

PERSONALITY AND PLAY STYLES IN VIDEO GAMES

С.Г. Ярошук, 1 курс

*Научный руководитель – Л.А. Изотова, преподаватель
Полесский государственный университет*

Where there is a culture, there is an opportunity for subculture that is a group of people who create a separate identity within and often in contrast to the dominant culture of a society. In a large society such as the Republic of Belarus, there are many cultures and subcultures and one of these subcultures is a computer-game subculture that unites people who can be identified by their affiliation to online, tabletop, collectible card and role play computer games. The aim of this research is to give a general idea about gamers, their personality and playstyles they use in a virtual space.

According to definitions suggested by different authors a gamer is a player who is serious about computer games and spends a lot of time playing them. This term also relates to people who are not considered to be full-fledged players, but who are simply interested in new released games and devote a lot of time to play them. Gamers are regarded to be a new subculture, and after the recognition of cybersport as a particular independent sport in 2013 they were admitted to be a new subculture.

There are a huge number of game genres but the most detailed behavior model and personality can be analysed in the genre which is called MMORPG (Massive multiplayer online role-playing games). MMORPG is a genre of computer games in which the genre of role-playing games is combined with the

genre of mass online games. MMORPGs can also be presented in browser form, but the main feature of the genre is the interaction of a large number of players within the virtual world.

People usually play videogames to relax and distract themselves from various problems. According to the typology suggested by R. Bartle there are four things that people typically enjoy personally about MMORPGs. First of all, the researcher mentions the achievement within the game context as accumulating and disposing of large quantities of high-value treasure, or cutting a swathe through hordes of mobiles. In this case players give themselves game-related goals and vigorously set out to achieve them. The second thing is exploration of the game that means mapping its topology and later it advances to experimentation with its physics. The third thing is socialising with others when players use the game's communicative facilities and apply the role-playing that they engender as a context in which to converse (and otherwise interact) with their fellow players. Finally, imposition upon others is described as an opportunity to use the tools provided by the game to cause distress to (or, in rare circumstances, to help) other players [1].

According to the typology suggested by R. Bartle, a person can belong to one of the four types of players depending on a person's playstyle. The researcher pointed out such types of players as 'killers' who interfere with the functioning of the game world or the play experience of other players; 'achievers' who accumulate status tokens by beating the rule-based challenges of the game world; 'explorers' who discover the system's governing the operation of the game world and 'socializers' who form relationships with other players by telling stories within the game world.

On the other hand, one of American psychologists D. Keirse named another typology of players depending on a person's playstyle. The author pointed out 'artisans' who are realistic, tactical, manipulative, pragmatic, impulsive, action-focused, sensation-seeking; 'guardians' who are practical, logistical, hierarchical, organized, detail-oriented, possessive, process-focused, security-seeking; 'rationals' who are innovative, strategic, logical, technological, future-oriented, result-focused, knowledge-seeking; and 'idealists' who are imaginative, diplomatic, emotional, relationship-oriented, dramatic, person-focused, identity-seeking. [2]

Having studied the typologies suggested by these researchers we have found out some similarities between them. For example, 'idealists/socializers' want to help others and behave correspondingly as self-knowledge and self-improvement drives their imagination. They also believe that deep relationships are very important parts of the game. Secondly, 'guardians/achievers' tend to be dutiful, cautious, humble and they are mostly focused on order and traditions. Moreover, this type has natural talent in managing goods and services from supervision to maintenance and supply while point-gathering and rising in levels are their main goals. Thirdly, 'rationals/explorers' are designed to solve various problems and what is more, they like to explore and analyze different things to make them work better. Finally, 'artisans/killers' are often cheerful, optimistic, realistic and focused. They often choose dangerous ways and ignore the rules in order to achieve their goals but they can cause discomfort to other players and take satisfaction in it.

Thus, videogames have recently reached such a high level that they can replace the real world for some people. As a result, for some gamers, the game world becomes an integral part of their lives and it may even be as important as the real one. Games have their own infrastructure, market and other important components necessary for our life. Playing video games a person can make his own decisions, become a hero or assert himself and get a number of positive emotions.

Список использованных источников

1. Бартл, Р.А. Hearts, Clubs, Diamonds, Spades: Players Who Suit MUDs [Электронный ресурс] – Режим доступа: <http://mud.co.uk/richard/hcds.htm>. – Дата доступа: 10.02.2020
2. Кейрси, Д.У. Four temperament styles [Электронный ресурс] – Режим доступа: <https://www.keirsey.com>. – Дата доступа: 15.02.2020