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MMORPGs: Repetitive Work has Never Been So Fun

When I picked up my first MMORPG, (otherwise known as a Massive Multiplayer Online RPG) I didn't know what to expect. I had played games over the internet before, but this was an entirely new frontier. A game that never ends was every adolescent boy's dream. My first exposure to this genre was to perhaps the most popular mmorpg of all time: Everquest. The premise is simple: the player makes himself a unique character to represent him or herself inside the game world, and then interacts with the world around him or her all the while gaining strength and experience. Most mmorpgs share the same characteristics such as a large game world and several ways to gain experience and make your character more formidable. Many people believe, however, that the fundamentals of the mmorpg are tedious and boring. They refer to something known as the "grind" of the repetitive game play that is necessary in the development of a character. This "grind" can mean anything from killing the same set of monsters over and over, to doing similar quests for experience gain. While naysayers will have you believe that this grind is a long, boring process, I have found it to be quite the opposite.

The fun that resides in a mmorpg is the combination of the interaction with the community and the immersion that the scope of the world grants. Game play is a reasonably small percentage of the experience that is a mmorpg. What warrants the 12\$a-month fee is the privilege to inhabit a dynamic fantasy world with other like-minded people. I've played video games for the majority of my lifetime, and some of my most memorable gaming moments have occurred inside the worlds of mmorpgs.