MINISTRY OF EDUCATION OF THE REPUBLIC OF BELARUS
BELARUSIAN STATE UNIVERSITY
FACULTY OF PHILOSOPHY AND SOCIAL SCIENCES
Department of Social Communication

ZHESHKA Yahor Ivanovich

VIRTUAL COMMUNITIES IN COMPUTER GAMES (ON THE EXAMPLE OF MMORPG)

Master's thesis
ABSTRACT
Speciality 1-23 80 11 Communications

Scientific adviser:
Nadezhda V. Efimova
Doctor of Philosophy in Philosophy,
Associate Professor

Minsk, 2022

ABSTRACT

The purpose of this work is to determine the features and most effective forms of communication that contribute to the generation and development of such communities based on the analysis of the practice of functioning of guilds as virtual communities in MMORPG.

The object of the study is a virtual community on the Internet. The subject of the study is communication in a virtual community (using the example of communication in the MMORPG).

In the process of writing a master's thesis, the following results were obtained: the main reasons for the arrival of players in the virtual MMORPG community were determined, the definition of MMORPG as a digital world was confirmed, a list of factors allowing to perceive MMORPG from this point of view was compiled, the main features that attract players were considered, author's classifications of guilds and players in guilds were developed, the main tasks that the players decide in the course of their gaming activities within the guilds, promising directions of studying virtual communities in further research have been identified.

Keywords: Internet, MMORPG, communication, computer games, virtual communities, guilds, players, gaming community.