

Identification record

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Abstract

The goal of this thesis is to find out the frequency of griefing (harassment or intentional provocation of other players) among the players of the most popular genres of online games, and to determine the typical characteristics of grievers, based on following factors: age, gender, preference of the game genres, and motivational factors of competition, socialization, and teamplay. The goal has been achieved through questionnaire survey with the use of quantitative method. Among the most important findings belong that men are substantially more frequently grievers compared to women, grievers are more focused on competition than other respondents, approximately half of the surveyed players have committed griefing, and almost every player has been a victim of a griefer. It has also been found that grievers are more likely to identify themselves as victims of griefing, compared to the rest of players.

Keywords

griefing, griefer, game studies, online games, second life, world of warcraft