

# Concerning Game Satisfaction

The tendency of playing online games in modern society



\*Source: <http://lol.duowan.com/LPL/>

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*On June 28, 2014, a team from China called Invictus Gaming (IG) arrived at Commerzbank-Arena in Frankfurt, Germany to compete for championship. On June 29, IG won the final competition of DOTA2.*

### **What Are People Playing For?**

Most people play games on purpose. It's often hidden, and many of them don't really think of them when they are playing. To understand these purposes are important, because once people figure out why they are playing games, a lot of phenomena can be explained, like why there are so many people willing to play online with friends while some people prefer to play games alone. Moreover, new research shows that, beyond the amount of time played, players also vary widely in the amount of money they spend on games and even the purpose behind their activity.

There is a taxonomy of player types called Bartle's Taxonomy of player types. It sorts players into four groups, according to their purposes of playing.

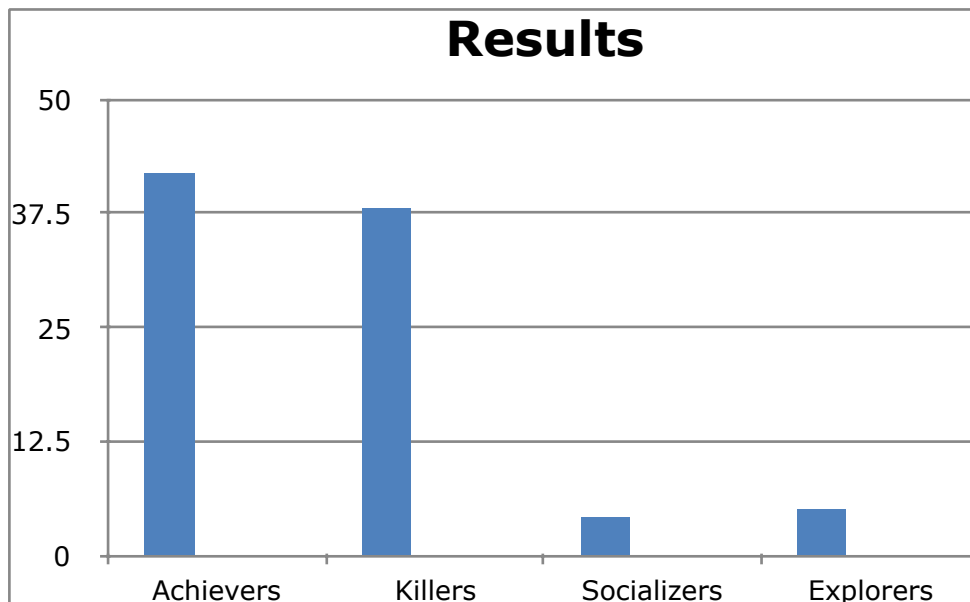
**Achievers (Diamonds):** They aim to achieve higher points and levels. They would play for a long time, just to enjoy the feeling of getting rewards. They tend to play alone.

**Killers (Clubs):** They like to compete and fight with others. They earn satisfaction from killing the opponent and winning the competition. They tend to play in groups.

**Explorers (Spades):** They try to find rare things, for example, a little corner on the map that no one has ever been to before, a rare weapon that no one has ever used. Being the one to see rare things excites them.

**Socializers (Hearts):** These people want to communicate with others. They would simply watch others play, and talk about it. Now these people watch others play on online live platforms.

A survey was held which about 90 people answered. Then asked them the question ‘what can you do in the game you played recently?’ According to their answers, these people were sorted into the categories.



\*Generated from questionnaires.

“Most games with high graphic quality and large area of map require high performance of computers and my previous computer cannot afford the high requirement” explained Finder, a 16 years old high school boy, a game lover. He insisted on buying a expensive computer a year ago, just in order to achieve higher points and levels, “A computer with high-quality hardwares really helps a lot”.

“Every 8:00 PM,I call my best friend to log in LOL,we keep playing the game until midnight,and I witnessed our team became increasingly stronger. I enjoy the process of leveling up and slaying our enemies.”said Jake, a sophomore student from Shanghai Pinghe Bilingual School.

“What’s the point of playing a game when you have everyone playing some other game around you? I just love to play with friends, I feel connected when I do that.”

Leo said, when asked about why choosing to play with friends.

“When I am tired, I don’t want to think much, and there isn’t much time for me to relax, I just want to play something that makes me happy, like wining some kind of metal.” said Michelle, a teenage girl who is studying A level courses currently.

### **What Do Parents Think About Playing Games Online?**

Andrea Zhang, a 39-year-old Chinese mother, regards playing computer games as a completely harmful activity for children. “My son doesn’t focus on his assignments when he goes home from school. Playing computer games is a waste of his time without doubt.” Andrea’s greatest wish is to see her son who is still in high school entering the top universities of China.



\*Source: <http://s4.sinaimg.cn/mw690/001x0OyQgy6SE0FXerFa3&690>

What is the main purpose of playing computer games? This has become one of the most controversial topics among the general public in China during recent years. Ac-

According to the data provided by our research, 48 percent of Chinese parents are strongly against allowing their children to play computer games. 13 percent provide some restrictive conditions for the kids. And only 14 percent of them don't care about whether children play it or not.

Many game players want to get better items in order to help them upgrade the level. At the same time, game companies grasp this opportunity to earn more money and to gain the profit. "I don't want him to pay too much attention on these kinds of games." Andrea said, "And I can't stand that he even spends money on buying the items in games."

As for children, they are always on the opposite side from their parents. Most of them consider that computer games are the tools for them to learn useful skills such as improving reaction capacity and generating strategies to win the games. Felicity, who is a game player in Jinan Foreign Language School, said that she had argued for lots of times with her parents because they always stop her from playing LOL.

These days, a large number of new computer games have been introduced to the market. This causes a great impact on lives of students especially those ages from 14 to 25. A phenomenon has happened in people's daily lives: whenever they get on the bus or the subway, they can always see people playing electric games on their smart phones.

There's no doubt that computer games have changed the modern society a lot. Some game players have got short-sightedness because of their game addiction. Also, many relationships between teenagers and their parents are deadlocked. But there are still a number of advantages among the game players. They get the chance to release their pressure from heavy schoolwork and fast-paced life.

### **Game Benefits**

Games have always been deemed as the poison to teens. Most parents believe that games are all bad and can undermine their kids' bright future. However these opinions are not all correct. A few games can help teens learn new stuff and promote their creativity.

A game called Besiege is one of them. The game aims at simulating real physical environment. What gamers should do is to arrange blocks with different functions in a proper pattern, and then the machines made can achieve various goals. The game is of high freedom, so players can unlimitedly give the rein to their imagination. Thus it can be helpful to teens but not harmful. Yuxin is a senior student from Pudong Foreign Language School. He spent most of his weekend nights in playing this game. "I found it really charming and attractive! I cannot help learning more about it." Yuxin said, "By playing this game, I have learnt a lot about mechanical engineering, and decided to major in Mechanical Engineering in college. This game inspires me to pursue my interests".

Kevin, a 16-year-old student, enjoys playing puzzle games for entertainment. He loves to play room escape games on the weekend nights for about one and a half hour on his computer. However, he gets good grades on his science exams. He said, "Questions are just like games. I can find different ways to solve one problem. At the meantime, I can use one method to answer multiple problems." By playing these games, which cultivate one person's creativity and spirit of adventure, Kevin becomes observant and cautious in his daily life.

## **Conclusion**

The difference between dangerous addiction and harmless distraction can be difficult for many video game players, and their parents, to distinguish. Understanding those differences is important for not only the players and their parents, but also to video game manufactures trying to capitalize on an industry that is available on every screen around the world.

“I will keep on playing Besiege and I hope it would be helpful to my college application.” Yuxin said.