



Laraylin

Auctioneer Jaxon



Ökonomie



0

Browse Auctions

Configure

X

Name

Level Range

Rarity

☐ Usable Items

☐ Display on Character

Search

linen cloth

Custom

Reset

Weapon

Armor

Container

Consumable

Glyph

Trade Goods

Elemental

Cloth

Leather

Metal & Stone

Meat

Herb

Enchanting

Jewelcrafting

Parts

#

Auction Item

Min

ILvl

Left

Owner

Bid total

Pct

20

[Linen Cloth]

1

5

48h

Lenorenmor

9 00 00

230%

1

[Bolt of Linen Cloth]

1

10

48h

Bagator

50 00 00

53%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

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[Bolt of Linen Cloth]

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10

48h

Holyana

1 65 30

123%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

1

[Bolt of Linen Cloth]

1

10

48h

Holyana

1 65 30

123%

4

[Bolt of Linen Cloth]

1

10

12h

Fionaweston

6 00 00

123%

4

[Bolt of Linen Cloth]

1

10

48h

Meraki

7 52 40

140%

Items 1 - 50 (54 total)

☐

Show stacks as price per unit

Prev

1/2

Next

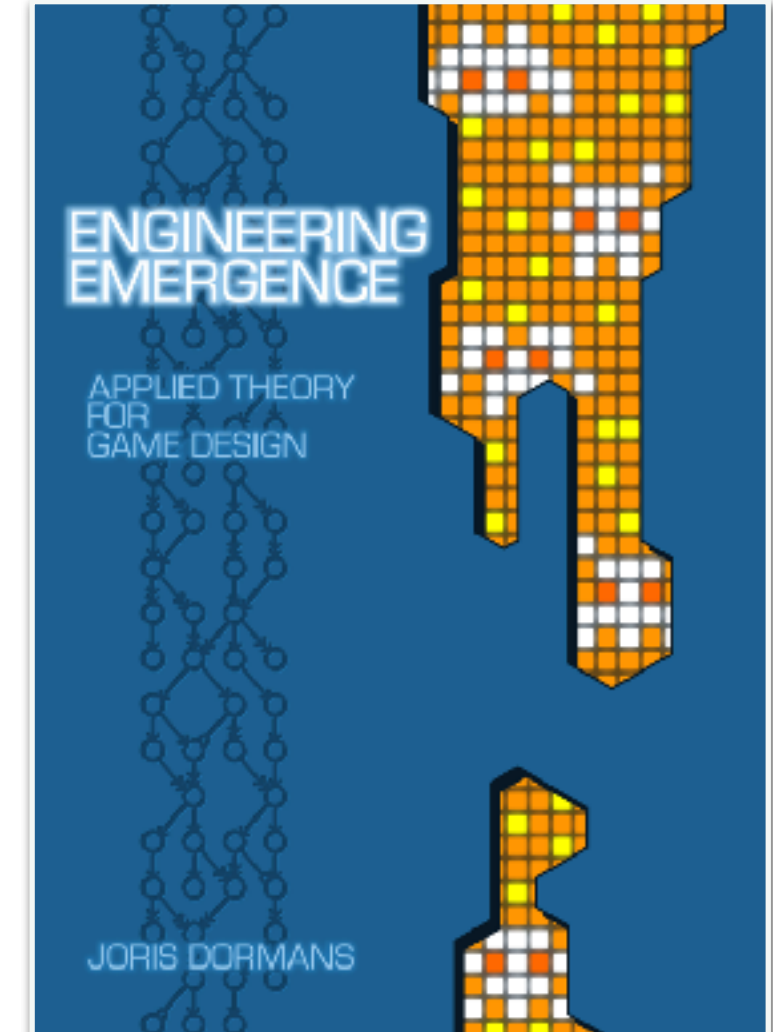
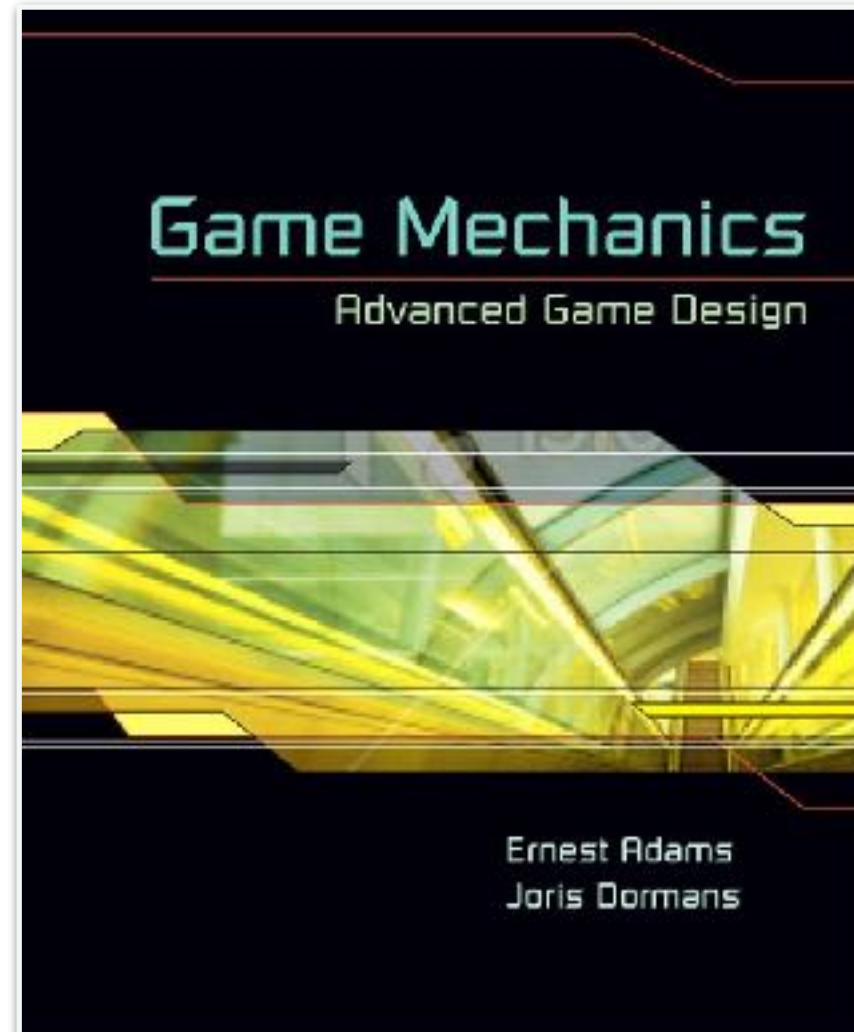
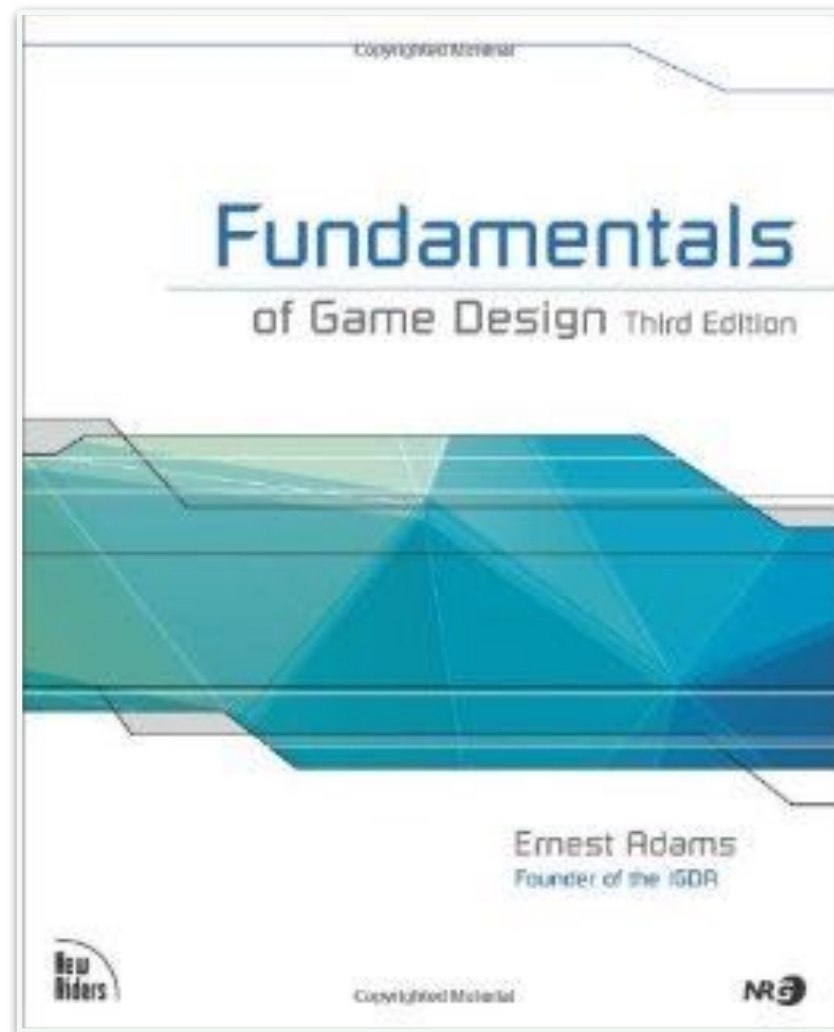
Buyout

Use



Computerspiel-Ökonomie

<http://www.jorisdormans.nl/machinations/>



Elemente von Spielökonomien

http://www.gamasutra.com/view/feature/176033/the_designers_notebook_.php?print=1

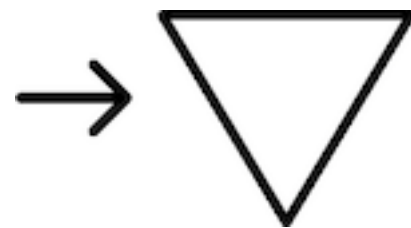
Ressourcen (Punkte, Gold, Zeit, Schaden pro Sekunde etc.)

Speicher

Ökonomische Funktionen



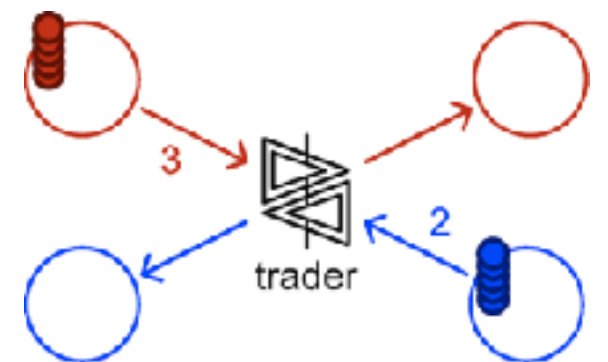
Quelle



Senke



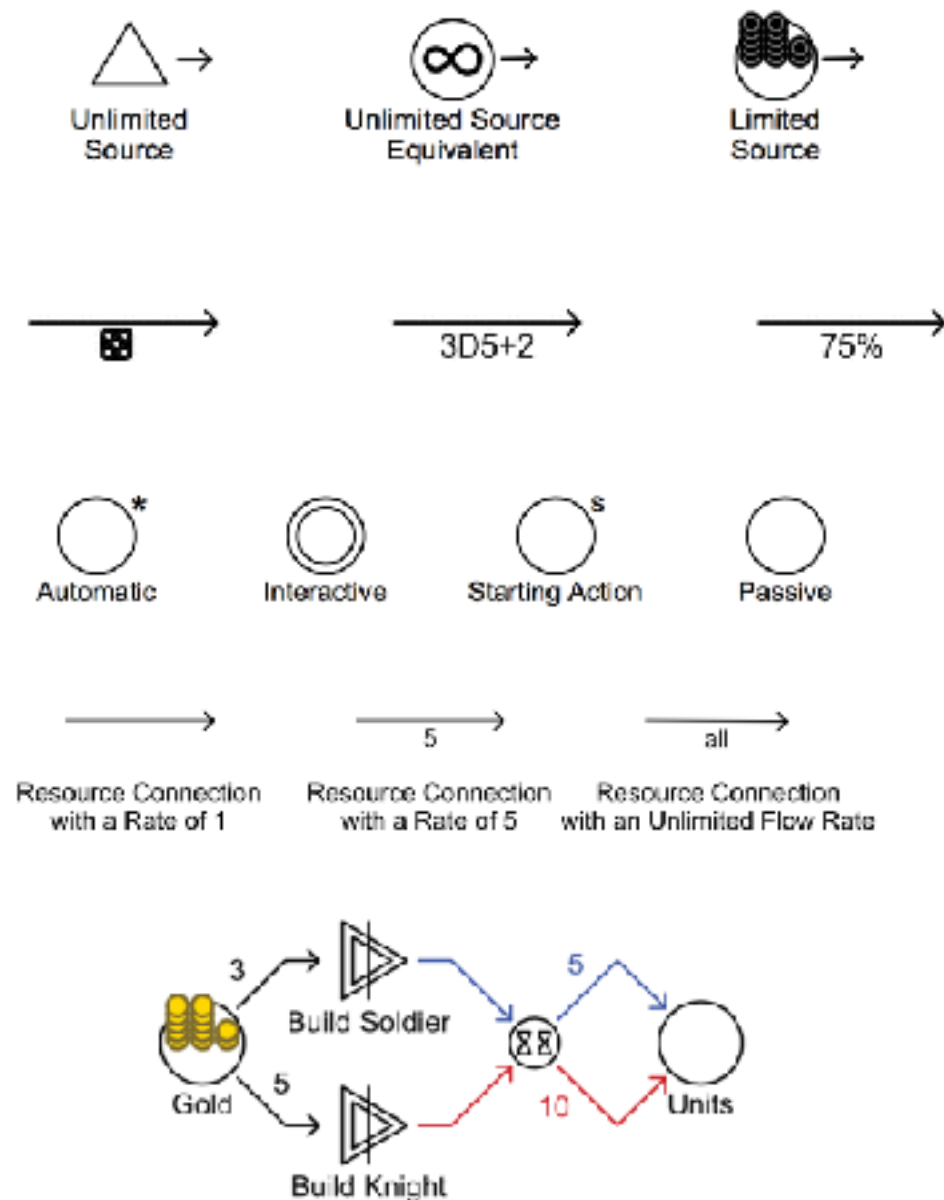
Konversion



Tausch

Eigenschaften

http://www.gamasutra.com/view/feature/176033/the_designers_notebook_.php?print=1



Unendlich | Endlich

Deterministisch | Probabilistisch

Automatisch | Interaktiv | Startend | Passiv

Produktions- | Verbrauchs-Rate

Monovalent | Polyvalent

Ressourcen

HALL OF FAME... MARIO THE POWER-UPS



1. Mario (SMB)	11. Mini Mario (SMB2)	21. Mario (SMB2)	31. Invisible (SMB2)	41. Mario (SMB2)	51. Balloon Mario (SMB2)
2. Super Mushroom (SMB)	12. Super Mushroom (SMB2)	22. Super Mushroom (SMB2)	32. Mario (SMB2)	42. Super Mushroom (SMB2)	52. 1-Up Moon (SMB2)
3. Super Mario (SMB)	13. Super Mario (SMB2)	23. Super Mario (SMB2)	33. Tanooki Suit (SMB2)	43. Super Mario (SMB2)	53. Super Mushroom (SMB2)
4. Fire Flower (SMB)	14. 1-Up Mushroom (SMB2)	24. Super Leaf (SMB2)	34. Super Mario (SMB2)	44. Fire Flower (SMB2)	54. Super Mario (SMB2)
5. Fire Mario (SMB)	15. Mario (SMB2)	25. Fire Mario (SMB2)	35. Koopa (SMB2)	45. Fire Mario (SMB2)	55. Fire Flower (SMB2)
6. Ice Mario (SMB)	16. Super Mushroom (SMB2)	26. Fire Flower (SMB2)	36. Koopa (SMB2)	46. Fire Mario (SMB2)	56. Fire Flower (SMB2)
7. Invisible Mario (SMB)	17. Super Mario (SMB2)	27. Fire Mario (SMB2)	37. Hammer Bros. Hammer (SMB2)	47. Super Mario (SMB2)	57. Coin (SMB2)
8. 1-Up Mushroom (SMB)	18. Fire Flower (SMB2)	28. Fire Mario (SMB2)	38. Hammer Bros. Hammer (SMB2)	48. Invisible Mario (SMB2)	58. Balloon Mario (SMB2)
9. Mario (SMB2)	19. Fire Flower (SMB2)	29. Fire Mario (SMB2)	39. Hammer Bros. Hammer (SMB2)	49. P-Balloon (SMB2)	
10. Sky Guy (SMB2)	20. 1-Up Heart (SMB2)	30. Super Mario (SMB2)	40. Mario (SMB2)	50. P-Balloon (SMB2)	

Game Objects

Power Ups

Sterne

Münzen

Diamanten

Leben / Mana

s. VL Ludition

Währungen

Currency	Example	Description
Soft Currency	Coins	A currency generated via actions in-game at a very regular interval. Can be used to buy most items.
Hard Currency	Diamonds	A currency earned very rarely in-game. Can be used for special actions (e.g. hurry) and specific items.
Experience Points	XP	A currency used for progression of items
Rank	Player Rank	A form of experience points that are used for player progression
Time	Time	Real time used to measure an action in a game. E.g. wait 5 minutes for a building to be completed, or spend Hard Currency to hurry.
Items	Cards	An item in game that is used for gameplay, e.g. battling. The item has a price and may be sellable / tradable / upgradeable.
Friends	List of Friends	Your list of friends may act as a currency. For example you may be gated from progression unless you have enough friends to pass.
Visitors	Visitors	The number of people (either real or artificially created) that have visited your game.



<http://bothgunsblazingblog.wordpress.com/2013/10/28/game-economies-and-currency-flows/>

<http://neverwinter.gamepedia.com/Currency>

Score



Temple Run



Call of Duty

High Score / Hall of Fame



Sabre Wulf



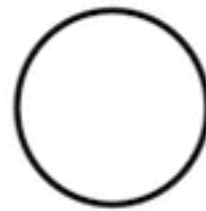
Clash of Clans

Speicher

Materiell | Immateriell



a pool with
5 resources



an empty pool



a pool with
125 resources

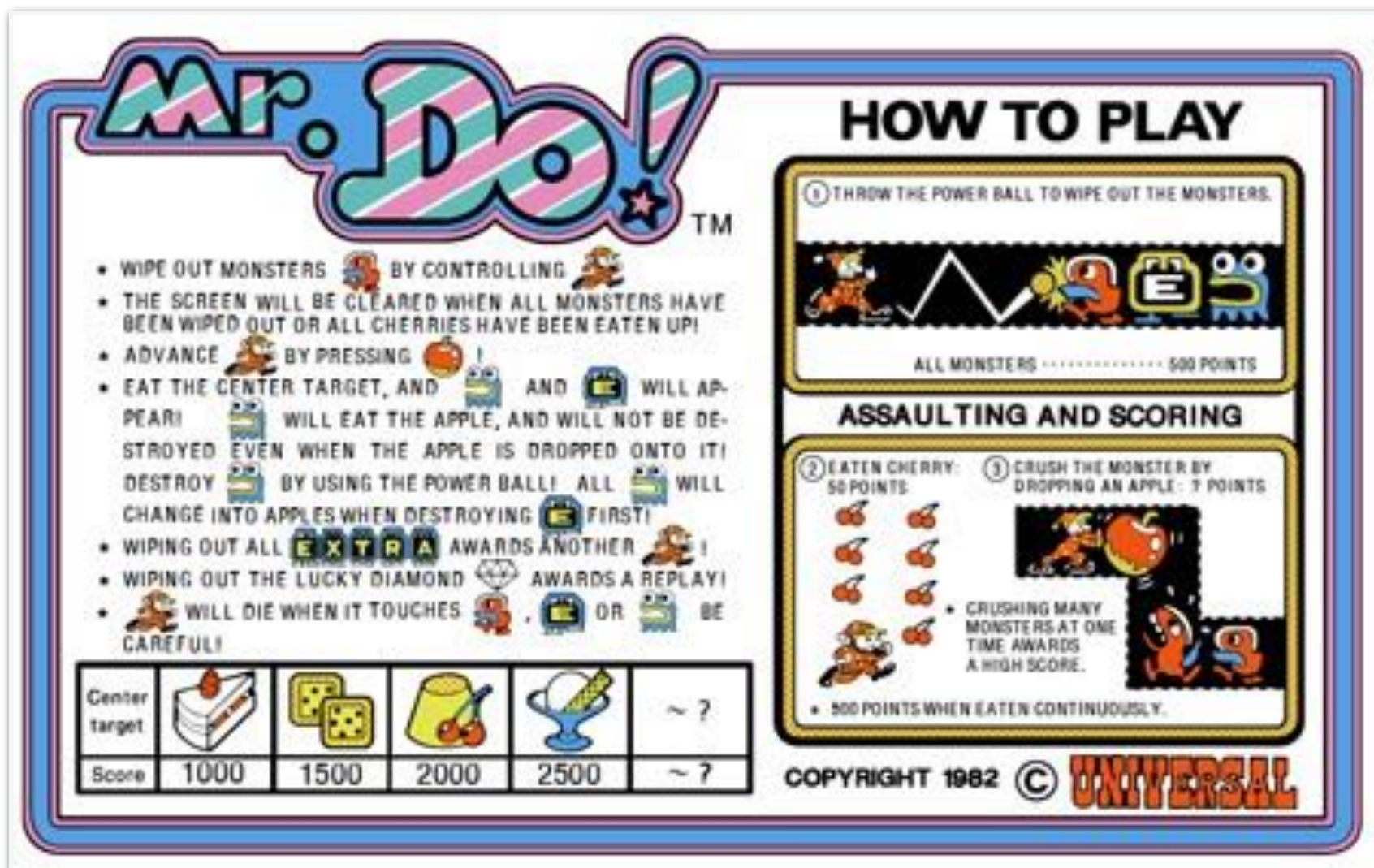
Quelle

„If a resource or entity can come into the game world having not been there before, the mechanic by which it arrives is called a source.“

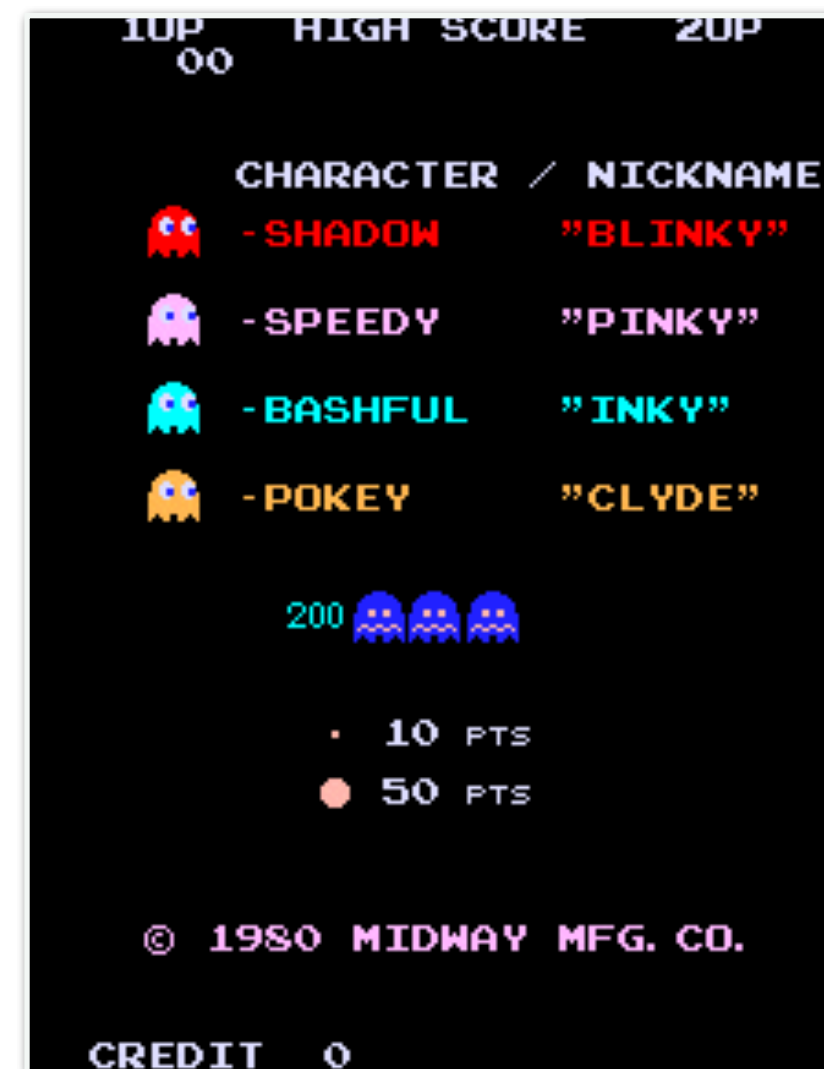
Adams: *Fundamentals of Game Design*



Quelle: Punkte, Gegner



Deterministische Quelle

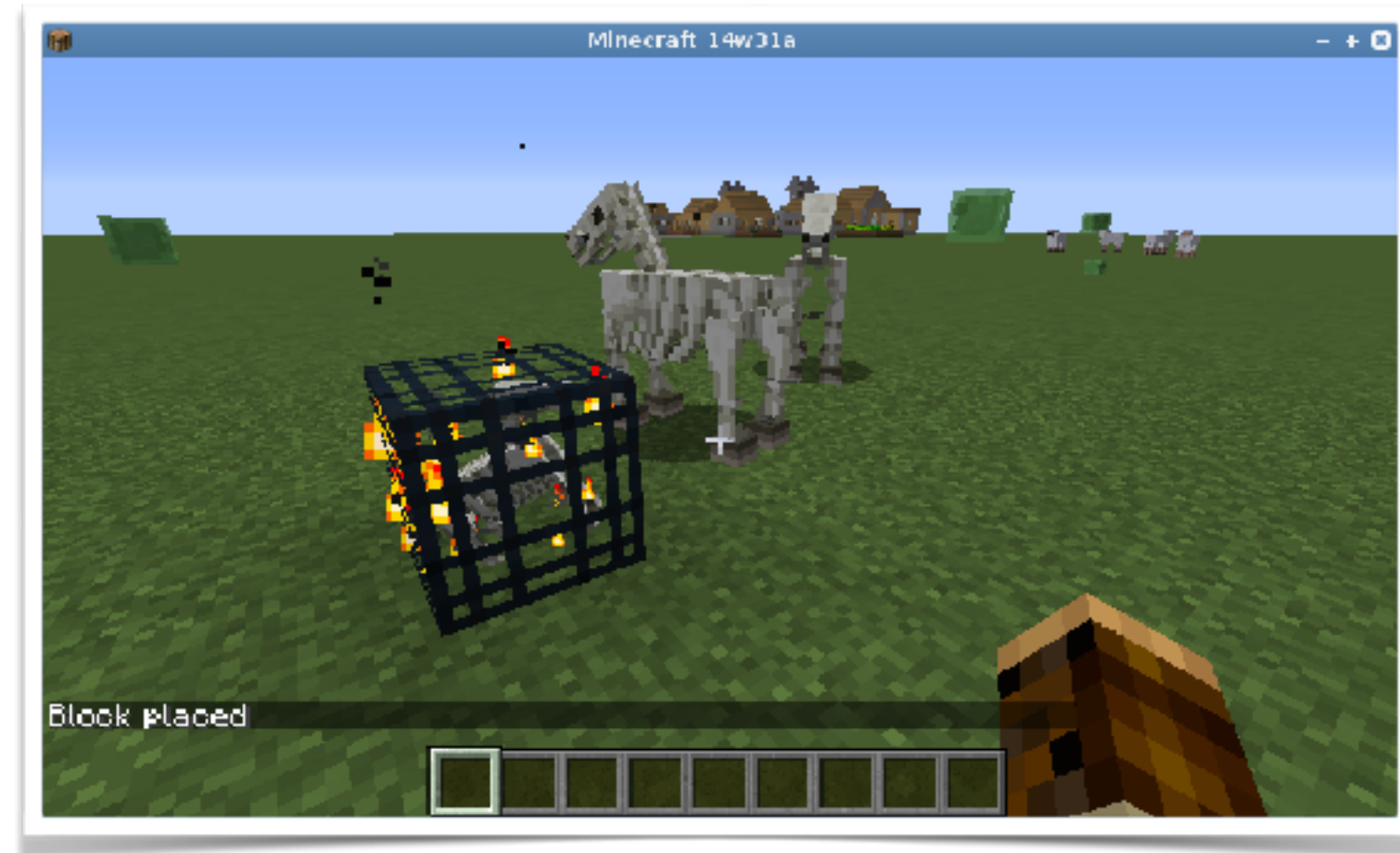
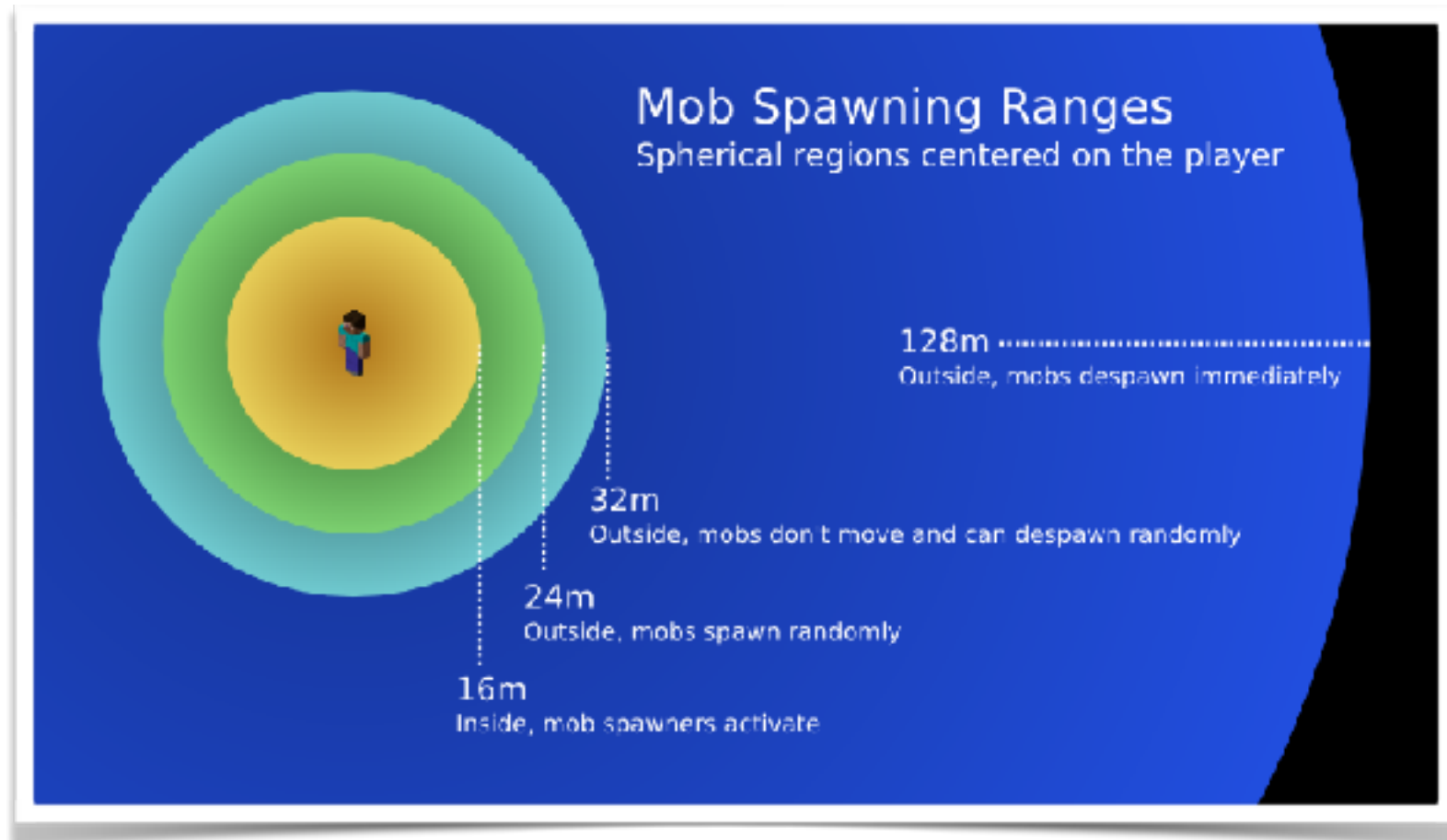


Pac-Man



Space Invaders

Spawn



Minecraft

Produktion



StarCraft 2



Farming: World of Warcraft

„Alterac Mountains in Hillsbrad Foothills is simply the best place to mine Tin Ore. The place is marked with red on the map. If you run out of Veins, just do a lap around the mountains until they respawn.“

Theorycraft

»Theorycraft is the attempt to mathematically analyze game mechanics in order to gain a better understanding of the inner workings of the game.«

<http://www.wowwiki.com/Theorycraft>

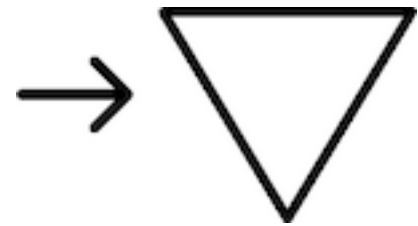
http://www.diablo-3.net/wp-content/uploads/2015/01/diablo3-legendary-dropraten-blutsplitter-preise-spreadsheet-tabelle_news.jpg

Probabilistische Quelle (Drop Rate)

	A	B	C	D	E	F	G	H	I	J	K	L	M
1	On average, you can expect to see the item once per this amount of bloodshards spent.							Only 4 out of 5 people will have the item after spending this amount of bloodshards					
2	Item Name	Demon Hunter	Monk	Barbarian		Crusader		Wizard		Witch Doctor			
3	Amulet												
4	Ancestors' Grace	52.400	84.812	60.400	57.184	52.400	84.812	52.400	84.812	58.400	98.088	52.400	84.812
5	Blackthorne's Dunroap Cross	13.100	21.078	15.100	14.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
6	Countess Julia's Cameo	26.200	42.156	30.200	48.592	26.200	42.156	26.200	42.156	29.200	40.993	26.200	42.156
7	Dova Energy Trap	26.200	42.156	30.200	48.592	26.200	42.156	26.200	42.156	29.200	40.993	26.200	42.156
8	Eye of Utlich	13.100	21.078	15.100	14.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
9	Haleyan's Ascent	13.100	21.078	15.100	14.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
10	Haunt of Voss	26.200	42.156	30.200	48.592	26.200	42.156	26.200	42.156	29.200	40.993	26.200	42.156
11	Holy Resonance			15.100	14.296								
12	Kymber's Gold	13.100	21.078	15.100	14.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
13	Mara's Kaleidoscope	52.400	84.812	60.400	57.184	52.400	84.812	52.400	84.812	58.400	98.088	52.400	84.812
14	Midnight Ward									29.200	40.993		
15	Ombra's	13.100	21.078	15.100	14.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
16	Rakoff's Glass of the	13.100	21.078	15.100	14.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
17	Ronda's Locket	13.100	21.078	15.100	14.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
18	Squirt's Necklace	13.100	21.078	15.100	14.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
19	Sunwuko's Shins			15.100	14.296								
20	Tal Rasha's Allegiance									14.600	23.491		
21	Talisman of Aranoch	52.400	84.812	60.400	57.184	52.400	84.812	52.400	84.812	58.400	98.088	52.400	84.812
22	The Ess of Johan	26.200	42.156	30.200	48.592	26.200	42.156	26.200	42.156	29.200	40.993	26.200	42.156
23	The Favor of Time	13.100	21.078	15.100	14.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
24	The Star of Ackaranth	131.000	210.778	151.000	142.958	131.000	210.778	131.000	210.778	146.000	134.914	131.000	210.778
25	The Traveller's Pledge	13.100	21.078	15.100	14.296	13.100	21.078	13.100	21.078	14.600	23.491	13.100	21.078
26	Resilient Amulet	52.400	84.812	60.400	57.184	52.400	84.812	52.400	84.812	58.400	98.088	52.400	84.812
27	Ring												
28	Angel Hair Braid							6.075	10.125				
29	Bell of the Trees							3.188	5.125				
30	Blackthorne's Matched Bell	3.613	4.925	3.063	4.428	4.688	7.643	3.188	5.125	3.311	5.125	3.063	4.428
31	Cord of the Sharma	5.625	8.438	5.125	8.438	5.075	7.643	6.075	10.125	6.625	10.125	5.125	8.438

Senke

„A drain is a mechanic that determines the consumption of resources.“
Adams: Fundamentals of Game Design



Senken



Verfall:
Sim City

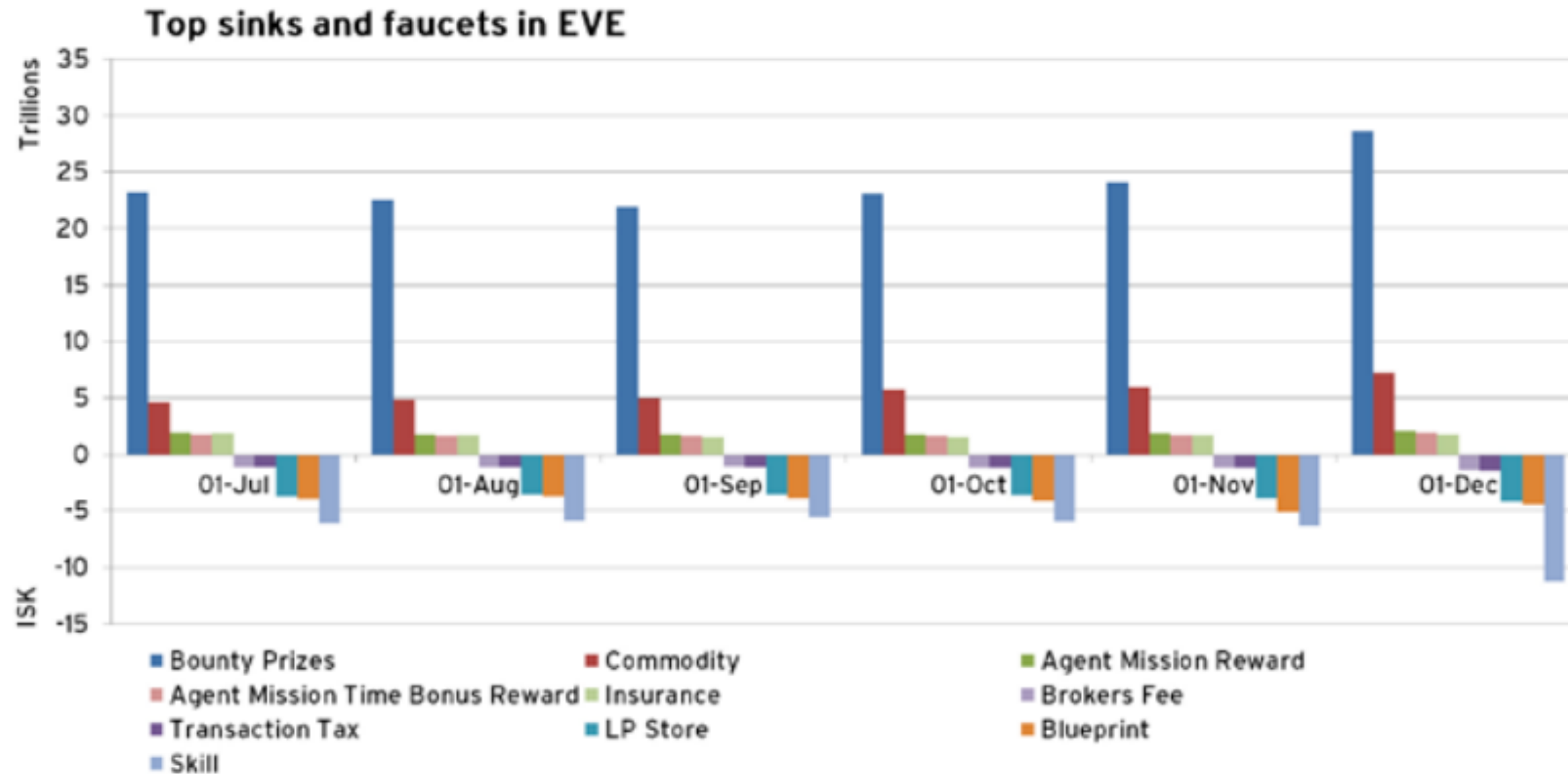


Luft und Leben:
Super Mario Galaxy



Raumschiffschlachten:
Eve Online

Spiel-Ökonomie



Eve Online, Quarterly Economic Newsletter Q4, 2010

MUDFlation and Gold Sinks

<https://www.wikiwand.com/en/Mudflation>

https://www.wikiwand.com/en/Gold_sink

Buying upgrades from the game.

Buying food, potions and supplies from the game that will be consumed during play, or any other consumable item.

Buying services from the game such as healing, item repair, transportation throughout the game world, or storage space (or storage time) for current or extra items.

Item degradation: items may have a small chance to degrade or break when used, repairing or replacement cost time and/or money, this is a bit harder then just the repairing of items.

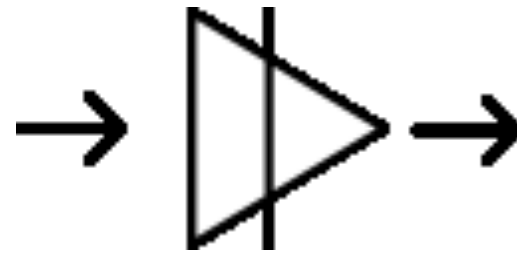
Selling items to NPC “pawnbrokers” who resell them to other players at a substantial markup, this can be seen most as the following example: You buy something of a NPC and then you don’t need it and you will not get the full price back again even if you just bought it 2 seconds ago. Then you sell it for like half price, if you need the item once agin you just have to buy it for 100% again. So you will always end up losing money this way.

Another good example of a gold sink from a game is Dungeons and Dragons Online, players can mail items to other characters, have curses removed, or gamble with NPCs, all for an appropriate fee.

Konversion

„A converter is a mechanic—and usually an entity, too—that turns one or more resources into another type of resource.“

Adams: Fundamentals of Game Design



Konversion

Wechsel



Halo: Combat Evolved:
Munition bringt Kills



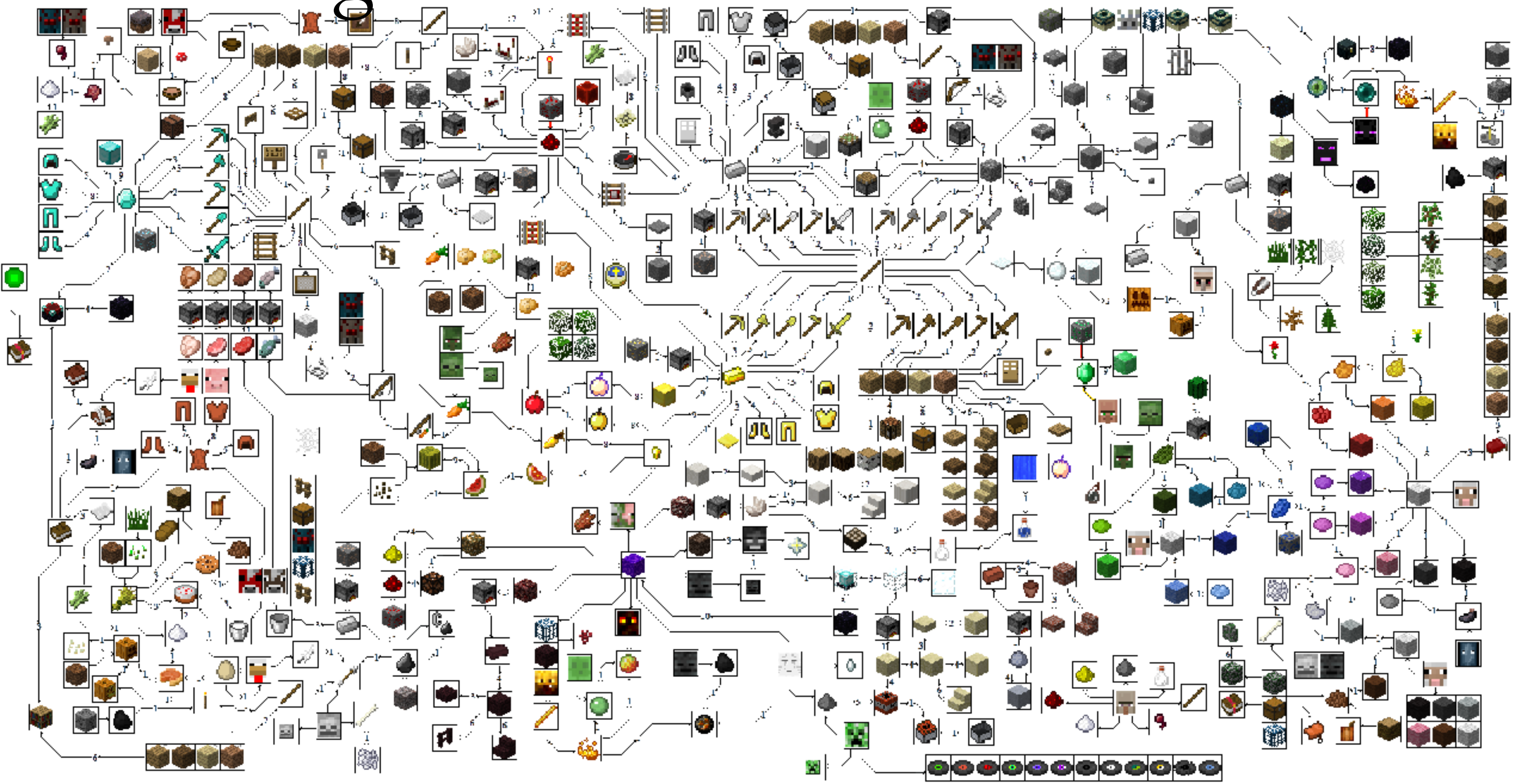
Minecraft: Essen bringt Lebenspunkte

Name	Icon	Food Points	 Food	
Apple				
Baked Potato				
Bread			Melon Slice	
Cake			Mushroom Stew	
Carrot			Poisonous Potato	
Cooked Chicken			Potato	
Cooked Fish			Pumpkin Pie	
Cooked Porkchop			Raw Beef	
Cookie			Raw Chicken	
Golden Apple			Raw Fish	
Golden Carrot			Raw Porkchop	
			Rotten Flesh	
			Spider Eye	
			Steak	

Crafting

Minecraft Production Web

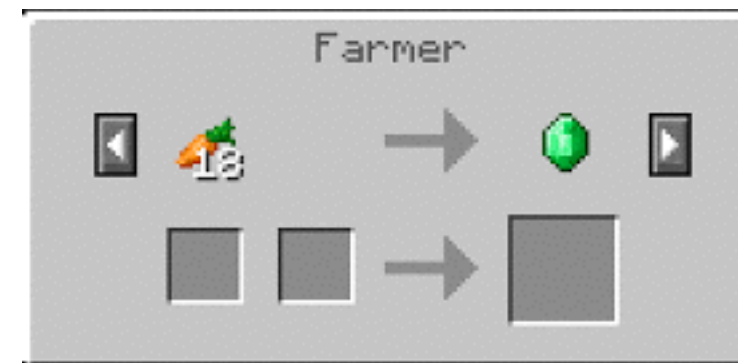
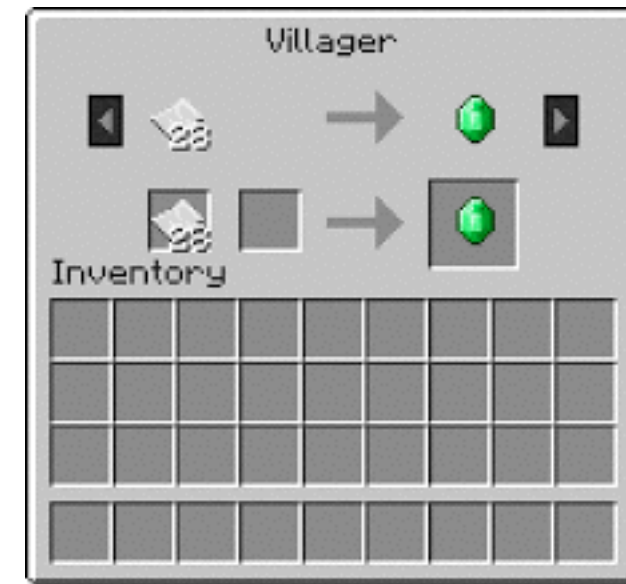
V.
1.4.0
1.5



Pseudo-Tausch

Farmer 18-22 → → 15-19 → → 15-19 → → → 2-4 8-13 → → → 2-3 7-12 → → → 5 → 6 →	Shepherd 16-22 → → 3-4 → → 1-2 → → 	Armorer 16-24 → → 4-6 → → 7-9 → → 10-14 → → 3-4 → → 16-19 → → 5-7 → → 9-11 → → 5-7 → → 11-15 → → 	Weapon Smith 16-24 → → 6-8 → → 7-9 → → 9-10 → → 3-4 → → 12-15 → → 9-12 → →
Fisherman 6 → + → 6 15-20 → → 16-24 → → 7-8 → →	Librarian 24-36 → → 5-64 → →	Leatherworker 9-12 → → 2-4 → → 7-12 → → 8-10 → → 	Tool Smith 16-24 → → 5-7 → → 7-9 → → 9-11 → → 3-4 → → 12-15 → →
Fletcher 15-20 → → → 8-12 10 → + → 6-10 2-3 → →	Butcher 14-18 → → 14-18 → → 16-24 → → → 5-7 → 6-8 	Cleric 36-40 → → 8-10 → → → 1-4 → 1-2 → 1-3 7-11 → → 3-11 → →	

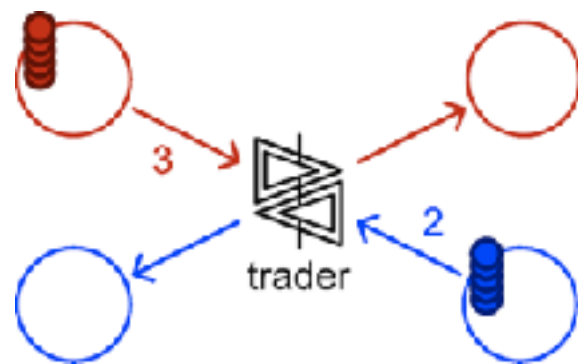
* Lvl 5-19 Enchant
* Lvl 1-30 Enchant



Tausch

„A trader mechanic governs trades of goods,
generally between the player and the game.“

Adams: *Fundamentals of Game Design*



Kauf

ITEMS		Caps 5922	
↑	.308 Caliber Round (9)	2	
	.32 Caliber Round (38)	0.7	
	.44 Round, Magnum (112)	1	
	10mm Round (81)	0.7	
	5.56mm Round (3096)	0.7	
	5mm Round (117)	0.7	
↓	Action Abe Action	3	

Tulip		Caps 491	
↑	.308 Caliber Round (9)	4	
	.32 Caliber Round (22)	1	
	.44 Round, Magnum (25)	3	
	10mm Pistol	38	
	10mm Pistol	58	
	10mm Pistol	12	
↓	10mm Round (58)	1	

WG		VAL	
--		2	

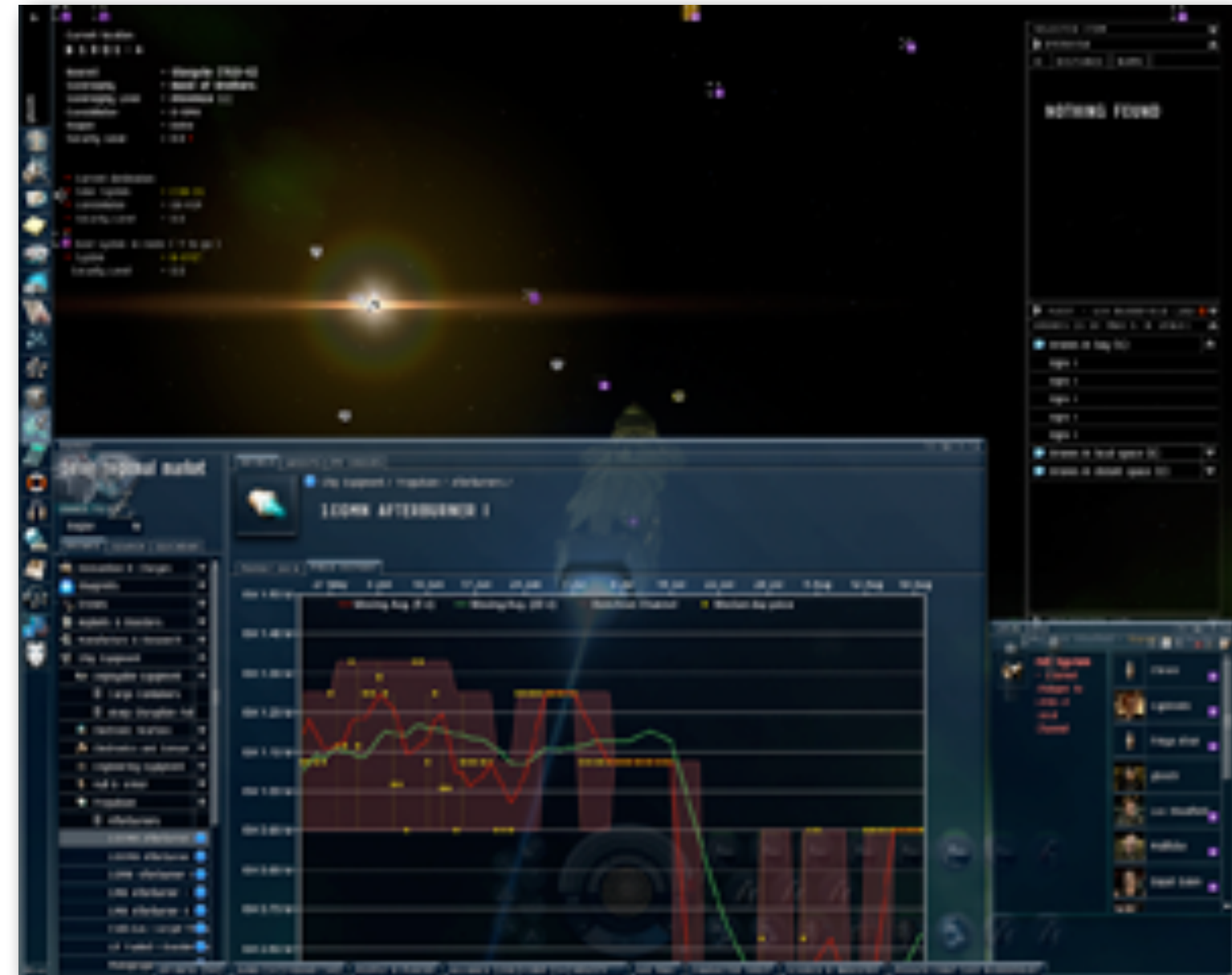
Accept ☐

Exit ☒

Marktplätze

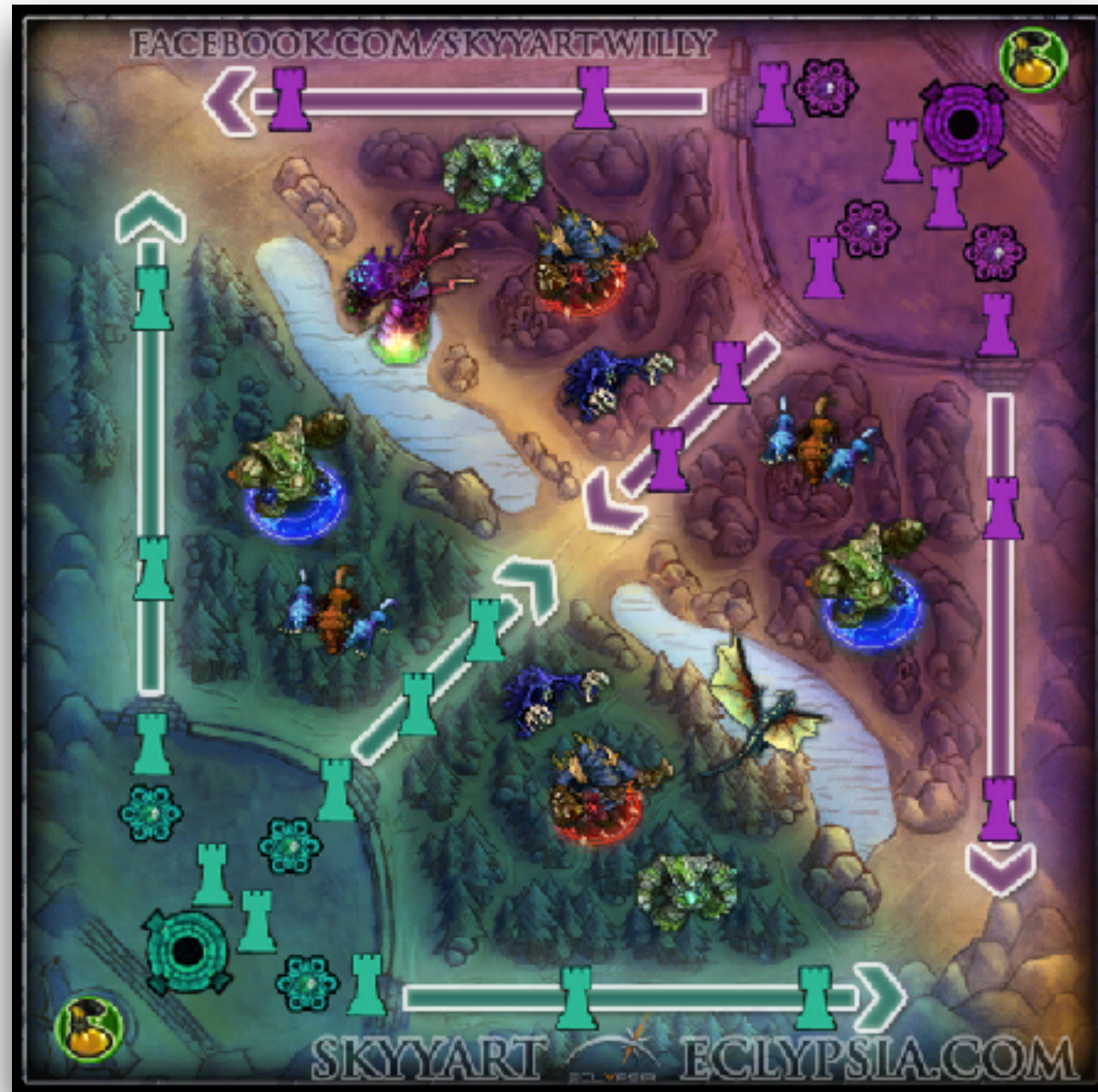


WoW Auction House



Eve Online

Gleichgewicht



League of Legends: Minions



Mario Kart : Power-Ups und Spielposition

Hybride Ökonomie



Geld: Clash of Clans



Aufmerksamkeit: Nightmare Tower

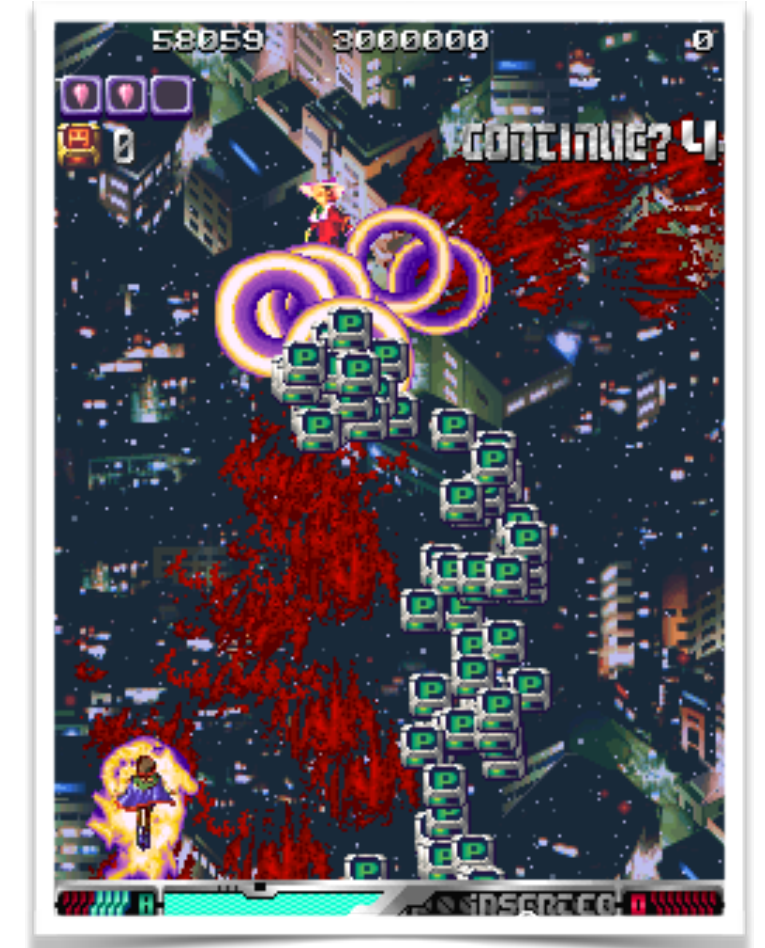
Pay to Play



Figuren: Donkey Kong



Leben: Gauntlet



Fortschritt: Don Pachi

Zeit als Ressource



Spielzeit: WoW

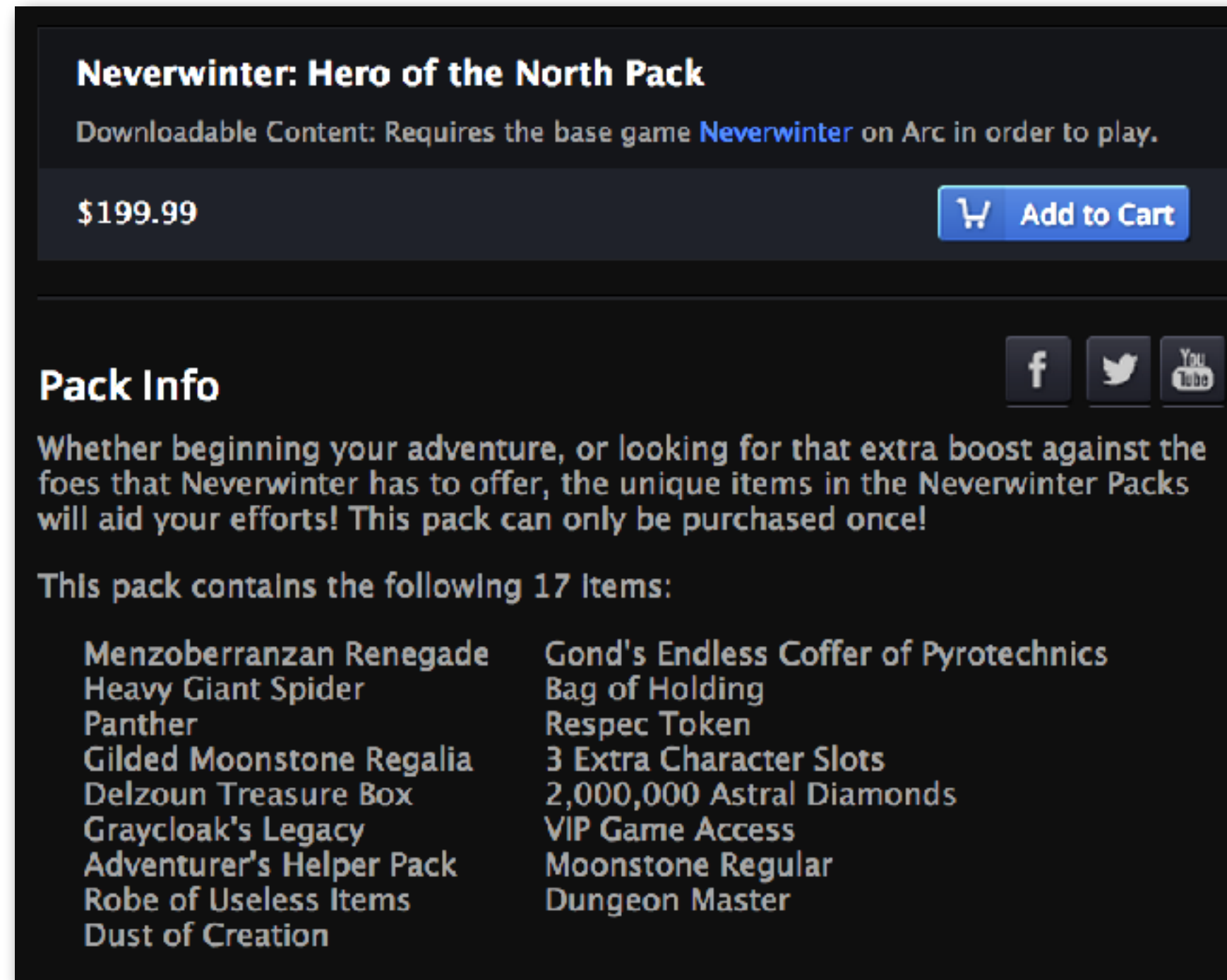


Wartezeit: Clash of Clans



Wechselkurse

Geschäftsmodelle für MMOs



Neverwinter: Hero of the North Pack

Downloadable Content: Requires the base game [Neverwinter](#) on Arc in order to play.

\$199.99 [Add to Cart](#)

Pack Info

Whether beginning your adventure, or looking for that extra boost against the foes that Neverwinter has to offer, the unique items in the Neverwinter Packs will aid your efforts! This pack can only be purchased once!

This pack contains the following 17 Items:

Menzoberranzan Renegade	Gond's Endless Coffers of Pyrotechnics
Heavy Giant Spider	Bag of Holding
Panther	Respec Token
Gilded Moonstone Regalia	3 Extra Character Slots
Delzoun Treasure Box	2,000,000 Astral Diamonds
Graycloak's Legacy	VIP Game Access
Adventurer's Helper Pack	Moonstone Regular
Robe of Useless Items	Dungeon Master
Dust of Creation	

Abonnement (WoW)

Abo mit Ingame-Wechselkurs
(Eve Online, Wildstar)

Free-to-Play nach Client-Kauf
(Everquest, Guild Wars)

Free-to-Play, Micro-Payment
(Maple Story, Neverwinter)

Freemium (Premium Content)
(Neverwinter)




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- EverQuest 2
- Fallen Earth
- Final Fantasy XI
- Final Fantasy XIV
- Guild Wars


WORLD OF WARCRAFT
WoW Gold US


WORLD OF WARCRAFT
WoW Gold EU


GUILD WARS 2
Guild Wars 2 Gold US

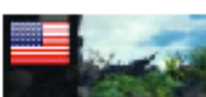

GUILD WARS 2
Guild Wars 2 Gold EU


DIABLO 3
Diablo 3 Gold US


DIABLO 3
Diablo 3 Gold EU


DIABLO 3
Diablo 3 Gold ASIA


FINAL FANTASY XI
FFXI Gold


RIFT
Rift Platinum US


RIFT
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