

Computer Gaming as a Social Movement

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Social Movements

- Social movements as social worlds
 - Environmental/Green movement
 - Anti-War movement
 - Palestine liberation movement
 - Computerization movements
 - Computer gaming, Open source software, Cyberinfrastructure, Ubiquitous computing, etc.
- Social worlds can *segment* and *intersect* with one another
 - This animates a social movement

MISSION UPDATES

CONTROL GUIDE

WELCOME BACK, demoguy

MISSION CONTROL HOME



Mission Update

After 100 days on the ice, the Adventure Ecology expedition team adventure has sadly come to an end.

[Read more in the Expedition Zone.](#)

Check out the video!

See the team in action as they cross the arctic North.



REVIEW TRANSMISSIONS

A review of mission briefs for each checkpoint.

INTRODUCTION



The Earth Needs
Your Help



Inititate Contact

CHECKPOINT E

CONTROL PANEL TOUR

Need a brush up on how to use your mission control panel? [Click here.](#)

HOME ECOLOGY

CHECKPOINT NAVIGATOR

GET STARTED

YOUR ASSIGNMENT

INVESTIGATE

SHARE

TEST YOUR ECO-IQ

PLAY THE GAME!

MILESTONE NAVIGATOR

demoguy
eeks: 500
[> edit theme](#)

AGENT PROFILER

NEED TO KNOW
WHAT'S THE ARCTIC REALLY LIKE?
[EXPLORE](#) | [NEXT](#)

SARAH'S MIX

+ -

1 2 3
PLAYER





ANTIWARGAME



PRESIDENTIAL REPORT

YOU WILL BE ASSASSINATED

YOU SPENT TOO MUCH ON
SOCIAL SPENDING IN A TIME
WHEN THE BUSINESS LEADERS
WERE VERY CONFIDENT AND
THE SOCIAL MOVEMENTS VERY
WEAK. WE WILL FIND A MORE
PLIABLE PRESIDENT.

YOUR BUDGET

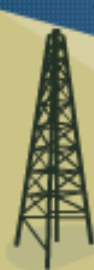


MILITARY/BUSINESS
SOCIAL SPENDING
FOREIGN AID

MEDIA



YOUR POPULARITY



تحت الحصار

لعبة عربية ثلاثية الابعاد



(خطوة تقنية تجسب للعرب)
صحيفة شينغل

ما ستراه ليس وهما ... إنه الحقيقة

ملحمة إنسانية نضعها أمامك بين يديك كي لا تنسى... أرضك وجذورك

لعبت المطار ولعبت الرماة إسحاق تماريان ميموكان إلفكار ميديا وبمطابق بصفحة فوائيق نظم الهيئة الفكرية مع العالم
لم تطوير هذا المنتج مع مشيرات شركة امكار ميديا - توزيع دار الفكر - دمشق
تأليف و افراج رموان طاسمية

جميع الحقوق محفوظة



تحت الحصار

تحت الرماة 2

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'A bit like life really'
BBC News



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www.fikr.com



أفكار ميديا
www.afkarmedia.com



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Computerization movements (CM)

- *Social movement theory*: Blumer, Gerlach, Snow, Zald, *et al.*
- *CM studies*: Kling and Iacono, Elliott and Scacchi, Davenport, Dutton, Lamb, *et al.*
- *Computing world dynamics*: Kling and Gerson, Scacchi
- *Socio-technical interaction networks*: Kling, Lamb, McKim, Sawyer, Scacchi, *et al.*

CM drivers

- Structural patterns
- Participants beliefs in action
- Organizational centers
- Collaborative work practices that intersect or segment one another

Computer Gaming



unrealtournament.com



BACK

NEXT

Structural patterns in Gaming

- Popular new media culture on global basis
 - Millions of people playing networked computer games over the Internet and Web
 - Global entertainment technology and industry
- Games, game technology and culture has comparatively little presence in Academia

SEARCH

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Select Option

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GET THE MOST FROM CSports.NET:

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- CLAN RANK BANNERS
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- NO ADVERTS

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THE WAY IT IS SUPPOSED TO BE.**

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Welcome to CSports.net

Worldwide Rankings and Stats

Welcome to the most comprehensive ranking and stats system in the world for online gamers. From Half Life to Battlefield:Vietnam, CSports.net tracks the performance of individuals, clans and games providing definitive worldwide rankings. To find out how good you are just use the quicksearch tool at the top of the menu.

Optimal Online Gaming

We provide a suite of tools to help you get more from your online gaming. Rank freezing, buddy tracking, a customisable home page, ranking banners and much more. Do you preform better then your buddies ? Find players and where they play and much more. Check out the features below.

CSports.net News

Csports.net Exclusive: TO-Crossfire Interview

Csports.net Inside: {GC}TaTonga

Csports.net partner organises online tournament

Official website for Urban Chaos: Riot Response launched

Playing Quake III on 24 screens

Most Slots: Battlefield holds the crown!

Diary from Iraq: Part 1

Pandora Studios Interview

CSports.net Stats

All-time Player Names	625,564,007
Active Players	22,547,342
Player Hours Today	2,655,571
Players Online Now	131,407
Servers Online Now	102,784
Modifications Recorded	3,259
Maps Recorded	726,140
Registered Members	183,606

What's on CSports.net

Structural patterns in Gaming

- Do game players or developers identify themselves as part of a *reform* or *revolutionary* movement?
 - From instrumental to hedonistic computing?
 - Focusing on cultural change rather than organizational or institutional change?

Institutionalizing beliefs in Gaming

- Potential Gaming-led transformations
 - Business—gaming will revolutionize?
 - Education—gaming can reform?
 - But few/none (yet?) in Computer Science
- Gaming values and alliances
 - Working to play games is fun
 - Vendor product and system configuration alliances (*fetishized* computing)
 - Modding as meta-game play



The Unreal Engine
Documentation Site

Wiki Community
Topic Categories
Image Uploads
Random Page
Recent Changes
Offline Wiki

Unreal Engine
Console Commands
Terminology
FAQs
Help Desk

Mapping Topics
Mapping Lessons
UnrealEd Interface

UnrealScript Topics
UnrealScript Lessons
Making Mods
Class Tree

Modeling Topics

Chongqing Page
Log In

The Layman's Guide to Making Mods

If you are thinking about making a mod (for any game) and are not sure what you need to know, how to go about it, or simply want to avoid the most obvious mistakes then read on. The pages linked to below contain some excellent advice, and possibly comments on stuff that hadn't occurred to you.

- [/My Team Your Team](#) – Introduction and disclaimer for all those, "what's all this my team your team crap?" readers.
- [/Why Are You Making A Mod](#) – Sometimes the reason a mod fails is the reason you started it in the first place.
- [/Building a Team](#) – Building up your mod team.
- [/Despotism Or Communism](#) – Some thoughts on team structure.
- [/Working as a Team](#) – The day to day life of a team.
- [/Asset Management](#) – How to manage the assets of your mod (code, textures, models, etc).
- [/Distributed Development](#) – Find out how hard and unpleasant distributed development can be.
- [/Effective Testing](#) – How to get the most out of testing your mod.
- [Releasing A Mod](#)
- [/Supporting Your Mod](#) – Easing the burden of mod support.
- [/Mod Death](#) – What happens when a mod or mod team self destruct and how to cope.

Thoughts on Mod Making

Several of the Unreal Wiki's contributors have experience in creating successful mods. Reading their accounts of their work and their advice is recommended.

- [Mychaeel/Mod Startups](#) – Making your idea a reality.
- [Mychaeel/Modding Etiquette](#) – How to make people like your mod.
- [Jb](#) – an analysis of the ChaosUT mod's history
- [Piglet/Finishing Things](#) – How to actually finish your mods, that said it's more how to **start** so that you **can** finish.
- [A Bug's Life](#)
- [GODZ Inception](#) – a journal of how GODZ started.
- [Making Mods/General Mod Optimization](#) – Common mistakes and ignored settings which often lead to lower performance – and how to fix/use them.







“The gaming desktop is **the core gaming system most gamers thrive on**. A fast gaming desktop driven by a **powerful processor** like the AMD Athlon 64 FX60, the AMD Athlon 64 FX-57, AMD dual core, Intel Pentium 4 is the highest quality, fastest desktop and is used for gaming, digital content creation or any other pursuit. **A gaming desktop computer is exactly what computer game lovers have been killing monsters (and each other) on for years** - a desktop built on the speed to conquer any opponent and any game at break neck frame rates. As if that wasn't enough, a gaming desktop features high performance, top of the line video cards designed for a gaming desktop. These powerful features, **like NVIDIA's SLI dual video cards**, allow gaming desktops to **blow away games at frame rates just above the fastest gaming laptops**.” (Source: http://www.widowpc.com/2005/06/gaming_desktops.php **emphasis added**)









Organizational centers in Gaming

- Large corporations
 - IBM, Sony, Microsoft, Electronic Arts, Nintendo, Dell, Sun, Yahoo (but not Google?), WalMart, BestBuy, CircuitCity
- Medium corporations
 - ATI, Nvidia, CMP Media, Future Publishing, IGN Entertainment
- Small enterprises
 - H/W: Alienware (Dell), Falcon, Northwest, WidowPC
 - S/W: Id Software, Epic Games, Emergent Game Technologies
- Virtual enterprises
 - Clan sites, Tournament sites, Fan sites
 - Game server sites
 - LAN parties (see Flickr.com, LANparty.com, QuakeCon.org)







Discussion/Conclusions

- Computer gaming as a social or computerization movement
 - Not a revolution, nor traditional reform movement
 - Provides a new analytical lens
- Computer gaming is global
 - Gaming in the West vs. Far East vs. Middle East
- Gaming movement is heterogeneous, segmented, polycentric, and networked
 - Further studies need to reflect such diversity
 - What animates such a movement

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