

The Effect of Five-Factor Model Personality Traits on Role Choice in Massively Multiplayer Online Role-Playing Games (MMORPGs)

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Title:

The Effect of Five-Factor Model Personality Traits on Role Choice in Massively Multiplayer Online Role-Playing Games (MMORPGs)

Abstract:

Within the video game industry, the majority of personality-related research has been focused around the effects of gaming on players' aggressive tendencies. While personality research has been done on concepts such as genre choice and emotional responses in gaming, foundational research relating to aspects of specific video game genres is lacking. This research addresses one of the longest standing traditions associated within the genre of online role-playing games, known as the "golden 4" rule of party formation. These four party roles, consisting of the tank, healer, support, and damage-per-second (DPS), continue to act as the groundwork for most role-playing games made today. By examining the results of the NEO FFI five-factor personality survey and comparing them to the participants' role choice within Final Fantasy XIV: A Realm Reborn, correlations between the two can be drawn. This research hypothesizes that positive correlations will exist between each of the five personality traits and the potential role choices within the game. The completion of this research will act as a foundation with which future research can be based on, with the subsequent study focusing on whether the correlations drawn between personality traits and role choice is capable of generalizing to the first-person shooter (FPS) genre.

Keywords:

Gaming; Personality; Five-Factor Model; Human Factors; Psychology;