-3 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 0-1 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Strengthened the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 11-20 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 1-3 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home Friend's Houses
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 3
 - b. Keeping Old Friendships Going: 5
 - c. Making Your Friends Happy: 7
 - d. Dealing With New People: 4
 - e. Dealing With Groups of People: 6
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 6
 - b. Playing MMORPGs gives me more friends: 3
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 2
 - f. Playing MMORPGs gives me a way to be powerful: 2
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

i always choose my friends over a computer game, but when i got nothing better to do lineage fills in the spare time.

27. Description of Last Friday Night:

went to my friends house and worked out with his gym equipment, then we went to the beach at 3am and ate pizza and talked for 2 hrs

Virtual World Stats:
Answers From Character Name: Nifty
Character Level: 21-30
Gender: female
Race: Mage
Money In Bank: 10k
Estimated Value of Equipment: 200k
Number of Other Characters: 1-3
Number of Other Accounts: 1

Real World Stats:
Age: 18-22
Gender: f
Height: 6'1"+
Weight: 121-150
Location: Netherlands
Ethnicity: Scandinavian
Income: under 5k
Education: In High School
Profession: Medicine
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 0-1 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 4
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
 - e. You could not make enough good friends in the game.
 - i. (other) New operating system required a new version of the game
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups:
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
 - i. (other) having fun with the bugs in the beta :): 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 90%

Building: less than 10%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 0-2 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 1-3 hours
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours
 - j. (other) I'm not religious, Lineage is the only video game I play.:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Strengthened the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 20+ people (parties)
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 1-3 hours
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:
 - j. (other) My current job is LJ, which is a social activity itself. I love it. This explains why 'hosting parties' is so high.: 20-30 hours
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 4
 - b. Keeping Old Friendships Going: 2
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 7
 - e. Dealing With Groups of People: 6
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 2
 - b. Playing MMORPGs gives me more friends: 9
 - c. Playing MMORPGs gives me better friends: 3
 - d. Playing MMORPGs gives me a way to waste time: 9
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 4
 - f. Playing MMORPGs gives me a way to be powerful: 5
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_
26. Discussion of Choosing One World Over The Other:

No, the real world always takes priority. I started playing lineage only because I was a beta tester, and just decided to continue for free as long as possible after the beta era, because I had gotten used to it. I didn't want to let my pledge down, who seemed to not want me to quit.

27. Description of Last Friday Night:

I had a gig in a city hosted by my DJ partner and I, being the LJ. It lasted all night long and we made a buttload of money, it was great! I had some drinks, but I never get drunk at my own sets. I tried out some new laser machine that I had gotten, and the audience seemed to love it. It was better than Lineage.

Virtual World Stats:

Answers From Character Name: POPSICKLE
Character Level: 11-20
Gender:
Race: KNIGHT
Money In Bank: 3K
Estimated Value of Equipment: 4K
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: under 13
Gender:
Height: 5'0" - 5'3"
Weight: 121-150
Location: CANADA
Ethnicity: BLACK
Income: under 5k
Education: Less than High School
Profession: STUDENT
Marital Status: Single
Number of Children:
Ages of Children: 0-2

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 2-5 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
 - e. You could not make enough good friends in the game.
 - g. You could not afford to spend the time in-game any more.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
 - d. You didn't want to spend time learning a new game.
 - e. You didn't want to start a new character in any game.
 - g. You felt as though playing the new game made you betray the old one.
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 6-10 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 3-6 hours
 - d. Recruiting For Groups: 3-6 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.: 6-10 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:

d. Dealing With New People:

- e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 80%
 - Building: 40%
14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities: 1-3 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events: 6-10 hours
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 3-6 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _ Weakened the friendships_ with my real-world friends who play the game with me.
 - b. __ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities: 6-10 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events: 10-20 hours
 - e. Multi-Player Computer/Console Games: 30-40 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home Friend's Houses College/Library Computers
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going: 5
 - c. Making Your Friends Happy: 5
 - d. Dealing With New People: 5
 - e. Dealing With Groups of People: 5
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 8
 - b. Playing MMORPGs gives me more friends: 3
 - c. Playing MMORPGs gives me better friends: 3
 - d. Playing MMORPGs gives me a way to waste time: 3
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 3
 - f. Playing MMORPGs gives me a way to be powerful: 7

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? ___

26. Discussion of Choosing One World Over The Other:

iM BETTER IN THE REAL WORLD

27. Description of Last Friday Night:

OUT WITH MY FRIENDS

Virtual World Stats:

Answers From Character Name: RedWald
Character Level: 41-50
Gender: male
Race: Wizard
Money In Bank: 400000
Estimated Value of Equipment: 3300000
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 5'7" - 5'9"
Weight: 121-150
Location: Canada
Ethnicity: Caucasian
Income: 5k-10k
Education: In High School
Profession: Student
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
Amount of AC played: 1
Amount of DAoC played: 1
Amount of EQ played: 1
Amount of UO played: 1
Amount of AO played: 1
Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
a. Group Role-Playing: 6-10 hours
b. Hunting or Exploring in Groups: 1-3 hours
c. Chatting With Friends or Guild Members: 1-3 hours
d. Recruiting For Groups: 1-3 hours
e. Planned Group Raids: 20-30 hours
f. Player vs. Player Combat: 40 + hours
g. Helping Newbies or Other Players: 10-20 hours
h. Buying/Selling/etc.: 6-10 hours
i. (other) Fooling Around: 40 + hours
11. Self-Rated In-Game Social Skills:
a. Making New Friends: 8
b. Keeping Old Friendships Going:
c. Making Your Friends Happy:
d. Dealing With New People:
e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
Socializing: 30%
Building: 70%

14. Hours/week Spent on Work/School: 30-40 hours

15. Hours/week Spent with Family/Housemates: 2-5 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
a. Sports: 10-20 hours
b. Political Activities: 0-1 hours
c. Religious Activities: 0-1 hours
d. Brotherhood/Sisterhood Group Events: 0-1 hours
e. Multi-Player Computer/Console Games: 20-30 hours
f. Watching TV/Movies with Friends/Family: 0-1 hours
g. Hanging Out With Friends/Family: 3-6 hours
h. Going To Parties: 0-1 hours
i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:
a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
a. Sports: 3-6 hours
b. Political Activities: 0-1 hours
c. Religious Activities: 0-1 hours
d. Brotherhood/Sisterhood Group Events: 0-1 hours
e. Multi-Player Computer/Console Games: 3-6 hours
f. Watching TV/Movies with Friends/Family: 0-1 hours
g. Hanging Out With Friends/Family: 3-6 hours
h. Going To Parties: 0-1 hours
i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
a. Making New Friends: 8
b. Keeping Old Friendships Going: 10
c. Making Your Friends Happy: 8
d. Dealing With New People: 7
e. Dealing With Groups of People: 5

24. Level of Agreement With Statements (1-10):
a. Playing MMORPGs gives me entertainment: 10
b. Playing MMORPGs gives me more friends: 8
c. Playing MMORPGs gives me better friends: 6
d. Playing MMORPGs gives me a way to waste time: 10
e. Playing MMORPGs gives me a way to prove myself to my friends: 4
f. Playing MMORPGs gives me a way to be powerful: 6

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

No, not really. But if there is a conflict, Real world tends to take the priority.

27. Description of Last Friday Night:

Last Friday...Went to another city, to Raise the Roof (This event that happens the first Friday of every moth), after that, went to Ruckers (An arcade) and played some games, and then went to The Red Door and played some hackey sack and pool. Came back home, went out to my girlfriend's with some friends and watches movies there until 5 in the morning, hehe.

Virtual World Stats:

Answers From Character Name: ries
Character Level: 31-40
Gender: male
Race: knight
Money In Bank: not telling
Estimated Value of Equipment: not telling
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 31-40
Gender: male
Height: 5'10" - 6'0"
Weight: 151-180
Location: netherlands
Ethnicity: huh?
Income: 100k+
Education: Masters
Profession: consultant
Marital Status: Engaged
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 2
 - Amount of Lineage played: 7
 - Amount of several text based MUDs played: 1
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 1
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 10%
 - Building: 70%
 - (other) selling, recharging: 20%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties: 1-3 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships with my real-world friends who play the game with me.
- b. Had no effect on the friendships with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family: 0-1 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 3
- b. Keeping Old Friendships Going: 7
- c. Making Your Friends Happy: 7
- d. Dealing With New People: 8
- e. Dealing With Groups of People: 10

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 8
- b. Playing MMORPGs gives me more friends: 2
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 5
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

real world...

27. Description of Last Friday Night:

going out with friend to eat etc

Virtual World Stats:

Answers From Character Name: RuffRydaz
Character Level: 21-30
Gender: male
Race: Prince
Money In Bank: less than 150k
Estimated Value of Equipment: 1-2mil
Number of Other Characters: 1-3
Number of Other Accounts: 2

Real World Stats:

Age: 18-22
Gender: male
Height: 6'1"+
Weight: 181-200
Location: New Jersey,USA
Ethnicity: Brazilian/Italian
Income:
Education: In High School
Profession: High school student
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 5-7 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 7-9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 10-20 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 1-3 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 70%
 - Building: 10%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 2-5 hours

16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties: 6-10 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Strengthened the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 20+ people (parties)
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties: 10-20 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Friend's Houses Computer Cafes
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going: 9
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 8
 - e. Dealing With Groups of People: 8

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 1
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 1
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 5

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

27. Description of Last Friday Night:

I went out with my girlfriend to dinner .. we saw a movie.. walked down by the water..romantic night i guess u can call it that

Virtual World Stats:

Answers From Character Name: Saiha
Character Level: 21-30
Gender: female
Race: Briton
Money In Bank: 4.2 gold
Estimated Value of Equipment: 185 gold
Number of Other Characters: 4-6
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 5'7" - 5'9"
Weight: 121-150
Location: USA
Ethnicity: white
Income: 10k-25k
Education: Graduated HS
Profession: Accounting/Finance
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 3
 - Amount of UO played: 1
 - Amount of AO played: 2
 - Amount of Lineage played: 2
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 10-20 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going: 3
 - c. Making Your Friends Happy: 3
 - d. Dealing With New People: 3
 - e. Dealing With Groups Of People: 3
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 30%
 - Building: 10%
 - (other) PvP: 60%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 20-30 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 3
- b. Keeping Old Friendships Going: 10
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 10
- e. Dealing With Groups of People: 10

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 7
- b. Playing MMORPGs gives me more friends: 4
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 10
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 6

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Depends on my mood that day. If I am feeling unsociable I may sit at home and game instead of hanging with friends or going to a movie. The day a True VR MMORPG game comes out is the day I become a game vegetable. :)

27. Description of Last Friday Night:

Went to work, came home, went out to eat with roommate and friend. Bought Dungeon Siege. Played Dungeon Siege with roommate and friend. Sleep...specific enough? hehehe

Virtual World Stats:

Answers From Character Name: Saradoc
Character Level: 11-20
Gender: female
Race: Human
Money In Bank: 4000
Estimated Value of Equipment: 20000
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: f
Height: 5'0" - 5'3"
Weight: 201-240
Location: Texas
Ethnicity: Caucasian
Income: 25k-50k
Education: Bachelors
Profession: Housewife
Marital Status: Married
Number of Children: 2
Ages of Children: 0-2 2-5

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 5-7
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 3-6 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 50%

14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours

16. Hours/week Spent on Real-World Social Activities: 0-2 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 3-6 hours
 - d. Brotherhood/Sisterhood Group Events: 3-6 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events: 1-3 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 5
- b. Keeping Old Friendships Going: 3
- c. Making Your Friends Happy: 5
- d. Dealing With New People: 7
- e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 10
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

I often have to choose the real world over the virtual world. I have small children and a husband who always take precedence over the game. My family is always more important. Other than them, it is often very easy to "forget" other real life demands and immerse myself in the game for hours at a time. the game is very addictive.

27. Description of Last Friday Night:

Last Friday night I ordered pizza from Pizza Hut, set the girls in front of the tv with a Barney video and played Lineage with my husband. I changed a dirty diaper at 7, and ran a bubble bath at 7:15. I put the girls tobed at 10:00 and played until around 11 or 12.

Virtual World Stats:

Answers From Character Name: SELain
Character Level: 41-50
Gender: female
Race: Elf
Money In Bank: 20000
Estimated Value of Equipment: 1m-1.5m
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: f
Height: 5'7" - 5'9"
Weight: 121-150
Location: Canada
Ethnicity: Canadian
Income: 10k-25k
Education: Graduated HS
Profession: Secretary
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 5-7 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
 - b. There was nothing left to do in the game.
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 3-6 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 8
 - d. Dealing With New People: 8
 - e. Dealing With Groups Of People: 8
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: less than 10%
Building: more than 90%
14. Hours/week Spent on Work/School: 40-50 hours

15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 20-30 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 6
- b. Keeping Old Friendships Going: 9
- c. Making Your Friends Happy: 4
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 4

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 8
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 9
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 2

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Real world takes priority. I spend so much time on Lineage during the week, so when I get the chance, I'll go do something with my friends

27. Description of Last Friday Night:

Went to a friends and watched the movie 'Very Bad Things' (Very Funny) And played some Final Fantasy X, and Chrono Trigger. Then hooked up my computer and got myself re-addicted after a month off lineage...

Virtual World Stats:

Answers From Character Name: Zandalf
Character Level: 1-10
Gender: male
Race: White
Money In Bank: 600
Estimated Value of Equipment: 3000
Number of Other Characters: 0
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'10" - 6'0"
Weight: 151-180
Location: Illinois
Ethnicity: White
Income: under 5k
Education: In High School
Profession: Student
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 0-1 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 2-5 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 0-1 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 0-1 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 30%
 - Building: 70%
14. Hours/week Spent on Work/School: 40-50 hours

15. Hours/week Spent with Family/Housemates: 0-2 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities: 1-3 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 11-20 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 1-3 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 9
 - c. Making Your Friends Happy: 7
 - d. Dealing With New People: 7
 - e. Dealing With Groups of People: 4
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 1
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 3

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

I will always want to get out of the house. The only times I do play these games is either an hour or two before I go out or when I come home and have too much energy/caffeine to sleep.

27. Description of Last Friday Night:

I went to go see the movie the "Panic Room" in a group of about 8 or 9 and then we went back to a house for a small party and invited a few more friends over. After that, the host had to get up early so we were all kicked out. Five of us didn't want to go home so we went out to Baker's Square for an hour. While there, we met a few other friends from school.

Virtual World Stats:

Answers From Character Name: Slamyazzi
Character Level: 31-40
Gender: male
Race: Knight
Money In Bank: 60,000
Estimated Value of Equipment: 1.5 mil
Number of Other Characters: 0
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 201-240
Location: Texas
Ethnicity: White
Income: 50k-100k
Education: Masters
Profession: Systems Engineer
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 2
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: less than 10%
 - Building: more than 90%
14. Hours/week Spent on Work/School: 0-2 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 3-6 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 1-3 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 6-10 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people

20. Size of Virtual-World Social Groups: 2 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 3-6 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 1-3 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 1-3 hours
- g. Hanging Out With Friends/Family: 3-6 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home Computer Cafes

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 3
- b. Keeping Old Friendships Going: 7
- c. Making Your Friends Happy: 6
- d. Dealing With New People: 1
- e. Dealing With Groups of People: 4

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 2
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 7
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Sometimes. It depends on my desire to do the real world event. I find that I have much less patience doing things in the real world the are boring, because I know I can have fun playing Lineage. I am also less likely to go out with friends unless the situation is going to be really fun or if I feel personally obligated to be there. If I have said no several times, I will go even if I don't think I will enjoy it, so my friends won't quit asking me to do things.

27. Description of Last Friday Night:

went out with friends for a birthday party after work. Left early, about 10:15, and came home and played for about 2.5 hours before bed.

Virtual World Stats:

Answers From Character Name: smoggy
Character Level: 21-30
Gender: male
Race: mage
Money In Bank: 20000
Estimated Value of Equipment: 300k
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'10" - 6'0"
Weight: 181-200
Location: canada
Ethnicity: white
Income: 50k-100k
Education: Bachelors
Profession: n/a
Marital Status: Dating
Number of Children: 1
Ages of Children: 2-5

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 5-7 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
 - b. There was nothing left to do in the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 3-6 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 20%
 - Building: 40%

14. Hours/week Spent on Work/School: 20-30 hours

15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 20-30 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 10-20 hours
 - b. Political Activities: 1-3 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events: 1-3 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 3-6 hours

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. Strengthened the friendships with my real-world friends who play the game with me.
 - b. Strengthened the friendships with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities: 3-6 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events: 1-3 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses Computer Cafes
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going: 9
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 10
 - e. Dealing With Groups of People: 9

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 4
 - b. Playing MMORPGs gives me more friends: 9
 - c. Playing MMORPGs gives me better friends: 9
 - d. Playing MMORPGs gives me a way to waste time: 9
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 10
 - f. Playing MMORPGs gives me a way to be powerful: 10

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

no not really i still think real world is more in charge

27. Description of Last Friday Night:

i played lineage lol

Virtual World Stats:

Answers From Character Name: SpaceBar
Character Level: 31-40
Gender: male
Race: Mage
Money In Bank: 91k
Estimated Value of Equipment: 500k
Number of Other Characters: 0
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 6'1"+
Weight: 151-180
Location: Mass, USA
Ethnicity: white
Income: under 5k
Education: In High School
Profession: dont work
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon late-night
6. How much of each MMORPG played (1-7):
Amount of AC played: 1
Amount of DAoC played: 1
Amount of EQ played: 2
Amount of UO played: 2
Amount of AO played: 1
Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
a. A new game came out that was more interesting.
c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
a. Your character was really powerful.
d. You didn't want to spend time learning a new game.
e. You didn't want to start a new character in any game.
9. Do You Have a Regular Group? yes
Size of That Group: 7-9
10. Time Spent On Virtual-World Social Activities:
a. Group Role-Playing: 0-1 hours
b. Hunting or Exploring in Groups: 6-10 hours
c. Chatting With Friends or Guild Members: 3-6 hours
d. Recruiting For Groups: 0-1 hours
e. Planned Group Raids: 0-1 hours
f. Player vs. Player Combat: 0-1 hours
g. Helping Newbies or Other Players: 0-1 hours
h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
a. Making New Friends: 5
b. Keeping Old Friendships Going:
c. Making Your Friends Happy:
d. Dealing With New People:
e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:

Socializing: 30%
Building: 50%
(other) regaining MP: 20%

14. Hours/week Spent on Work/School: 20-30 hours
15. Hours/week Spent with Family/Housemates: 0-2 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
a. Sports: 6-10 hours
b. Political Activities: 0-1 hours
c. Religious Activities: 0-1 hours
d. Brotherhood/Sisterhood Group Events: 0-1 hours
e. Multi-Player Computer/Console Games: 0-1 hours
f. Watching TV/Movies with Friends/Family: 0-1 hours
g. Hanging Out With Friends/Family: 20-30 hours
h. Going To Parties: 0-1 hours
i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:
a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 20+ people
21. Time Spent On Real-World Social Activities CURRENTLY:
a. Sports: 3-6 hours
b. Political Activities: 0-1 hours
c. Religious Activities: 0-1 hours
d. Brotherhood/Sisterhood Group Events: 0-1 hours
e. Multi-Player Computer/Console Games: 0-1 hours
f. Watching TV/Movies with Friends/Family: 0-1 hours
g. Hanging Out With Friends/Family: 6-10 hours
h. Going To Parties: 0-1 hours
i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
a. Making New Friends: 7
b. Keeping Old Friendships Going: 9
c. Making Your Friends Happy: 7
d. Dealing With New People: 1
e. Dealing With Groups of People: 2

24. Level of Agreement With Statements (1-10):
a. Playing MMORPGs gives me entertainment: 10
b. Playing MMORPGs gives me more friends: 2
c. Playing MMORPGs gives me better friends: 1
d. Playing MMORPGs gives me a way to waste time: 6
e. Playing MMORPGs gives me a way to prove myself to my friends: 1
f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

no, i go out with my friends on the weekdays and my girl on the weekends. i play in the morning and after i get home at night the games really dont do anything to my life

27. Description of Last Friday Night:

my girl came over my house

Virtual World Stats:

Answers From Character Name: Thourne
Character Level: 41-50
Gender: male
Race: human
Money In Bank: 100K
Estimated Value of Equipment: 3mil
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 31-40
Gender: male
Height: 5'10" - 6'0"
Weight: 201-240
Location: IN
Ethnicity: Caucasian
Income: 25k-50k
Education: Some College
Profession: Retail District Manager
Marital Status: Married
Number of Children: 1
Ages of Children: 10-18

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 6-10 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 3-6 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 50%
14. Hours/week Spent on Work/School:
15. Hours/week Spent with Family/Housemates: over 50 hours

16. Hours/week Spent on Real-World Social Activities: 5-10 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports:
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties:
- i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 11-20 people

20. Size of Virtual-World Social Groups: 5-10 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports:
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties:
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 10
- b. Keeping Old Friendships Going: 10
- c. Making Your Friends Happy: 10
- d. Dealing With New People: 10
- e. Dealing With Groups of People: 10

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 8
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 5
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

27. Description of Last Friday Night:

Watched a movie and had diner with wife and son, then played lineage after they went to bed.

Virtual World Stats:

Answers From Character Name: Vail
Character Level: 41-50
Gender: female
Race: Human
Money In Bank: 80,000
Estimated Value of Equipment: 5,250,000
Number of Other Characters: 0
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: f
Height: 5'7" - 5'9"
Weight: 101-120
Location: California
Ethnicity: Caucasian
Income: 10k-25k
Education: Some College
Profession:
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 2-3 years
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
 - Amount of Ragnarok Online played: 4
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - d. The people in the game were annoying.
 - g. You could not afford to spend the time in-game any more.
8. Reasons Why It Was Difficult To Leave:
 - b. You had made good friends in that game.
 - e. You didn't want to start a new character in any game.
 - g. You felt as though playing the new game made you betray the old one.
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
 - i. (other) Trivial Pursuit: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:

d. Dealing With New People:

e. Dealing With Groups Of People:

12. How Well You Fit In: I fit in better in the Virtual World

13. In-Game Time Split:

Socializing: 50%

Building: 50%

14. Hours/week Spent on Work/School: 20-30 hours

15. Hours/week Spent with Family/Housemates: 5-10 hours

16. Hours/week Spent on Real-World Social Activities: 30-40 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

a. Sports:

b. Political Activities:

c. Religious Activities:

d. Brotherhood/Sisterhood Group Events:

e. Multi-Player Computer/Console Games: 1020 hours

f. Watching TV/Movies with Friends/Family: 6-10 hours

g. Hanging Out With Friends/Family: 30-40 hours

h. Going To Parties: 3-6 hours

i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

a. _Had no effect on the friendships_ with my real-world friends who play the game with me.

b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people

20. Size of Virtual-World Social Groups: 5-10 people

21. Time Spent On Real-World Social Activities CURRENTLY:

a. Sports:

b. Political Activities:

c. Religious Activities:

d. Brotherhood/Sisterhood Group Events:

e. Multi-Player Computer/Console Games: 1020 hours

f. Watching TV/Movies with Friends/Family: 6-10 hours

g. Hanging Out With Friends/Family: 30-40 hours

h. Going To Parties: 3-6 hours

i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses

23. Self-Rating Of Real-World Social Skills:

a. Making New Friends: 7

b. Keeping Old Friendships Going: 10

c. Making Your Friends Happy: 9

d. Dealing With New People: 7

e. Dealing With Groups of People: 6

24. Level of Agreement With Statements (1-10):

a. Playing MMORPGs gives me entertainment: 10

b. Playing MMORPGs gives me more friends: 5

c. Playing MMORPGs gives me better friends: 5

d. Playing MMORPGs gives me a way to waste time: 5

e. Playing MMORPGs gives me a way to prove myself to my friends: 5

f. Playing MMORPGs gives me a way to be powerful: 5

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

I usually choose the real over the virtual because the virtual is always waiting when I'm done doing whatever I'm doing.

27. Description of Last Friday Night:

Worked for about 7 hours, went Ice Skating for 2~3 hours, went to a friend's house for the rest of the night.

Virtual World Stats:

Answers From Character Name: Veros
Character Level: 21-30
Gender: male
Race: Knight
Money In Bank: Its not in the bank.
Estimated Value of Equipment: Don't know exactly.
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'0" - 5'3"
Weight: 101-120
Location: Virginia US
Ethnicity: White
Income:
Education: In High School
Profession: None
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 4
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group?
 - Size of That Group: 5-7
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 20%
 - Building: 50%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 20-30 hours

16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 20+ people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 6
- b. Keeping Old Friendships Going: 6
- c. Making Your Friends Happy: 7
- d. Dealing With New People: 8
- e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 7
- b. Playing MMORPGs gives me more friends: 7
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 1
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 3

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

They don't really overlap much. And it really depends on the situation if they do.

27. Description of Last Friday Night:

I did my homework, got online, played Lineage, chatted with some friends, and played some console games.

Virtual World Stats:

Answers From Character Name: Wudan
Character Level: 11-20
Gender: female
Race: Elf (Constitution)
Money In Bank: 7k <-very poor right now :(
Estimated Value of Equipment: 50k
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'10" - 6'0"
Weight: 151-180
Location: US
Ethnicity: white
Income: under 5k
Education: In High School
Profession: Student
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 0-1 months
3. Average Number of Hours Spent In-Game Per Week: 2-5 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 0-1 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 2
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 6
 - Amount of Lineage played: 4
7. Reasons For Quitting Other Games:
 - i. (other) I haven't really stopped playing them
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 10
 - d. Dealing With New People: 10
 - e. Dealing With Groups Of People: 10
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 30%
 - Building: 60%
 - (other) selling/buying things: 10%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 3-6 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 3-6 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 9
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 10
- d. Dealing With New People: 10
- e. Dealing With Groups of People: 10

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 9
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 6
- d. Playing MMORPGs gives me a way to waste time: 3
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 8

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Well, it's important to remember that it is just a game, but still, things can happen that make you made in-game (ex. dying). To me, the real world is always more important, but I like online games as a way to socialize with others from around the world, and as the question before said, a way to feel powerful.

27. Description of Last Friday Night:

First I went bowling with friends (we got yelled at by the guy who gives out shoes because we were goofing around), then went to the mall, saw a movie, and hung out. after that, we all went to my house and saw another movie.

Virtual World Stats:

Answers From Character Name: Yagger
Character Level: 21-30
Gender: male
Race: Elven
Money In Bank: 25,000
Estimated Value of Equipment: 60,000
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 5'3" - 5'6"
Weight: 121-150
Location: Ohio
Ethnicity: Caucasian
Income: 10k-25k
Education: Graduated HS
Profession: Military
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 2
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 70%
 - Building: 30%
14. Hours/week Spent on Work/School: 0-2 hours
15. Hours/week Spent with Family/Housemates: over 50 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 1-3 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 6-10 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 3-6 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties: 0-1 hours
- i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people

20. Size of Virtual-World Social Groups: 3-4 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 0-1 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 3-6 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 3-6 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties: 0-1 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 7
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 7
- e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 1
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 8
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 3

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

NO

27. Description of Last Friday Night:

I Played a game called counterstrike for a couple of hours and watched a movie with my wife

Virtual World Stats:

Answers From Character Name: Yemil
Character Level: 21-30
Gender: male
Race: albion
Money In Bank: 50gp
Estimated Value of Equipment: 50gp
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 31-40
Gender: male
Height: 5'3" - 5'6"
Weight: 121-150
Location: CA, US
Ethnicity: hispanic
Income: 50k-100k
Education: Some College
Profession: Desktop Support / IT
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 6
 - Amount of EQ played: 2
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 5-7
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 3-6 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 20%
 - Building: 80%

14. Hours/week Spent on Work/School:

15. Hours/week Spent with Family/Housemates:

16. Hours/week Spent on Real-World Social Activities:

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 0-1 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 3-6 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties: 1-3 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships with my real-world friends who play the game with me.
- b. Had no effect on the friendships with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 11-20 people

20. Size of Virtual-World Social Groups: 5-10 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 0-1 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 3-6 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties: 1-3 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 6
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 7
- d. Dealing With New People: 6
- e. Dealing With Groups of People: 6

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 4
- c. Playing MMORPGs gives me better friends: 4
- d. Playing MMORPGs gives me a way to waste time: 10
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

I don't think that I have to make a choice between the real world or the virtual world. If I have free time, I will play. I don't MAKE time or rearrange events to play. I think that is a good waste of time and a nice distraction. I would end up watching TV or doing something else non productive if I wasn't "online"

27. Description of Last Friday Night:

I went out to dinner and drinks with friends and co-workers right after work. 6pm-12am. I went home and went to bed.

Virtual World Stats:

Answers From Character Name: Yuel
Character Level: 11-20
Gender: male
Race: Elf
Money In Bank: 2000
Estimated Value of Equipment: 400000
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 6'1"+
Weight: 181-200
Location: Guadalajara Mexico
Ethnicity: Latin
Income: 50k-100k
Education: In High School
Profession: Student
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 4
7. Reasons For Quitting Other Games:
 - i. (other) i never played
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 0-1 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in better in the Virtual World
13. In-Game Time Split:
 - Socializing:
 - Building:
14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 20-30 hours

16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 20-30 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 20+ people (parties)
20. Size of Virtual-World Social Groups: 11-20 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 20-30 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 9
 - d. Dealing With New People: 9
 - e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 10
 - c. Playing MMORPGs gives me better friends: 8
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 8
 - f. Playing MMORPGs gives me a way to be powerful: 10

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

I would choose the real world cause instead i preffer been in the virtual world, the real one has millions of things we can do, and a lot of places to hang out.

27. Description of Last Friday Night:

I went with my friends and talk, but they talk about lineage all the day, so i get bored and went to look for chicks and go to the movies. ater that night i just sit with other friends and we talk and look for nice girls.

Virtual World Stats:

Answers From Character Name: Zeramar
Character Level: 21-30
Gender: male
Race: Wizard
Money In Bank: 45k
Estimated Value of Equipment: 300k
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 5'10" - 6'0"
Weight: 151-180
Location: Sweden
Ethnicity: none
Income: under 5k
Education: In High School
Profession: Student
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 3
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 7
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 20-30 hours
 - d. Recruiting For Groups: 3-6 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 40%
 - Building: 60%

14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 10-20 hours
 - i. Hosting Parties: 1-3 hours

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 20+ people (parties)
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 6
 - c. Making Your Friends Happy: 8
 - d. Dealing With New People: 9
 - e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 9
 - b. Playing MMORPGs gives me more friends: 8
 - c. Playing MMORPGs gives me better friends: 5
 - d. Playing MMORPGs gives me a way to waste time: 9
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 7
 - f. Playing MMORPGs gives me a way to be powerful: 8

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

i think the real world is more important, but sometimes when the game is very fun, it can be hard to do home works.

27. Description of Last Friday Night:

played Lineage, watched a divx movie.

Virtual World Stats:

Answers From Character Name: ZVulcanZ
Character Level: 21-30
Gender: male
Race: Elf
Money In Bank: 5000
Estimated Value of Equipment: 80000
Number of Other Characters: 4-6
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'7" - 5'9"
Weight: 121-150
Location: USA
Ethnicity: White
Income: under 5k
Education: Less than High School
Profession:
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 1
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 6
 - Amount of The 4th Prophecy played: 4
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - i. (other) Game stopped working
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
 - f. You didn't want to spend money on a new game.
 - h. (other) was used to that game

9. Do You Have a Regular Group? yes

Size of That Group: 4-5

10. Time Spent On Virtual-World Social Activities:
- a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 3-6 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
 - i. (other) talking about game with other people: 1-3 hours
11. Self-Rated In-Game Social Skills:
- a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:

- e. Dealing With Groups Of People:

12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
Socializing: 40%
Building: 50%
(other) buying/selling items: 10%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: over 50 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 6-10 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 3-6 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 2 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 3-6 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 6
- b. Keeping Old Friendships Going: 6
- c. Making Your Friends Happy: 4
- d. Dealing With New People: 6
- e. Dealing With Groups of People: 4

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 8
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 3
- e. Playing MMORPGs gives me a way to prove myself to my friends: 4
- f. Playing MMORPGs gives me a way to be powerful: 3

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

Yes, I do have to sometimes choose between the two. It depends on the activity but the virtual world usually takes priority. This is mainly because I feel I purpose in the virtual world and not so much in the real world.

27. Description of Last Friday Night:

Last Friday night I returned to my home from a field trip with my school and then went to my moms and went to bed.

Virtual World Stats:

Answers From Character Name: Alimhi
Character Level: 21-30
Gender: female
Race: Lurikeen
Money In Bank: Around 50
Estimated Value of Equipment: 20g
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'7" - 5'9"
Weight: 121-150
Location: Quebec, Canada
Ethnicity: White
Income: under 5k
Education: In High School
Profession: Undecided
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - d. The people in the game were annoying.
 - i. (other) Cheating became more and more diversified(Diablo 2)
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 7-9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 3-6 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 3-6 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 0-1 hours
 - i. (other) Roleplaying = Chatting with guild members, basically: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 50%

Building: 40%

14. Hours/week Spent on Work/School: 20-30 hours
15. Hours/week Spent with Family/Housemates: 0-2 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Strengthened the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 10
 - c. Making Your Friends Happy: 10
 - d. Dealing With New People: 10
 - e. Dealing With Groups of People: 9
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 10
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 1
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_
26. Discussion of Choosing One World Over The Other:

I used to, but now I can achieve a balance by setting precise times for real life and virtual life, so that the two don't conflict. If something unexpected happen, I usually prioritize real life, unless it's really trivial.

27. Description of Last Friday Night:

I babysat my 1 year old cousin, then went to see Panic Room with my sister.

Virtual World Stats:

Answers From Character Name: Ancor
Character Level: 31-40
Gender: male
Race: Troll
Money In Bank: 60gold
Estimated Value of Equipment: no idea not a lot
Number of Other Characters: 7-10
Number of Other Accounts: 1

Real World Stats:

Age: 31-40
Gender: male
Height: 5'10" - 6'0"
Weight: 181-200
Location: Victoria
Ethnicity: European
Income: 100k+
Education: Bachelors
Profession: Product Development
Marital Status: Engaged
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon late-night
6. How much of each MMORPG played (1-7):
Amount of AC played: 1
Amount of DAoC played: 7
Amount of EQ played: 7
Amount of UO played: 1
Amount of AO played: 2
Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
a. A new game came out that was more interesting.
b. There was nothing left to do in the game.
c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
a. Group Role-Playing: 0-1 hours
b. Hunting or Exploring in Groups: 10-20 hours
c. Chatting With Friends or Guild Members: 3-6 hours
d. Recruiting For Groups: 0-1 hours
e. Planned Group Raids: 1-3 hours
f. Player vs. Player Combat: 0-1 hours
g. Helping Newbies or Other Players: 0-1 hours
h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
a. Making New Friends: 5
b. Keeping Old Friendships Going:
c. Making Your Friends Happy:
d. Dealing With New People:
e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 40%

Building: 60%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 20-30 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
a. Sports:
b. Political Activities:
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games: 3-6 hours
f. Watching TV/Movies with Friends/Family: 6-10 hours
g. Hanging Out With Friends/Family: 6-10 hours
h. Going To Parties: 1-3 hours
i. Hosting Parties:
j. (other) eating out: 3-6 hours
18. Participation In the Virtual World has Affected My Life as Follows:
a. Strengthened the friendships_ with my real-world friends who play the game with me.
b. Weakened the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
a. Sports:
b. Political Activities:
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games: 6-10 hours
f. Watching TV/Movies with Friends/Family: 3-6 hours
g. Hanging Out With Friends/Family: 6-10 hours
h. Going To Parties: 1-3 hours
i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
a. Making New Friends: 4
b. Keeping Old Friendships Going: 8
c. Making Your Friends Happy: 6
d. Dealing With New People: 7
e. Dealing With Groups of People: 6
24. Level of Agreement With Statements (1-10):
a. Playing MMORPGs gives me entertainment: 9
b. Playing MMORPGs gives me more friends: 8
c. Playing MMORPGs gives me better friends: 2
d. Playing MMORPGs gives me a way to waste time: 8
e. Playing MMORPGs gives me a way to prove myself to my friends: 1
f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes
26. Discussion of Choosing One World Over The Other:

only where time conflicts occur. RL and game friends both wanting my time (I am a guild leader).

27. Description of Last Friday Night:

friends over for a bash

Virtual World Stats:

Answers From Character Name: Anlin
Character Level: 31-40
Gender: male
Race: Briton
Money In Bank: 250 gold
Estimated Value of Equipment: No idea, I don't trade
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: f
Height: 5'3" - 5'6"
Weight: 101-120
Location: United Kingdom
Ethnicity: White
Income: under 5k
Education: Some College
Profession: Student
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 5
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 5-7
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 2
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 60%
 - Building: 40%
14. Hours/week Spent on Work/School: 30-40 hours

15. Hours/week Spent with Family/Housemates: 3040 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 3040 hours
 - h. Going To Parties: 10-20 hours
 - i. Hosting Parties: 1-3 hours
 - j. (other) Going out to pubs and clubs: 3040 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Weakened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:
 - j. (other) Going to pubs and clubs: 3-6 hours

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 4
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 7
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 9

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 4
- b. Playing MMORPGs gives me more friends: 1
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 8
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

The two don't really conflict. I play online games with my partner, and he likes me to play them, so that works. I also can't afford to do much else with my time as I'm a student. The only time it conflicts is with college work, but that's more the pressure I get from my partner to play, rather than the pull of the game itself.

27. Description of Last Friday Night:

Played Dark Age of Camelot with some friends (real life friends) and guild mates, spoke to some friends on the phone to plan things for the rest of the weekend (not game related). Logged off and watched TV with my partner.

Virtual World Stats:

Answers From Character Name: Audric
Character Level: 31-40
Gender: male
Race: Highlander
Money In Bank: 200 GP
Estimated Value of Equipment: 500 GP
Number of Other Characters: 4-6
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 181-200
Location: RI
Ethnicity: White
Income: 25k-50k
Education: Some College
Profession: Computer Repair Tech
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 10-20 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 40%
 - Building: 60%
14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours

16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 10
 - c. Making Your Friends Happy: 10
 - d. Dealing With New People: 10
 - e. Dealing With Groups of People: 10
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 5
 - c. Playing MMORPGs gives me better friends: 4
 - d. Playing MMORPGs gives me a way to waste time: 7
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_
26. Discussion of Choosing One World Over The Other:

If there is a choice of real world or virtual, I choose real every time. No matter what happens in the virtual world, it is fantasy. The real world is my life, with real consequences for my actions. If I neglect that by choosing the virtual world, I neglect myself.

27. Description of Last Friday Night:

Last Friday I started a road trip with my wife from Austin, TX to my home in RI. Friday night, I was in a hotel with my wife. I don't think that you need any more details than that. :) On a side note, I was asked to participate in this survey on the Camelot Lore message board, not in-game.

Virtual World Stats:

Answers From Character Name: Avery
Character Level: 41-50
Gender: male
Race: Briton
Money In Bank: 2 plat
Estimated Value of Equipment: couple plat
Number of Other Characters: 4-6
Number of Other Accounts: 1

Real World Stats:

Age: 23-30
Gender: male
Height: 5'7" - 5'9"
Weight: 151-180
Location: Arizona
Ethnicity: White
Income: 25k-50k
Education: Bachelors
Profession: Instructor
Marital Status: Married
Number of Children: 1
Ages of Children: 0-2

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning afternoon late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 2
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 3
 - Amount of AO played: 2
 - Amount of Lineage played: 1
 - Amount of Lustymudd played: 2
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
 - i. (other) Collecting items for guild: 10-20 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World

13. In-Game Time Split:

Socializing: 20%
Building: 80%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 20-30 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships with my real-world friends who play the game with me.
- b. Had no effect on the friendships with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 6
- b. Keeping Old Friendships Going: 7
- c. Making Your Friends Happy: 7
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 3

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 7
- c. Playing MMORPGs gives me better friends: 6
- d. Playing MMORPGs gives me a way to waste time: 5
- e. Playing MMORPGs gives me a way to prove myself to my friends: 6
- f. Playing MMORPGs gives me a way to be powerful: 9

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

Not really because my wife and I are anti-social to begin with and add our first baby whose 8 months old into the picture and you get no reason for us to leave the house (or chance for that matter). So, mmporg's is a good way for us to do a little socializing with folks we would otherwise not have a chance to be chatting or playing games or doing activities with.

27. Description of Last Friday Night:

Did some work, ate dinner with family, watched some tv and played some online gaming.

Virtual World Stats:

Answers From Character Name: Bryonna
Character Level: 31-40
Gender: female
Race: Highlander
Money In Bank: 200 gold
Estimated Value of Equipment: No idea
Number of Other Characters: 1-3
Number of Other Accounts:

Real World Stats:

Age: 31-50
Gender: f
Height: 5'3" - 5'6"
Weight: 121-150
Location: Oregon
Ethnicity: White
Income: 25k-50k
Education: Bachelors
Profession: Business Owner
Marital Status: Divorced
Number of Children: 2
Ages of Children: 18+

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 7
 - Amount of DAoC played: 5
 - Amount of EQ played: 2
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
 - Amount of The Realm played: 5
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
 - d. You didn't want to spend time learning a new game.
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 10-20 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups: 1-3 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 3-6 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 50%

Building: 50%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going: 4
 - c. Making Your Friends Happy: 6
 - d. Dealing With New People: 6
 - e. Dealing With Groups of People: 6
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 9
 - c. Playing MMORPGs gives me better friends: 7
 - d. Playing MMORPGs gives me a way to waste time: 7
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 5
 - f. Playing MMORPGs gives me a way to be powerful: 5
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _
26. Discussion of Choosing One World Over The Other:

I don't find that I have to choose one or the other. If there should be a conflict I would chose the one that had the higher importance in that particular instance. I might for instance choose to fulfill an online obligation over real world entertainment. But if the conflict involved a real world obligation I would certainly fulfill that obligation.

27. Description of Last Friday Night:

Last Friday I had dinner with a friend which lasted for about 2 hours. I played DAoC for a couple of hours before I read a book for about an hour. I then played DAoC for another couple of hours before I went to bed.

Virtual World Stats:

Answers From Character Name: Cilliden
Character Level: 31-40
Gender: male
Race: Norseman
Money In Bank: 2 plat
Estimated Value of Equipment: 150 Gold
Number of Other Characters: 4-6
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 6'1"+
Weight: 300+
Location: United States
Ethnicity: Caucasian
Income: under 5k
Education: Less than High School
Profession: Run my own Dot-Com
Marital Status: Engaged
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 5-7 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 4
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
 - Amount of MUD played: 4
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
 - f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 7-9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 20-30 hours
 - c. Chatting With Friends or Guild Members: 20-30 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
Socializing: less than 10%

Building: 90%

14. Hours/week Spent on Work/School: 0-2 hours
15. Hours/week Spent with Family/Housemates: 2-5 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 6-10 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 20-30 hours
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family: 0-1 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. ___ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 2 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 8
 - d. Dealing With New People: 5
 - e. Dealing With Groups of People: 5
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 10
 - c. Playing MMORPGs gives me better friends: 10
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 10
 - f. Playing MMORPGs gives me a way to be powerful: 10
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_
26. Discussion of Choosing One World Over The Other:

It happens occasionally, and at first I would do whatever it took to get an extra hour to play, etc... Now I see that real life is more important (albeit more boring) and I have my priorities straight.

27. Description of Last Friday Night:

Watched movies with girlfriend and hung out until 11pm then played daoc till 3am.

Virtual World Stats:

Answers From Character Name: Darab
Character Level: 11-20
Gender: male
Race: Firbolg
Money In Bank: 6 gold and change
Estimated Value of Equipment: about 15 gold
Number of Other Characters: 4-6
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 6'1"+
Weight: 151-180
Location: Victoria, Australia
Ethnicity: Anglo
Income: 10k-25k
Education: Some College
Profession: Hospitality so far
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 5-7 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon
6. How much of each MMORPG played (1-7):
Amount of AC played: 1
Amount of DAoC played: 6
Amount of EQ played: 1
Amount of UO played: 5
Amount of AO played: 1
Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
c. You were just bored with the game.
g. You could not afford to spend the time in-game any more.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
a. Group Role-Playing:
b. Hunting or Exploring in Groups: 3-6 hours
c. Chatting With Friends or Guild Members: 0-1 hours
d. Recruiting For Groups:
e. Planned Group Raids:
f. Player vs. Player Combat:
g. Helping Newbies or Other Players: 0-1 hours
h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
a. Making New Friends: 8
b. Keeping Old Friendships Going:
c. Making Your Friends Happy:
d. Dealing With New People:
e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in better in the Real World
13. In-Game Time Split:
Socializing: 30%
Building: 60%
(other) exploring the map (cartography): 10%

14. Hours/week Spent on Work/School: 10-15 hours
15. Hours/week Spent with Family/Housemates: 15-20 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
a. Sports: 6-10 hours
b. Political Activities:
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games: 1-3 hours
f. Watching TV/Movies with Friends/Family: 3-6 hours
g. Hanging Out With Friends/Family: 6-10 hours
h. Going To Parties: 6-10 hours
i. Hosting Parties: 1-3 hours
18. Participation In the Virtual World has Affected My Life as Follows:
a. Strengthened the friendships with my real-world friends who play the game with me.
b. Had no effect on the friendships with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 11-20 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
a. Sports: 1-3 hours
b. Political Activities:
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games: 1-3 hours
f. Watching TV/Movies with Friends/Family: 6-10 hours
g. Hanging Out With Friends/Family: 6-10 hours
h. Going To Parties: 3-6 hours
i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
a. Making New Friends: 9
b. Keeping Old Friendships Going: 8
c. Making Your Friends Happy: 9
d. Dealing With New People: 8
e. Dealing With Groups of People: 8
24. Level of Agreement With Statements (1-10):
a. Playing MMORPGs gives me entertainment: 8
b. Playing MMORPGs gives me more friends: 6
c. Playing MMORPGs gives me better friends: 5
d. Playing MMORPGs gives me a way to waste time: 6
e. Playing MMORPGs gives me a way to prove myself to my friends: 1
f. Playing MMORPGs gives me a way to be powerful: 2
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes
26. Discussion of Choosing One World Over The Other:

No real challenge. I mainly play DAoC (my choice of mmorpg) just to kill a few hours before/after uni, but i sometimes find myself 'craving' to get online and build my character up and explore the characters new abilities and the realm. Overall, I see the amount of time I spend on DAoC (about 10 hours a week) as a waste of time, but it is entertaining.

27. Description of Last Friday Night:

Worked as Assistant Manager at a restaurant until 1830. Went to a football match (Australian Rules Football). Finished late there and then had coffee with 6 of my friends who came along to the game. Got home with my girlfriend and chatted with my housemate. Girlfriend and I 'retired' to the bedroom. Story ends when she goes home 2 hours later.

Virtual World Stats:

Answers From Character Name: Dis
Character Level: 31-40
Gender: male
Race: Kobold
Money In Bank: None
Estimated Value of Equipment: Not much
Number of Other Characters: 11+
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 121-150
Location: Sweden
Ethnicity: Swedish
Income: 25k-50k
Education: Bachelors
Profession: Manager
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups:
 - c. Chatting With Friends or Guild Members:
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 3
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in better in the Real World
13. In-Game Time Split:
Socializing: 20%
Building: 80%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: over 50 hours

16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:
 - j. (other) Girlfriend (family) plays too :):

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family:
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 4
 - b. Keeping Old Friendships Going: 3
 - c. Making Your Friends Happy: 7
 - d. Dealing With New People: 9
 - e. Dealing With Groups of People: 9

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 9
 - b. Playing MMORPGs gives me more friends: 3
 - c. Playing MMORPGs gives me better friends: 3
 - d. Playing MMORPGs gives me a way to waste time: 3
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 2
 - f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Real world comes first. Basivaly because I've made that pledge to myself. Have a moto that goes "Reality first" in cases like this. Try to always choose "real" activities over "virtual" ones, although i admit i don't seek to participate in "real" world activities as much no more. Hence if Real world activities comes my way I prioritize those but i don't arrange them or seek them out myself as much.

27. Description of Last Friday Night:

Came back from Ski Vacation around 10 PM. Played a few hours later that night.

Virtual World Stats:

Answers From Character Name: Fkir
Character Level: 31-40
Gender: male
Race: Avalonian
Money In Bank: 300+ Gold
Estimated Value of Equipment: No Idea
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 6'1"+
Weight: 181-200
Location: Texas
Ethnicity: Caucasian
Income: 50k-100k
Education: Graduated HS
Profession: ABAstractor
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 7-10 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening
6. How much of each MMORPG played (1-7):
Amount of AC played: 1
Amount of DAoC played: 7
Amount of EQ played: 7
Amount of UO played: 4
Amount of AO played: 1
Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
a. A new game came out that was more interesting.
b. There was nothing left to do in the game.
c. You were just bored with the game.
d. The people in the game were annoying.
f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 7-9
10. Time Spent On Virtual-World Social Activities:
a. Group Role-Playing: 0-1 hours
b. Hunting or Exploring in Groups: 10-20 hours
c. Chatting With Friends or Guild Members: 1-3 hours
d. Recruiting For Groups: 0-1 hours
e. Planned Group Raids: 1-3 hours
f. Player vs. Player Combat: 1-3 hours
g. Helping Newbies or Other Players: 0-1 hours
h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
a. Making New Friends: 7
b. Keeping Old Friendships Going:
c. Making Your Friends Happy:
d. Dealing With New People:
e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:

Socializing: 10%
Building: 90%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
a. Sports:
b. Political Activities:
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games: 3-6 hours
f. Watching TV/Movies with Friends/Family: 0-1 hours
g. Hanging Out With Friends/Family: 10-20 hours
h. Going To Parties: 1-3 hours
i. Hosting Parties: 1-3 hours
18. Participation In the Virtual World has Affected My Life as Follows:
a. _Strengthened the friendships_ with my real-world friends who play the game with me.
b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
a. Sports:
b. Political Activities:
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games: 0-1 hours
f. Watching TV/Movies with Friends/Family: 1-3 hours
g. Hanging Out With Friends/Family: 1-3 hours
h. Going To Parties: 0-1 hours
i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
a. Making New Friends: 2
b. Keeping Old Friendships Going: 9
c. Making Your Friends Happy: 9
d. Dealing With New People: 3
e. Dealing With Groups of People: 3
24. Level of Agreement With Statements (1-10):
a. Playing MMORPGs gives me entertainment: 10
b. Playing MMORPGs gives me more friends: 5
c. Playing MMORPGs gives me better friends: 5
d. Playing MMORPGs gives me a way to waste time: 10
e. Playing MMORPGs gives me a way to prove myself to my friends: 1
f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

No, No conflict

27. Description of Last Friday Night:

I played DAOC, my r/l g/f was out of town for weekend on business.

Virtual World Stats:

Answers From Character Name: Ghidorah
Character Level: 21-30
Gender: male
Race: Highlander
Money In Bank: 50g
Estimated Value of Equipment: 40g
Number of Other Characters: 4-6
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 6'1"+
Weight: 241-300
Location: Oregon
Ethnicity: caucasian
Income: under 5k
Education: Less than High School
Profession: educated bum
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 3
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 5-7
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 1-3 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 3-6 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 10-20 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in better in the Virtual World
13. In-Game Time Split:
Socializing: 40%

Building: 60%

14. Hours/week Spent on Work/School: 0-2 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 10-20 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. Strengthened the friendships with my real-world friends who play the game with me.
 - b. Had no effect on the friendships with my real-world friends who do ***not*** play the game with me.
19. Size of Real-World Social Groups: 11-20 people
20. Size of Virtual-World Social Groups: 11-20 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 4
 - b. Keeping Old Friendships Going: 9
 - c. Making Your Friends Happy: 8
 - d. Dealing With New People: 4
 - e. Dealing With Groups of People: 2
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 7
 - c. Playing MMORPGs gives me better friends: 6
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 5
 - f. Playing MMORPGs gives me a way to be powerful: 8
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes
26. Discussion of Choosing One World Over The Other:

More often that not I choose the virtual world over the real world. I find I can be myself more in the VW than RW.

27. Description of Last Friday Night:

Got my armsman from lvl 16 to 19.8 on DAoC

Virtual World Stats:

Answers From Character Name: Hille
Character Level: 31-40
Gender: male
Race: Norseman
Money In Bank: 150+ gold
Estimated Value of Equipment: 100+ gold
Number of Other Characters: 11+
Number of Other Accounts: 0

Real World Stats:

Age: 31-50
Gender: male
Height: 6'1"+
Weight: 201-240
Location: South Carolina
Ethnicity: White
Income: 100k+
Education: Bachelors
Profession: Computer Consultant
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 4
 - Amount of DAoC played: 6
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
 - Amount of Gemstone 3 played: 7
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - d. The people in the game were annoying.
 - i. (other) Lack of role playing atmosphere
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 10-20 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 30%
 - Building: 60%
 - (other) Exploring and learning new mechanics of various classes: 10%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 20-30 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 6-10 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties: 1-3 hours

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. Strengthened the friendships with my real-world friends who play the game with me.
 - b. Had no effect on the friendships with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going: 7
 - c. Making Your Friends Happy: 7
 - d. Dealing With New People: 8
 - e. Dealing With Groups of People: 7
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 2
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes
26. Discussion of Choosing One World Over The Other:

Real world always takes priority. I run a business and have a family, the game is just that, a game. It's something I do to relax and it's an enjoyable hobby, but I define myself by my family and my work. I don't introduce myself as 'Bill, an uber hunter in DAoC', in fact, when I'm not actually playing the game I don't give it a lot of thought.

27. Description of Last Friday Night:

Took my wife out to dinner (Mexican food), then we went home and prepared for a yard sale we were doing on Saturday. After we finished the 'last minute' details of that we put in a DVD movie (America's Sweethearts) and watched that. After the movie I read my new Harry Turtledove book ('Blood and Steel') for about an hour while she chatted on the phone with her sister and then we went to the bedroom for some 'quality time' (I got a backrub out of the deal, not bad!). Friday nights are our 'together' time that we set aside as we both work and that leaves little time together unless you actively plan for it.

Virtual World Stats:

Answers From Character Name: You did not contact me.
Character Level: 21-30
Gender: male
Race:
Money In Bank:
Estimated Value of Equipment:
Number of Other Characters:
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 6'1"+
Weight: 181-200
Location: Canada
Ethnicity: Caucasian
Income: 50k-100k
Education: Some College
Profession: Welder
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-5 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
 - g. You could not afford to spend the time in-game any more.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 1-3 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 6
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 20%
 - Building: 80%

14. Hours/week Spent on Work/School: 0-2 hours
15. Hours/week Spent with Family/Housemates: 2-5 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 10-20 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 6-10 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Weakened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 34 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 7
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 8

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 9
- b. Playing MMORPGs gives me more friends: 1
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 7
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 6

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

27. Description of Last Friday Night:

Played DAoC.

Virtual World Stats:

Answers From Character Name: Kaserji Kahn
Character Level: 11-20
Gender: male
Race: Lurikeen
Money In Bank: 9 gold
Estimated Value of Equipment: 20 gold
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'7" - 5'9"
Weight: 151-180
Location: CA
Ethnicity: White
Income:
Education: In High School
Profession: none
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 0-1 months
3. Average Number of Hours Spent In-Game Per Week: 2-5 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 0-1 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 4
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - i. (other) I still play both
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 0-1 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 3-6 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 3-6 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 60%
 - Building: 40%

14. Hours/week Spent on Work/School: 5-10 hours

15. Hours/week Spent with Family/Housemates: 2-5 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities: 3-6 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties: 1-3 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Strengthened the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities: 3-6 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 1-3 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 10
- b. Keeping Old Friendships Going: 10
- c. Making Your Friends Happy: 10
- d. Dealing With New People: 8
- e. Dealing With Groups of People: 9

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 10
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 2
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

The worlds are the same. I play because I can socialize with gamers, and people who I can share the MMORPG experience. I play with people because they have the kind of creative mind required to role play a character.

27. Description of Last Friday Night:

I went to forms class for Taekwondo, after which I went to my friend's house where we had a sleep-over of of about 5 people. We played console games and watched movies.

Virtual World Stats:

Answers From Character Name: Kiefer Songblade
Character Level: 1-10
Gender: male
Race: Briton
Money In Bank: 22 gold
Estimated Value of Equipment: 70 gold
Number of Other Characters: 7-10
Number of Other Accounts: 1

Real World Stats:

Age: 18-22
Gender: male
Height: 5'10" - 6'0"
Weight: 201-240
Location: Arizona
Ethnicity: White
Income: 10k-25k
Education: Some College
Profession: Food Runner
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 6-12 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 5-7 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning
afternoon evening late-night
6. How much of each MMORPG played (1-7):
Amount of AC played: 2
Amount of DAoC played: 7
Amount of EQ played: 1
Amount of UO played: 1
Amount of AO played: 1
Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
a. A new game came out that was more interesting.
c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
a. Group Role-Playing: 10-20 hours
b. Hunting or Exploring in Groups: 6-10 hours
c. Chatting With Friends or Guild Members: 10-20 hours
d. Recruiting For Groups: 1-3 hours
e. Planned Group Raids: 0-1 hours
f. Player vs. Player Combat: 0-1 hours
g. Helping Newbies or Other Players: 3-6 hours
h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
a. Making New Friends: 8
b. Keeping Old Friendships Going:
c. Making Your Friends Happy:
d. Dealing With New People:
e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 20%
Building: 80%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
a. Sports: 1-3 hours
b. Political Activities:
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games: 3-6 hours
f. Watching TV/Movies with Friends/Family: 3-6 hours
g. Hanging Out With Friends/Family: 1-3 hours
h. Going To Parties:
i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:
a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 20+ people
21. Time Spent On Real-World Social Activities CURRENTLY:
a. Sports: 1-3 hours
b. Political Activities:
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games: 1-3 hours
f. Watching TV/Movies with Friends/Family: 3-6 hours
g. Hanging Out With Friends/Family: 1-3 hours
h. Going To Parties:
i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses
23. Self-Rating Of Real-World Social Skills:
a. Making New Friends: 6
b. Keeping Old Friendships Going: 8
c. Making Your Friends Happy: 8
d. Dealing With New People: 7
e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):
a. Playing MMORPGs gives me entertainment: 10
b. Playing MMORPGs gives me more friends: 6
c. Playing MMORPGs gives me better friends: 5
d. Playing MMORPGs gives me a way to waste time: 8
e. Playing MMORPGs gives me a way to prove myself to my friends: 1
f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

No, I never have had to choose between the real world or virtual world. I only play this game a few hours every day except for the weekends so I don't have a problem with it interfering with my life.

27. Description of Last Friday Night:

Last friday nite I was working and before that I was asleep.

Virtual World Stats:

Answers From Character Name: Korgor Ironbrow
Character Level: 31-40
Gender: male
Race: Dwarf
Money In Bank: 140 gold
Estimated Value of Equipment: havent a clue
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 5'3" - 5'6"
Weight: 101-120
Location: australia
Ethnicity: spanish
Income: 10k-25k
Education: Bachelors
Profession: inventory adminstrator
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: over 15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 2
 - Amount of EQ played: 2
 - Amount of UO played: 1
 - Amount of AO played: 2
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - i. (other) only played for under an hour, too boring
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 20-30 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 4
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
 - Socializing: 60%
 - Building: 80%
 - (other) random exploring etc: 20%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 30-40 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours
 - j. (other) kung fu training: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Weakened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 0
- b. Keeping Old Friendships Going: 10
- c. Making Your Friends Happy: 7
- d. Dealing With New People: 8
- e. Dealing With Groups of People: 9

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 6
- c. Playing MMORPGs gives me better friends: 3
- d. Playing MMORPGs gives me a way to waste time: 10
- e. Playing MMORPGs gives me a way to prove myself to my friends: 7
- f. Playing MMORPGs gives me a way to be powerful: 7

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

As a general rule i try to get out of doing things, but that has nothing to do with MMORPG's as ive always done thins. still ill go kicking and screaming to every event my family or close freinds drag me off to regardless.

27. Description of Last Friday Night:

Went to Khaunas's place after work, played with him and other online friends for a few hours. Blotmadchen showed up at 10pm so we logged on our alts to ally with him. Raam did not show up that day so we just played our 3 low level characters all night until around 4am, which is an unusually short time for us.

i went home coz my parent were interstate that day and i didnt want to leave the house abandoned for too long.

Virtual World Stats:

Answers From Character Name: Korgor Ironbrow
Character Level: 31-40
Gender: male
Race: Dwarf
Money In Bank: 140 gold
Estimated Value of Equipment: havent a clue
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 5'3" - 5'6"
Weight: 101-120
Location: australia
Ethnicity: spanish
Income: 10k-25k
Education: Bachelors
Profession: inventory adminstrator
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: over 15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 6
 - Amount of EQ played: 2
 - Amount of UO played: 1
 - Amount of AO played: 2
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - i. (other) only played for under an hour, too boring
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 20-30 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 4
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Virtual World
13. In-Game Time Split:
 - Socializing: 60%
 - Building: 80%
 - (other) random exploring etc: 20%

14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 2-5 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 30-40 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties: 0-1 hours
 - j. (other) kung fu training: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Weakened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 0
- b. Keeping Old Friendships Going: 10
- c. Making Your Friends Happy: 7
- d. Dealing With New People: 8
- e. Dealing With Groups of People: 9

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 6
- c. Playing MMORPGs gives me better friends: 3
- d. Playing MMORPGs gives me a way to waste time: 10
- e. Playing MMORPGs gives me a way to prove myself to my friends: 7
- f. Playing MMORPGs gives me a way to be powerful: 7

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

As a general rule i try to get out of doing things, but that has nothing to do with MMORPG's as ive always done thins. still ill go kicking and screaming to every event my family or close freinds drag me off to regardless.

27. Description of Last Friday Night:

Went to Khaunas's place after work, played with him and other online friends for a few hours. Blotmadchen showed up at 10pm so we logged on our alts to ally with him. Raarm did not show up that day so we just played our 3 low level characters all night until around 4am, which is an unusually short time for us.

i went home coz my parent were interstate that day and i didnt want to leave the house abandoned for too long.

Virtual World Stats:

Answers From Character Name: Palinore
Character Level: 21-30
Gender: male
Race: Highlander
Money In Bank: 500gold
Estimated Value of Equipment: 100gold
Number of Other Characters: 0
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'10" - 6'0"
Weight: 151-180
Location: Nebraska
Ethnicity:
Income:
Education: In High School
Profession: football player
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG:
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 7-10 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: over 15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning
afternoon evening late-night
6. How much of each MMORPG played (1-7):
Amount of AC played: 7
Amount of DAoC played: 7
Amount of EQ played: 2
Amount of UO played: 6
Amount of AO played: 5
Amount of Lineage played: 1
Amount of Diablo II played: 2
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - b. There was nothing left to do in the game.
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 40 + hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 10-20 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds

13. In-Game Time Split:

Socializing: less than 10%
Building: more than 90%

14. Hours/week Spent on Work/School: 5-10 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 10-20 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 20-30 hours
 - i. Hosting Parties: 10-20 hours
 - j. (other) Sleeping with Women: 10-20 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 20+ people (parties)

20. Size of Virtual-World Social Groups: 11-20 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 10-20 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 3-6 hours
- g. Hanging Out With Friends/Family: 10-20 hours
- h. Going To Parties: 20-30 hours
- i. Hosting Parties:
- j. (other) Sleeping with Women: 10-20 hours

22. Places You Play MMORPGs From: Home Friend's Houses (other) family houses

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 10
- b. Keeping Old Friendships Going: 10
- c. Making Your Friends Happy: 10
- d. Dealing With New People: 10
- e. Dealing With Groups of People: 10

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 1
- c. Playing MMORPGs gives me better friends: 2
- d. Playing MMORPGs gives me a way to waste time: 6
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

No, because I play MMORPG's when I feel like playing, I don't care what other people think of me. If I am bored I most likely play my MMORPG games..

27. Description of Last Friday Night:

I went to a party, had a couple drinks got naked and had sex.

Virtual World Stats:

Answers From Character Name: Pecos Lords of Destruction
Character Level: 11-20
Gender: male
Race: Elvin
Money In Bank: 95+ gold
Estimated Value of Equipment: 60+ gold
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'7" - 5'9"
Weight: 121-150
Location: Arizona
Ethnicity: Arabic
Income: under 5k
Education: In High School
Profession: Soon to be in law
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: over 15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 7
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - b. There was nothing left to do in the game.
 - d. The people in the game were annoying.
 - f. Your real-world friends changed games, or quit that game.
 - i. (other) To play Dark Age of Camelot.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 9
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 30%
 - Building: 70%

14. Hours/week Spent on Work/School: over 50 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 1-3 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 6-10 hours
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 20+ people (parties)
20. Size of Virtual-World Social Groups: 20+ people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 1-3 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 6-10 hours
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 10
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 7
- e. Dealing With Groups of People: 9

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 3
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 7
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 6

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? __

26. Discussion of Choosing One World Over The Other:

I like to divide my time as equally as possible between my girlfriend and playing Dark Age of Camelot. But when it comes to choosing between the two, i always chose the real world. Without the real world their can be no virtual world. I think that if you can not keep the real world in balance then you will become obsessive and diluted between the two worlds. You start to loose your grasp on life. Work, family, and friends all take a far second to your online game. That is why i tend to always choose the real world.

27. Description of Last Friday Night:

Last Friday night i took my girlfriend to my brothers house (where i play from most of the time) and we cooked some dinner together. After we ate i played for a little while then i noticed her starting to get bored. I ended up stopping play to give her a back rub then we went to her house and watched movies till about 1 or 2 in the morning. Then she went to bed and i went back to my brothers house and played Dark Age of Camelot with them untill the next day when i went to work.

Virtual World Stats:

Answers From Character Name: Pnut (quit game)

Character Level: 11-20

Gender: male

Race: Kobold

Money In Bank: 30-40g

Estimated Value of Equipment: 10g

Number of Other Characters: 1-3

Number of Other Accounts: 0

Real World Stats:

Age: 18-22

Gender: male

Height: 5'10" - 6'0"

Weight: 201-240

Location: Florida, USA

Ethnicity: caucasian

Income: under 5k

Education: Some College

Profession: Engineering

Marital Status: Dating

Number of Children:

Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-2 years
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 5-10 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 0-1 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning afternoon evening
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 7
 - Amount of DAoC played: 5
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 2
 - Amount of Lineage played: 1
 - Amount of World War II Online played: 6
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids:
 - f. Player vs. Player Combat: 10-20 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 30%
 - Building: 70%

14. Hours/week Spent on Work/School: 30-40 hours

15. Hours/week Spent with Family/Housemates: 5-10 hours

16. Hours/week Spent on Real-World Social Activities: 5-10 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

a. Sports: 3-6 hours

b. Political Activities:

c. Religious Activities:

d. Brotherhood/Sisterhood Group Events:

e. Multi-Player Computer/Console Games: 6-10 hours

f. Watching TV/Movies with Friends/Family: 10-20 hours

g. Hanging Out With Friends/Family: 20-30 hours

h. Going To Parties: 1-3 hours

i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

a. ___ with my real-world friends who play the game with me.

b. ___Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people

20. Size of Virtual-World Social Groups: 3-4 people

21. Time Spent On Real-World Social Activities CURRENTLY:

a. Sports: 1-3 hours

b. Political Activities:

c. Religious Activities:

d. Brotherhood/Sisterhood Group Events:

e. Multi-Player Computer/Console Games: 6-10 hours

f. Watching TV/Movies with Friends/Family: 10-20 hours

g. Hanging Out With Friends/Family: 10-20 hours

h. Going To Parties: 1-3 hours

i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

a. Making New Friends: 9

b. Keeping Old Friendships Going: 10

c. Making Your Friends Happy: 10

d. Dealing With New People: 9

e. Dealing With Groups of People: 7

24. Level of Agreement With Statements (1-10):

a. Playing MMORPGs gives me entertainment: 10

b. Playing MMORPGs gives me more friends: 8

c. Playing MMORPGs gives me better friends: 1

d. Playing MMORPGs gives me a way to waste time: 2

e. Playing MMORPGs gives me a way to prove myself to my friends: 1

f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

Rarely conflict. If they do, real world takes priority.

27. Description of Last Friday Night:

Drove home (parents' house) from college, ate dinner with my family, watched tv, and slept.

Virtual World Stats:

Answers From Character Name: Rowain
Character Level: 31-40
Gender: female
Race: Elf
Money In Bank: 24 gold
Estimated Value of Equipment: erm... 200 gold, maybe?
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 201-240
Location: OH/USA
Ethnicity: White
Income: 10k-25k
Education: Some College
Profession: ISP Tech Support
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 2
 - Amount of UO played: 7
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
9. Do You Have a Regular Group? yes
 - Size of That Group: 2-3
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 20-30 hours
 - d. Recruiting For Groups: 3-6 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 6-10 hours
 - g. Helping Newbies or Other Players: 6-10 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 60%
 - Building: 40%
14. Hours/week Spent on Work/School: 30-40 hours

15. Hours/week Spent with Family/Housemates: 40-50 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 0-1 hours
 - b. Political Activities: 10-20 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties: 1-3 hours
 - i. Hosting Parties: 0-1 hours

18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 6
 - d. Dealing With New People: 6
 - e. Dealing With Groups of People: 3

24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 4
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 8
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 4

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

Actually, I haven't really been in a situation where I have had to choose real over virtual, etc. However, I think if I had to make such a choice, i would definitely choose the real world. After all, that is where I am when the electrons stop flowing through that data line.

27. Description of Last Friday Night:

Last Friday night, I got together with a group of friends (there were a total of 8 of us) and did some old-fashioned pen and paper role-playing. We do this almost ever week.

Virtual World Stats:

Answers From Character Name: Seris
Character Level: 11-20
Gender: female
Race: Saracen
Money In Bank: 17g
Estimated Value of Equipment: 40g
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: f
Height: 5'0" - 5'3"
Weight: 101-120
Location: California
Ethnicity: White
Income: 50k-100k
Education: Bachelors
Profession: Graduate Student
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 5-10 years
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 0-1 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 2
 - Amount of EQ played: 2
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
 - Amount of Gemstone III played: 7
7. Reasons For Quitting Other Games:
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 3-6 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat:
 - g. Helping Newbies or Other Players:
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 80%
 - Building: 20%

14. Hours/week Spent on Work/School: 20-30 hours
15. Hours/week Spent with Family/Housemates: 30-40 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports:
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games:
- f. Watching TV/Movies with Friends/Family: 1-3 hours
- g. Hanging Out With Friends/Family: 1-3 hours
- h. Going To Parties:
- i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 11-20 people
21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports:
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games:
- f. Watching TV/Movies with Friends/Family: 1-3 hours
- g. Hanging Out With Friends/Family: 1-3 hours
- h. Going To Parties:
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 4
- b. Keeping Old Friendships Going: 8
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 7
- e. Dealing With Groups of People: 4

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 10
- c. Playing MMORPGs gives me better friends: 8
- d. Playing MMORPGs gives me a way to waste time: 1
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

The only time it ever seems to get in the way is when there's a merchant event in my favorite RPG, Gemstone III, and it takes all weekend. I don't stay on all the time, of course, but probably more than my husband would like;) So I usually just make up for it next weekend and buy dinner/show tickets or some such.

27. Description of Last Friday Night:

Last Friday night my husband and I went to a Chinese restaurant down the street for dinner, then came home and watched Six Feet Under. Afterwards, he played Dark Ages of Camelot for about three hours, and I played Gemstone III for about the same. We both ended up going to bed at about one in the morning, which is our usual time for weekends.

Virtual World Stats:

Answers From Character Name: Sharlandra
Character Level: 41-50
Gender: female
Race: Dwarf
Money In Bank: 1.2 plat
Estimated Value of Equipment: 3 plat
Number of Other Characters: 11+
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 6'1"+
Weight: 181-200
Location: montana
Ethnicity: white
Income: 25k-50k
Education: Some College
Profession: cad operator
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: over 30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 10-15 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: over 15 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 3-6 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 1-3 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 3-6 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:

Socializing: 20%
Building: 60%
(other) wandering around, exploring: 20%

14. Hours/week Spent on Work/School: 15-20 hours
15. Hours/week Spent with Family/Housemates: 0-2 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties:
 - i. Hosting Parties:
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Strengthened the friendships_ with my real-world friends who play the game with me.
 - b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family: 3-6 hours
 - g. Hanging Out With Friends/Family: 3-6 hours
 - h. Going To Parties:
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 5
 - b. Keeping Old Friendships Going: 10
 - c. Making Your Friends Happy: 7
 - d. Dealing With New People: 8
 - e. Dealing With Groups of People: 7
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 6
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 1
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

27. Description of Last Friday Night:

Virtual World Stats:

Answers From Character Name: Sigilis
Character Level: 21-30
Gender: male
Race: Dwarf
Money In Bank: N/A
Estimated Value of Equipment: 50 gold
Number of Other Characters: 4-6
Number of Other Accounts: 0

Real World Stats:

Age: 18-22
Gender: male
Height: 5'3" - 5'6"
Weight: 151-180
Location: IL/US
Ethnicity: White
Income: 50k-100k
Education: Bachelors
Profession: Software Engineer
Marital Status: Engaged
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 1-2 years
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 1-3 hours
- 5a. Times-Of-Day Normal Played on a Weekday: afternoon evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 7
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - i. (other) Undesirable game rule changes in previous game
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 3-6 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 0
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
Socializing: less than 10%
Building: more than 90%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 20-30 hours
16. Hours/week Spent on Real-World Social Activities: 10-15 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 3-4 people
20. Size of Virtual-World Social Groups: 3-4 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports:
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 10-20 hours
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 0
- b. Keeping Old Friendships Going: 0
- c. Making Your Friends Happy: 5
- d. Dealing With New People: 5
- e. Dealing With Groups of People: 5

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 7
- b. Playing MMORPGs gives me more friends: 1
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 5
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

The real world take precedence over the virtual world. I do not view the virtual world as being separate from the real world but as an activity not unlike any other. I deal with conflicts between the two as I do with any other form of entertainment.

27. Description of Last Friday Night:

I went to the mall to shop around. And bought some house slippers. I don't know if it's the way I walk or what, but my socks get holes in them REALLY fast. The thing is, I'm not really heavy- in fact, I'm underweight. Might be the carpet too, I don't know. That older stainmaster carpet might have been manufactured with more abrasive materials. Course it could be the socks themselves, but I really don't buy any one specific brand, so I doubt it. Gotta be the carpet.

Virtual World Stats:

Answers From Character Name: Sticky
Character Level: 11-20
Gender: male
Race: Dwarf
Money In Bank: 52 Silver
Estimated Value of Equipment: 1 gold
Number of Other Characters: 1-3
Number of Other Accounts: 0

Real World Stats:

Age: 23-30
Gender: male
Height: 6'1"+
Weight: 151-180
Location: NY/USA
Ethnicity: Welsh
Income: 25k-50k
Education: Bachelors
Profession: Processing Analyst
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 5
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 2
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - c. You were just bored with the game.
 - i. (other) AO lag made it impossible to play
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
 - Size of That Group: 5-7
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing:
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 3-6 hours
 - d. Recruiting For Groups:
 - e. Planned Group Raids:
 - f. Player vs. Player Combat:
 - g. Helping Newbies or Other Players:
 - h. Buying/Selling/etc.:
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
 - Socializing: 50%
 - Building: 50%

14. Hours/week Spent on Work/School: over 50 hours
15. Hours/week Spent with Family/Housemates: 10-15 hours
16. Hours/week Spent on Real-World Social Activities: 15-20 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 6-10 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 11-20 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 3-6 hours
 - b. Political Activities:
 - c. Religious Activities:
 - d. Brotherhood/Sisterhood Group Events:
 - e. Multi-Player Computer/Console Games:
 - f. Watching TV/Movies with Friends/Family:
 - g. Hanging Out With Friends/Family: 10-20 hours
 - h. Going To Parties:
 - i. Hosting Parties:

22. Places You Play MMORPGs From: Home

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 8
- b. Keeping Old Friendships Going: 10
- c. Making Your Friends Happy: 8
- d. Dealing With New People: 9
- e. Dealing With Groups of People: 8

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 10
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 1
- d. Playing MMORPGs gives me a way to waste time: 5
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _no_

26. Discussion of Choosing One World Over The Other:

Real world, because it's just a game.

27. Description of Last Friday Night:

Watched Friday Night Fights, then went out bar hopping with friends.

Virtual World Stats:

Answers From Character Name: Traversé
Character Level: 11-20
Gender: male
Race: Avalonian
Money In Bank: Less than 15gp
Estimated Value of Equipment: Less than 20gp
Number of Other Characters: 1-3
Number of Other Accounts: 0
Real World Stats:
Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 151-180
Location: North Carolina
Ethnicity: White
Income: 50k-100k
Education: Some College
Profession: IT Consultant
Marital Status: Married
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 6-12 months
3. Average Number of Hours Spent In-Game Per Week: 2-5 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 0-1 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day:
6. How much of each MMORPG played (1-7):
Amount of AC played: 1
Amount of DAoC played: 7
Amount of EQ played: 1
Amount of UO played: 1
Amount of AO played: 1
Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - f. Your real-world friends changed games, or quit that game.
 - g. You could not afford to spend the time in-game any more.
 - i. (other) in game econ never materialized or the roleplaying aspect never began because the game was always in a "getting ready" mode (code fixes, players spending all thier time in mock fights, players with characters in high political positions turned over too quickly)
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 0-1 hours
 - c. Chatting With Friends or Guild Members: 0-1 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 0-1 hours
 - h. Buying/Selling/etc.: 1-3 hours
 - i. (other) leveling and crafting. I have a group of "real-world" friends (9 of us total) who play. I only play with them. I play DAoC and haven't been playing long enough for RvR. I craft in hopes of an economy showing up one day.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:

Socializing: less than 10%
Building: more than 90%
14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 40-50 hours
16. Hours/week Spent on Real-World Social Activities: 5-10 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 0-1 hours
- b. Political Activities: 0-1 hours
- c. Religious Activities: 0-1 hours
- d. Brotherhood/Sisterhood Group Events: 0-1 hours
- e. Multi-Player Computer/Console Games: 0-1 hours
- f. Watching TV/Movies with Friends/Family: 1-3 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties: 0-1 hours
- i. Hosting Parties: 0-1 hours
- j. (other) table top, board, card, pen&paper RPGs, games games and more games. Now I work away from home, so I see my wife on the weekends and my friends very very rarely (the reason for playing DAoC): 6-10 hours

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 8
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 8
 - d. Dealing With New People: 7
 - e. Dealing With Groups of People: 8
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 9
 - b. Playing MMORPGs gives me more friends: 1
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 8
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

There really isn't any conflict. If there is, the "real" world takes priority because it means I'm not at home.

27. Description of Last Friday Night:

Had three guests from out of town stay overnight for a baby shower the following day. One was the expecting mother, whom I meet at a summer camp when I was in high school. She later became my wife's college roommate. They met each other because they new me. Another guest was her husband, who I also met at the same summer camp. The third guest was a childhood friend of the expecting mother. My wife was hosting the shower at a neighborhood church.

This Friday I will be online playing DAoC with several friends from high school/college/and such. That is my one night a week that I play. I will probably start around 7 or 8 and play until 11 or 3am.

Virtual World Stats:

Answers From Character Name: Trole DungeonCrawler
Character Level: 21-30
Gender: male
Race: Troll
Money In Bank: 50 gold
Estimated Value of Equipment: 100 gold
Number of Other Characters: 11+
Number of Other Accounts: 0

Real World Stats:

Age: 14-17
Gender: male
Height: 5'7" - 5'9"
Weight: 121-150
Location: New Jersey
Ethnicity: White
Income: under 5k
Education: In High School
Profession: Student
Marital Status: Dating
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 3-6 months
2. Number of Months Playing Online RPGs In General: 3-6 months
3. Average Number of Hours Spent In-Game Per Week: 20-30 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 3-5 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 5-7 hours
- 5a. Times-Of-Day Normal Played on a Weekday: morning afternoon evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: afternoon evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - b. There was nothing left to do in the game.
 - c. You were just bored with the game.
 - d. The people in the game were annoying.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 6-10 hours
 - c. Chatting With Friends or Guild Members: 6-10 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 10-20 hours
 - f. Player vs. Player Combat: 40 + hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going: 7
 - c. Making Your Friends Happy: 7
 - d. Dealing With New People: 4
 - e. Dealing With Groups Of People: 3
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:

Socializing: 20%
Building: 80%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 5-10 hours
16. Hours/week Spent on Real-World Social Activities: 20-30 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 3-6 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 10-20 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 6-10 hours
 - i. Hosting Parties: 0-1 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. Strengthened the friendships with my real-world friends who play the game with me.
 - b. Had no effect on the friendships with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 11-20 people
20. Size of Virtual-World Social Groups: 5-10 people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 6-10 hours
 - f. Watching TV/Movies with Friends/Family: 6-10 hours
 - g. Hanging Out With Friends/Family: 20-30 hours
 - h. Going To Parties: 3-6 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 7
 - b. Keeping Old Friendships Going: 7
 - c. Making Your Friends Happy: 7
 - d. Dealing With New People: 4
 - e. Dealing With Groups of People: 3
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 5
 - c. Playing MMORPGs gives me better friends: 3
 - d. Playing MMORPGs gives me a way to waste time: 10
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 3
 - f. Playing MMORPGs gives me a way to be powerful: 10
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? no
26. Discussion of Choosing One World Over The Other:

I tend to chose real world over virtual world as I find it to be more fun and a lot less frustrating, also upfront. I do play MMORPG's, but I enjoy a good social life a lot too.

27. Description of Last Friday Night:

Well, actually, as if this is anything of your buisness I ended up going to the school dance. Although I'll be the first and foremost to admit I can't dance, I had a good time. Afterwords, my ride(really hot girl I'm flirting with) was gonna give me a ride home, some college guy driving, we ended up going 3 towns over for beer(not that i complain) and when the college guy got out to buy the stuff, I made out with the girl :)

Virtual World Stats:

Answers From Character Name: Usnean
Character Level: 11-20
Gender: male
Race: Highlander
Money In Bank: 8 gold
Estimated Value of Equipment: 200-500 gold
Number of Other Characters: 1-3
Number of Other Accounts:

Real World Stats:

Age: 18-22
Gender: male
Height: 5'10" - 6'0"
Weight: 121-150
Location: USA
Ethnicity: Irish
Income: under 5k
Education: Some College
Profession: Activist
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays:
- 4b. Average Number of Hours Spent In-Game On Weekend days: 10-15 hours
- 5a. Times-Of-Day Normal Played on a Weekday:
- 5b. Times-Of-Day Normally Played on a Weekend Day: morning
afternoon evening late-night
6. How much of each MMORPG played (1-7):
Amount of AC played: 1
Amount of DAoC played: 7
Amount of EQ played: 1
Amount of UO played: 1
Amount of AO played: 1
Amount of Lineage played: 1
Amount of Diablo II played: 7
7. Reasons For Quitting Other Games:
f. Your real-world friends changed games, or quit that game.
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: more than 9
10. Time Spent On Virtual-World Social Activities:
a. Group Role-Playing: 0-1 hours
b. Hunting or Exploring In Groups: 10-20 hours
c. Chatting With Friends or Guild Members: 6-10 hours
d. Recruiting For Groups: 0-1 hours
e. Planned Group Raids: 0-1 hours
f. Player vs. Player Combat: 1-3 hours
g. Helping Newbies or Other Players: 0-1 hours
h. Buying/Selling/etc.: 0-1 hours
i. (other) I play music in Cotswold: 0-1 hours
11. Self-Rated In-Game Social Skills:
a. Making New Friends: 10
b. Keeping Old Friendships Going:
c. Making Your Friends Happy:
d. Dealing With New People:
e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: less than 10%
Building: more than 90%

14. Hours/week Spent on Work/School: over 50 hours
15. Hours/week Spent with Family/Housemates: over 50 hours
16. Hours/week Spent on Real-World Social Activities: over 50 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
a. Sports: 10-20 hours
b. Political Activities: 40 + hours
c. Religious Activities: 0-1 hours
d. Brotherhood/Sisterhood Group Events: 0-1 hours
e. Multi-Player Computer/Console Games: 0-1 hours
f. Watching TV/Movies with Friends/Family:
g. Hanging Out With Friends/Family: 40 + hours
h. Going To Parties:
i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 11-20 people
20. Size of Virtual-World Social Groups: 11-20 people
21. Time Spent On Real-World Social Activities CURRENTLY:
a. Sports: 10-20 hours
b. Political Activities: 40 + hours
c. Religious Activities:
d. Brotherhood/Sisterhood Group Events:
e. Multi-Player Computer/Console Games: 1-3 hours
f. Watching TV/Movies with Friends/Family:
g. Hanging Out With Friends/Family: 40 + hours
h. Going To Parties: 1-3 hours
i. Hosting Parties:

22. Places You Play MMORPGs From: Computer Cafes

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 6
 - b. Keeping Old Friendships Going: 5
 - c. Making Your Friends Happy: 5
 - d. Dealing With New People: 2
 - e. Dealing With Groups of People: 2
24. Level of Agreement With Statements (1-10):
- a. Playing MMORPGs gives me entertainment: 10
 - b. Playing MMORPGs gives me more friends: 1
 - c. Playing MMORPGs gives me better friends: 1
 - d. Playing MMORPGs gives me a way to waste time: 1
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 10

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

Well i don't really get to play that much cuz real life takes a priority and I have a very small income and can't really pay for cafe computer time all that much. Real life is where it's at... NOT. I honestly wish i could sink into Fantasy world again.

27. Description of Last Friday Night:

I cooked for Food Not Bombs like i do every friday then hung out and cleaned up then the FNB crew all hung out but i left A little early to swing by reed colegee to get my hot plate. Then I came back to the office, checked my email, spent 30 mins doing some stuff, and going back and forth from that to the IGN boards for my DAOC server, and then crawled into the van and went to bed.

Virtual World Stats:

Answers From Character Name: Xenaarg
Character Level: 1-10
Gender: male
Race: Norseman
Money In Bank: 8sp
Estimated Value of Equipment: 4gp
Number of Other Characters: 4-6
Number of Other Accounts: 1

Real World Stats:

Age: 23-30
Gender:
Height:
Weight:
Location:
Ethnicity:
Income:
Education:
Profession:
Marital Status:
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
Amount of AC played: 1
Amount of DAoC played: 7
Amount of EQ played: 1
Amount of UO played: 1
Amount of AO played: 1
Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 10-20 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in equally well in both worlds
13. In-Game Time Split:
Socializing: 60%
Building: 30%
14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 15-20 hours

16. Hours/week Spent on Real-World Social Activities: 15-20 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 10-20 hours
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games: 6-10 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties: 3-6 hours
- i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. Strengthened the friendships_ with my real-world friends who play the game with me.
- b. Had no effect on the friendships_ with my real-world friends who do ***not*** play the game with me.

19. Size of Real-World Social Groups: 5-10 people

20. Size of Virtual-World Social Groups: 5-10 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 6-10 hours
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games: 6-10 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 10-20 hours
- h. Going To Parties: 3-6 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 9
- b. Keeping Old Friendships Going: 10
- c. Making Your Friends Happy: 9
- d. Dealing With New People: 10
- e. Dealing With Groups of People: 10

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 9
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 8
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? yes

26. Discussion of Choosing One World Over The Other:

I enjoy the company i keep in both game as well as in real life. I work in a profession that lets me meet new people everyday, so i use mmorgs to "getaway". Like paper and pencil RPGS. i can do something to vent, escape, or try new things.

27. Description of Last Friday Night:

9:30 got out of work

10:00 played DAOC til 11:30pm

11:30 pm when to the danceclub

2:30am returned home played DAOC for approx 30 mins and then crashed

Virtual World Stats:

Answers From Character Name: Xenaarg
Character Level: 1-10
Gender: male
Race: Norseman
Money In Bank: 8sp
Estimated Value of Equipment: 4gp
Number of Other Characters: 4-6
Number of Other Accounts: 1

Real World Stats:

Age: 23-30
Gender: male
Height: 6'1"+
Weight: 241-300
Location: PA
Ethnicity: Caucasian
Income: 25k-50k
Education: Some College
Profession: Telecommunications Repair
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-3 months
2. Number of Months Playing Online RPGs In General: 1-3 months
3. Average Number of Hours Spent In-Game Per Week: 15-20 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 3-5 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening late-night
- 5b. Times-Of-Day Normally Played on a Weekend Day: evening late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 1
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
8. Reasons Why It Was Difficult To Leave:
9. Do You Have a Regular Group? yes
Size of That Group: 4-5
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 10-20 hours
 - b. Hunting or Exploring in Groups: 10-20 hours
 - c. Chatting With Friends or Guild Members: 10-20 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 0-1 hours
 - f. Player vs. Player Combat: 0-1 hours
 - g. Helping Newbies or Other Players: 3-6 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: 1 fit in equally well in both worlds
13. In-Game Time Split:
 - Socializing: 60%
 - Building: 30%
14. Hours/week Spent on Work/School: 40-50 hours
15. Hours/week Spent with Family/Housemates: 15-20 hours

16. Hours/week Spent on Real-World Social Activities: 15-20 hours

17. Time Spent On Real-World Social Activities BEFORE MMORPGs:

- a. Sports: 10-20 hours
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games: 6-10 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 6-10 hours
- h. Going To Parties: 3-6 hours
- i. Hosting Parties:

18. Participation In the Virtual World has Affected My Life as Follows:

- a. _Strengthened the friendships_ with my real-world friends who play the game with me.
- b. _Had no effect on the friendships_ with my real-world friends who do *not* play the game with me.

19. Size of Real-World Social Groups: 5-10 people

20. Size of Virtual-World Social Groups: 5-10 people

21. Time Spent On Real-World Social Activities CURRENTLY:

- a. Sports: 6-10 hours
- b. Political Activities:
- c. Religious Activities:
- d. Brotherhood/Sisterhood Group Events:
- e. Multi-Player Computer/Console Games: 6-10 hours
- f. Watching TV/Movies with Friends/Family: 6-10 hours
- g. Hanging Out With Friends/Family: 10-20 hours
- h. Going To Parties: 3-6 hours
- i. Hosting Parties:

22. Places You Play MMORPGs From: Home Friend's Houses

23. Self-Rating Of Real-World Social Skills:

- a. Making New Friends: 9
- b. Keeping Old Friendships Going: 10
- c. Making Your Friends Happy: 9
- d. Dealing With New People: 10
- e. Dealing With Groups of People: 10

24. Level of Agreement With Statements (1-10):

- a. Playing MMORPGs gives me entertainment: 9
- b. Playing MMORPGs gives me more friends: 5
- c. Playing MMORPGs gives me better friends: 5
- d. Playing MMORPGs gives me a way to waste time: 8
- e. Playing MMORPGs gives me a way to prove myself to my friends: 1
- f. Playing MMORPGs gives me a way to be powerful: 1

25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_

26. Discussion of Choosing One World Over The Other:

I enjoy the company i keep in both game as well as in real life. I work in a profession that lets me meet new people everyday, so i use mmorgs to "getaway". Like paper and pencil RPGS. i can do something to vent, escape, or try new things.

27. Description of Last Friday Night:

9:30 got out of work

10:00 played DAOC til 11:30pm

11:30 pm when to the danceclub

2:30am returned home played DAOC for approx 30 mins and then crashed

Virtual World Stats:

Answers From Character Name: Xzander
Character Level: 41-50
Gender: male
Race: Saracen
Money In Bank: 550 Gold
Estimated Value of Equipment: 2pp
Number of Other Characters: 11+
Number of Other Accounts: 3

Real World Stats:

Age: 23-30
Gender: male
Height: 5'10" - 6'0"
Weight: 181-200
Location: NJ
Ethnicity:
Income: 25k-50k
Education: Bachelors
Profession: Manager/Student
Marital Status: Single
Number of Children:
Ages of Children:

Survey Answers:

1. Number of Months Playing current MMORPG: 1-2 years
2. Number of Months Playing Online RPGs In General: 2-3 years
3. Average Number of Hours Spent In-Game Per Week: 10-15 hours
- 4a. Average Number of Hours Spent In-Game On Weekdays: 1-3 hours
- 4b. Average Number of Hours Spent In-Game On Weekend days: 0-1 hours
- 5a. Times-Of-Day Normal Played on a Weekday: evening
- 5b. Times-Of-Day Normally Played on a Weekend Day: late-night
6. How much of each MMORPG played (1-7):
 - Amount of AC played: 1
 - Amount of DAoC played: 7
 - Amount of EQ played: 7
 - Amount of UO played: 1
 - Amount of AO played: 1
 - Amount of Lineage played: 1
7. Reasons For Quitting Other Games:
 - a. A new game came out that was more interesting.
 - d. The people in the game were annoying.
8. Reasons Why It Was Difficult To Leave:
 - a. Your character was really powerful.
 - b. You had made good friends in that game.
 - c. Your real-world friends did not want to change games.
9. Do You Have a Regular Group? no
Size of That Group:
10. Time Spent On Virtual-World Social Activities:
 - a. Group Role-Playing: 0-1 hours
 - b. Hunting or Exploring in Groups: 1-3 hours
 - c. Chatting With Friends or Guild Members: 1-3 hours
 - d. Recruiting For Groups: 0-1 hours
 - e. Planned Group Raids: 1-3 hours
 - f. Player vs. Player Combat: 1-3 hours
 - g. Helping Newbies or Other Players: 1-3 hours
 - h. Buying/Selling/etc.: 0-1 hours
11. Self-Rated In-Game Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going:
 - c. Making Your Friends Happy:
 - d. Dealing With New People:
 - e. Dealing With Groups Of People:
12. How Well You Fit In: I fit in better in the Real World
13. In-Game Time Split:
Socializing: 40%

Building: 60%

14. Hours/week Spent on Work/School: 30-40 hours
15. Hours/week Spent with Family/Housemates: 2-5 hours
16. Hours/week Spent on Real-World Social Activities: 20-30 hours
17. Time Spent On Real-World Social Activities BEFORE MMORPGs:
 - a. Sports: 1-3 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 3-6 hours
 - f. Watching TV/Movies with Friends/Family: 1-3 hours
 - g. Hanging Out With Friends/Family: 6-10 hours
 - h. Going To Parties: 10-20 hours
 - i. Hosting Parties: 0-1 hours
18. Participation In the Virtual World has Affected My Life as Follows:
 - a. _Had no effect on the friendships_ with my real-world friends who play the game with me.
 - b. _Strengthened the friendships_ with my real-world friends who do *not* play the game with me.
19. Size of Real-World Social Groups: 11-20 people
20. Size of Virtual-World Social Groups: 20+ people
21. Time Spent On Real-World Social Activities CURRENTLY:
 - a. Sports: 0-1 hours
 - b. Political Activities: 0-1 hours
 - c. Religious Activities: 0-1 hours
 - d. Brotherhood/Sisterhood Group Events: 0-1 hours
 - e. Multi-Player Computer/Console Games: 0-1 hours
 - f. Watching TV/Movies with Friends/Family: 0-1 hours
 - g. Hanging Out With Friends/Family: 0-1 hours
 - h. Going To Parties: 0-1 hours
 - i. Hosting Parties:
22. Places You Play MMORPGs From: Home
23. Self-Rating Of Real-World Social Skills:
 - a. Making New Friends: 10
 - b. Keeping Old Friendships Going: 8
 - c. Making Your Friends Happy: 10
 - d. Dealing With New People: 9
 - e. Dealing With Groups of People: 9
24. Level of Agreement With Statements (1-10):
 - a. Playing MMORPGs gives me entertainment: 8
 - b. Playing MMORPGs gives me more friends: 3
 - c. Playing MMORPGs gives me better friends: 2
 - d. Playing MMORPGs gives me a way to waste time: 9
 - e. Playing MMORPGs gives me a way to prove myself to my friends: 1
 - f. Playing MMORPGs gives me a way to be powerful: 1
25. Do you Play MMORPGs with Real-World Friends you knew before you started playing? _yes_
26. Discussion of Choosing One World Over The Other:

I will make this short and simple. Real world is far more greater then the virtual world with out a doubt. The Virtual world is just a place to relax.

27. Description of Last Friday Night:

Well, last friday night I was on a college trip and went with about 10 people to a bar. My normal friday night is really boring though due to the fact that I work full time, and go to school full time. So school during the week, work on the weekends.
