

Assignment 2: Massively Multiplayer Online Role-Playing Games (MMORPGs)

In a virtual world (VW) of massively multiplayer online role-playing games (MMORPGs), collaboration and communication are provided through the Internet between MMORPG-ready devices such as the Microsoft Xbox, and Sony PlayStation, and by using the Web browser. Gamers can play against other gamers without seeing the opponent face-to-face. Playing games this way has become a social phenomenon. For example, chess players can play against other chess players anywhere in the world at <http://gameknot.com/> using a Web browser.

Write a four to five (4-5) page paper in which you:

1. Describe cognitive social phenomena that occur specifically to the context of the MMORPG that wouldn't happen in a face-to-face chess game.

Compare and contrast the MMORPG interaction environment and a face-to-face environment where chess is being played on a real chessboard. Identify if the environment has an impact on the player's ability to play chess.

List and describe the user interface guidelines that should apply to designing MMORPGs.

Use at least three (3) quality resources in this assignment. **Note:** Wikipedia and similar Websites do not qualify as quality resources.

Your assignment must follow these formatting requirements:

Be typed, double-spaced, using Times New Roman font (size 12), with one-inch margins on all sides; citations and references must follow APA or school-specific format. Check with your professor for any additional instructions.

Include a cover page containing the title of the assignment, the student's name, the professor's name, the course title, and the date. The cover page and the reference page are not included in the required assignment page length.

The specific course learning outcomes associated with this assignment are:

Construct evaluation techniques to the user experience and system usability in the design process.

Describe the differences in developing user interfaces for different application environments.

Compare and contrast the various cognitive models.

List the general principles used in the heuristic evaluation of a user interface design.

Use technology and information resources to research issues in human-computer interaction.

Write clearly and concisely about human-computer interaction topics using proper writing mechanics and technical style conventions.

Grading for this assignment will be based on answer quality, logic/organization of the paper, and language and writing skills, using the following rubric.

Points: 100		Assignment 2: Massively Multiplayer Online Role-Playing Games (MMORPGs)			
Criteria	Unacceptable Below 60% F	Meets Minimum Expectations 60-69% D	Fair 70-79% C	Proficient 80-89% B	Exemplary 90-100% A
1. Describe cognitive social phenomena that occur specifically to the context of the MMORPG that wouldn't happen in a face-to-face chess game. Weight: 30%	Did not submit or incompletely described cognitive social phenomena that occur specifically to the context of the MMORPG that wouldn't happen in a face-to-face chess game.	Insufficiently described cognitive social phenomena that occur specifically to the context of the MMORPG that wouldn't happen in a face-to-face chess game.	Partially described cognitive social phenomena that occur specifically to the context of the MMORPG that wouldn't happen in a face-to-face chess game.	Satisfactorily described cognitive social phenomena that occur specifically to the context of the MMORPG that wouldn't happen in a face-to-face chess game.	Thoroughly described cognitive social phenomena that occur specifically to the context of the MMORPG that wouldn't happen in a face-to-face chess game.
2. Compare and contrast the MMORPG interaction environment and a face-to-face environment where chess is being played on a real chessboard. Identify if the environment has an impact on the player's ability to play chess. Weight: 30%	Did not submit or incompletely compared and contrasted the MMORPG interaction environment and a face-to-face environment where chess is being played on a real chessboard. Did not submit or incompletely identified if the environment has an impact on the player's ability to play chess.	Insufficiently compared and contrasted the MMORPG interaction environment and a face-to-face environment where chess is being played on a real chessboard. Insufficiently identified if the environment has an impact on the player's ability to play chess.	Partially compared and contrasted the MMORPG interaction environment and a face-to-face environment where chess is being played on a real chessboard. Partially identified if the environment has an impact on the player's ability to play chess.	Satisfactorily compared and contrasted the MMORPG interaction environment and a face-to-face environment where chess is being played on a real chessboard. Satisfactorily identified if the environment has an impact on the player's ability to play chess.	Thoroughly compared and contrasted the MMORPG interaction environment and a face-to-face environment where chess is being played on a real chessboard. Thoroughly identified if the environment has an impact on the player's ability to play chess.
3. List and describe the user interface guidelines that should apply to designing MMORPGs. Weight: 25%	Did not submit or incompletely listed and described the user interface guidelines that should apply to designing MMORPGs.	Insufficiently listed and described the user interface guidelines that should apply to designing MMORPGs.	Partially listed and described the user interface guidelines that should apply to designing MMORPGs.	Satisfactorily listed and described the user interface guidelines that should apply to designing MMORPGs.	Thoroughly listed and described the user interface guidelines that should apply to designing MMORPGs.
4. 3 references Weight: 5%	No references provided	Does not meet the required number of references; all references poor quality choices.	Does not meet the required number of references; some references poor quality choices.	Meets number of required references; all references high quality choices.	Exceeds number of required references; all references high quality choices.
5. Clarity, writing mechanics, and formatting requirements Weight: 10%	More than 8 errors present	7-8 errors present	5-6 errors present	3-4 errors present	0-2 errors present