

# Virtuelle Eschatologie

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Über das Abschalten von Online-Gemeinschaften



Räume



Zeiten



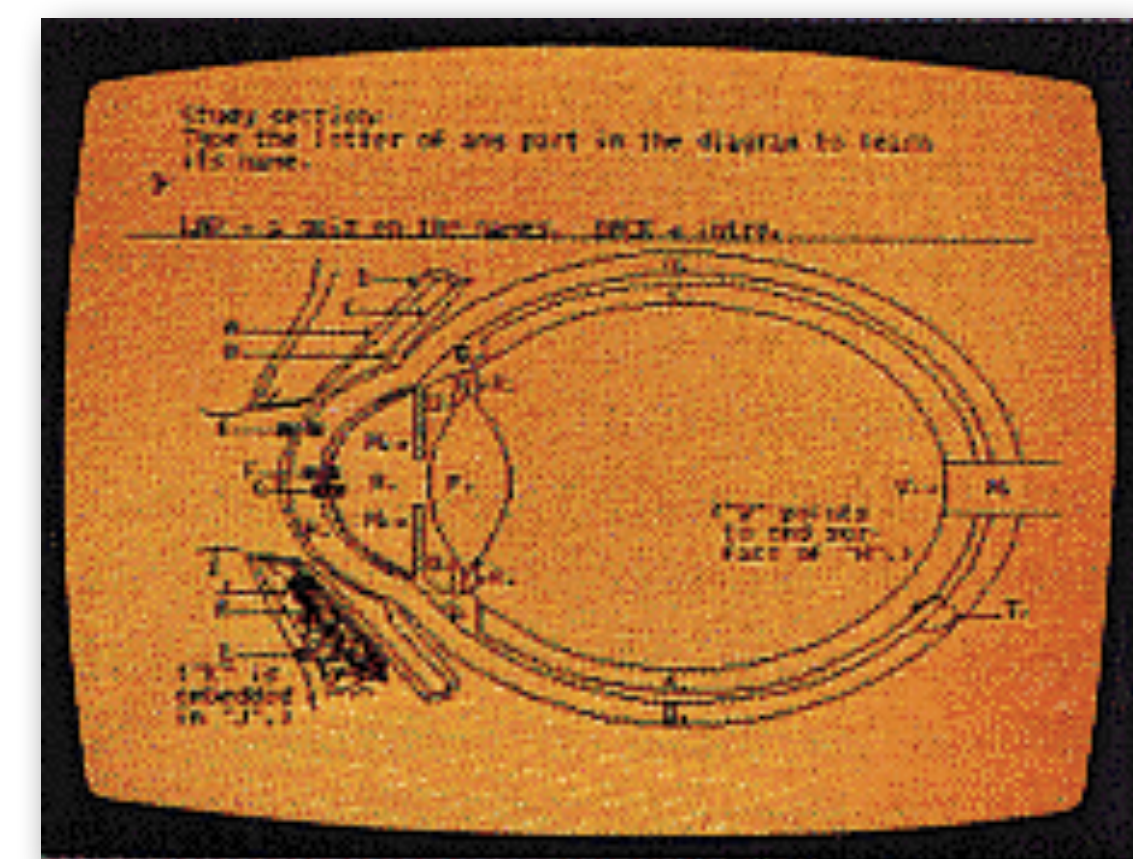
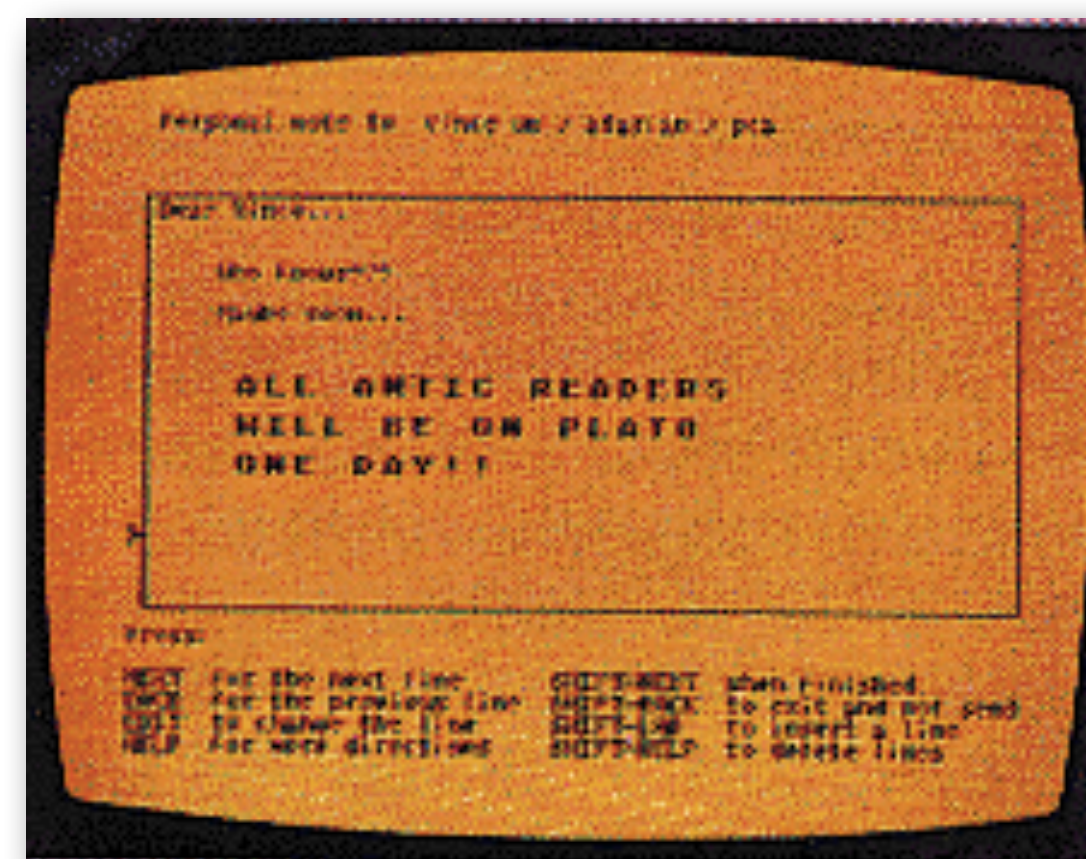
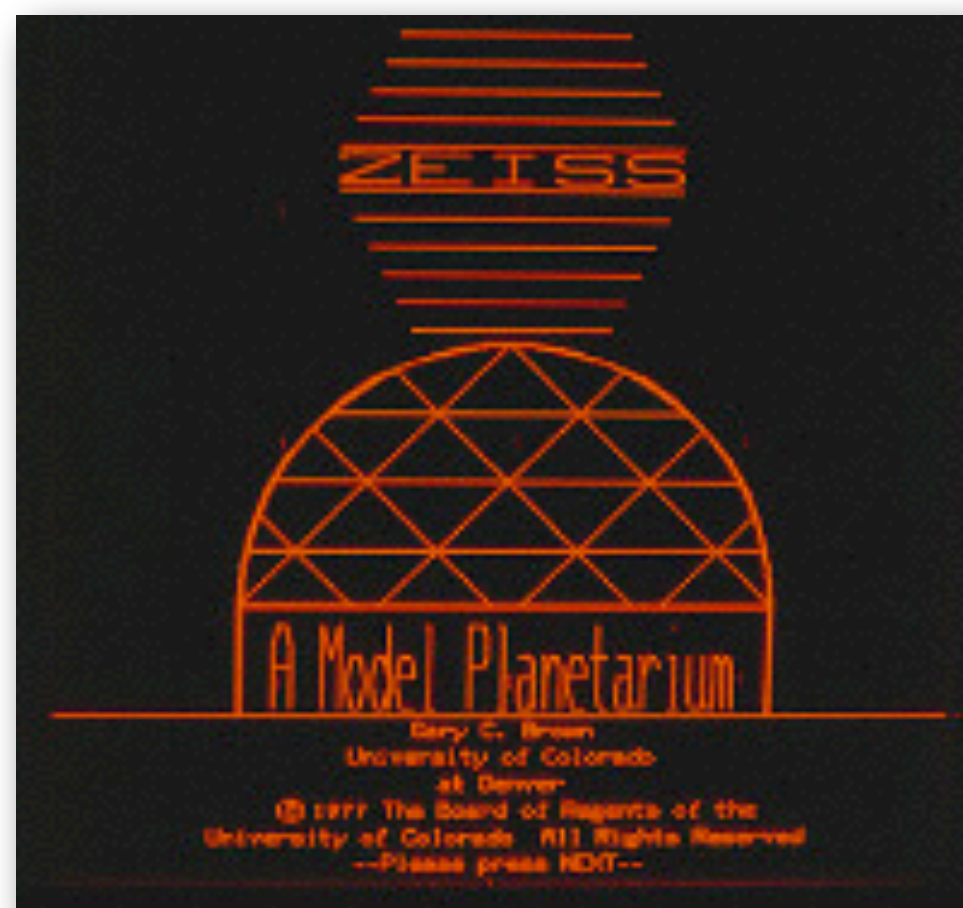
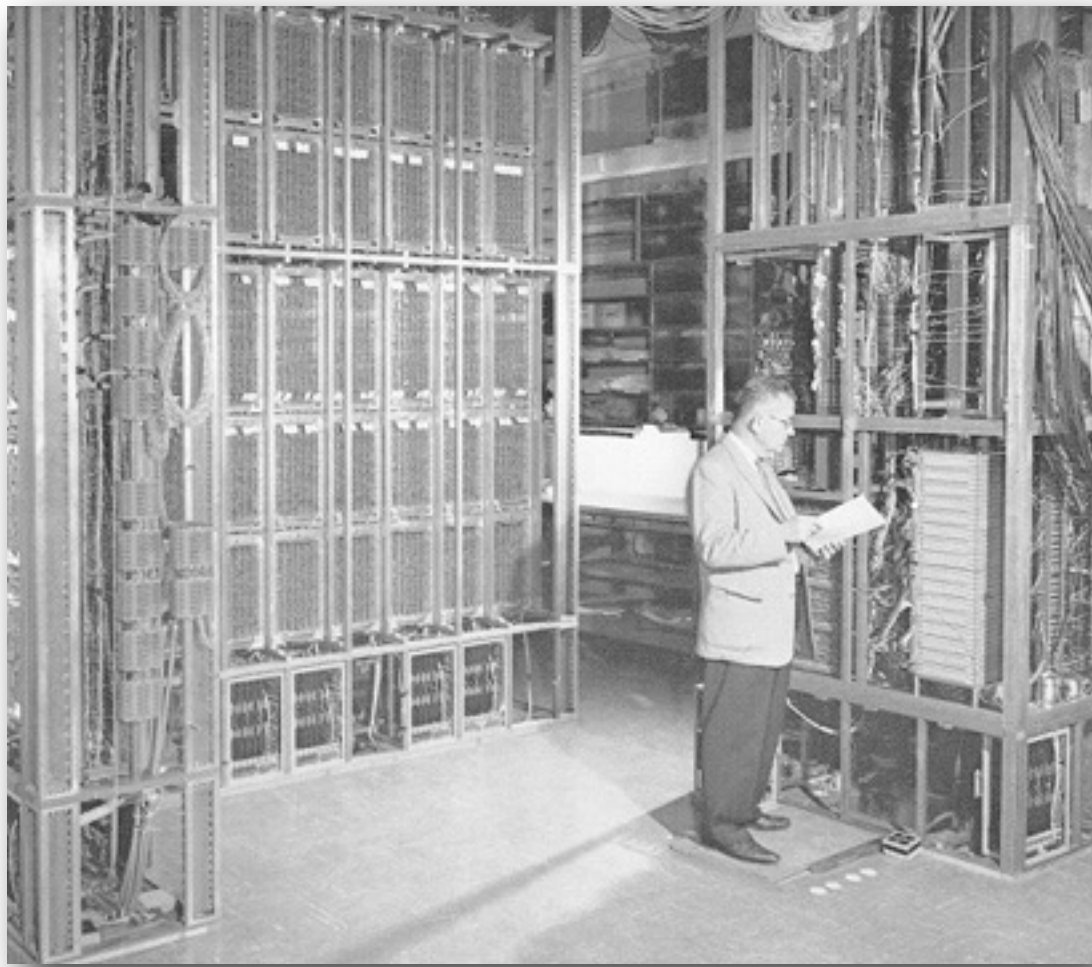
Menschen

# MMOs

Massively Multiplayer Online Games



# PLATO (ab 1972)





# DUNGEONS & DRAGONS

Rules for Fantastic Medieval Wargames  
Campaigns Playable with Paper and Pencil  
and Miniature Figures

GYGAX & ARNESON



**MEN & MAGIC**

VOLUME 1 OF THREE BOOKLETS



PUBLISHED BY  
TACTICAL STUDIES RULES  
Price \$3.50

# Dungeons & Dragons

Gygax; Arneson, 1974



dnd, 1974

# Spasim, 1974 (HELP)

# Moria, 1975

pedit5 1975

oubliette 1975

avatar 1979



# Colossal Cave Adventure (ADVENT) 1975

```
PAUSE INIT DONE statement executed
To resume execution, type go. Other input will terminate the job.
go
Execution resumes after PAUSE.
WELCOME TO ADVENTURE!! WOULD YOU LIKE INSTRUCTIONS?

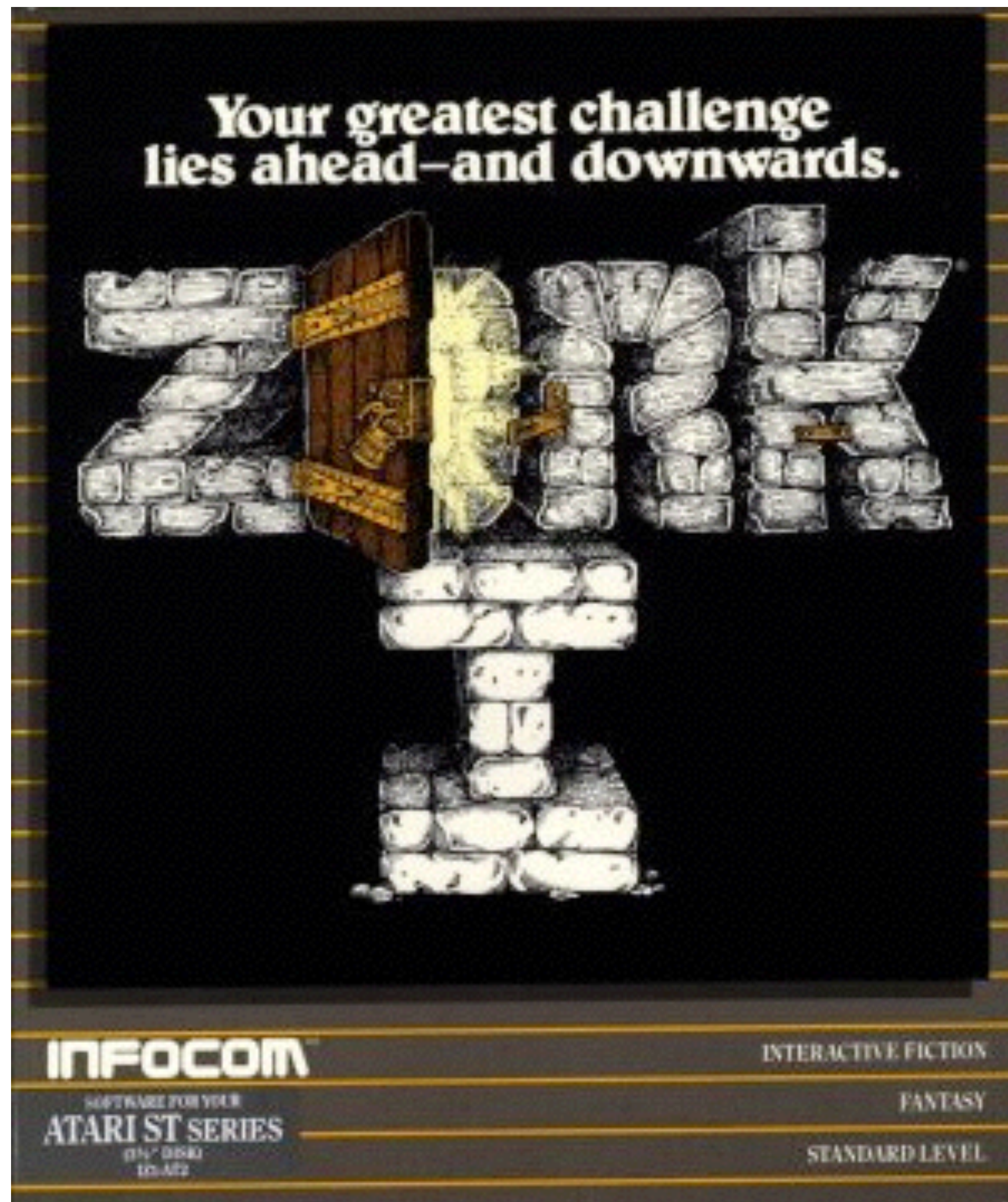
y
SOMEWHERE NEARBY IS COLOSSAL CAVE, WHERE OTHERS HAVE FOUND
FORTUNES IN TREASURE AND GOLD, THOUGH IT IS RUMORED
THAT SOME WHO ENTER ARE NEVER SEEN AGAIN. MAGIC IS SAID
TO WORK IN THE CAVE. I WILL BE YOUR EYES AND HANDS. DIRECT
ME WITH COMMANDS OF 1 OR 2 WORDS.
(ERRORS, SUGGESTIONS, COMPLAINTS TO CROWTHER)
(IF STUCK TYPE HELP FOR SOME HINTS)

YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK
BUILDING . AROUND YOU IS A FOREST. A SMALL
STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.
```

Will Crowther  
Don Woods  
1975 / 1976



# Nachfolger

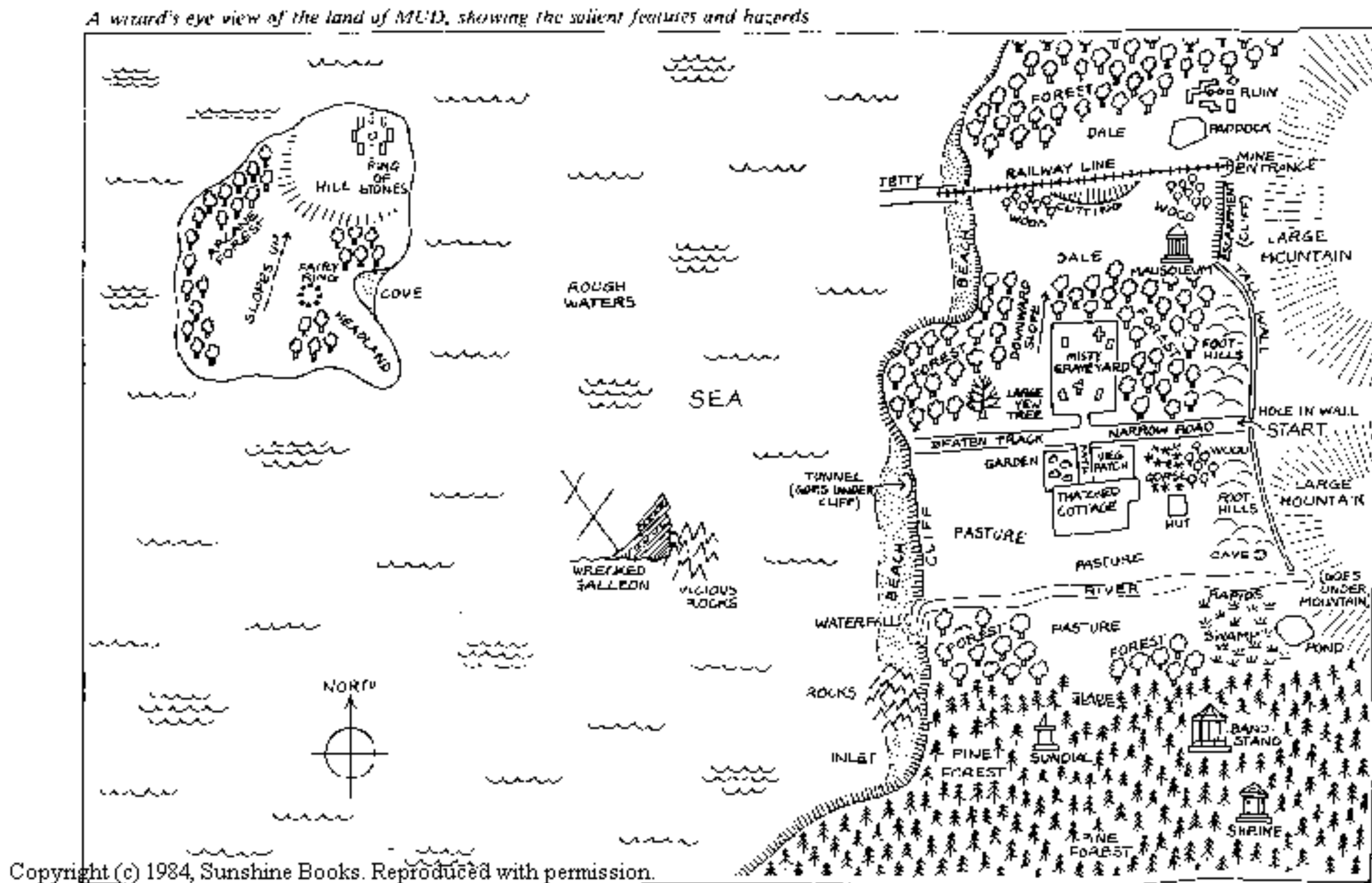


Zork, Infocom: Tim Anderson, Marc Blank, Bruce Daniels, Dave Lebling, 1977



# 1978

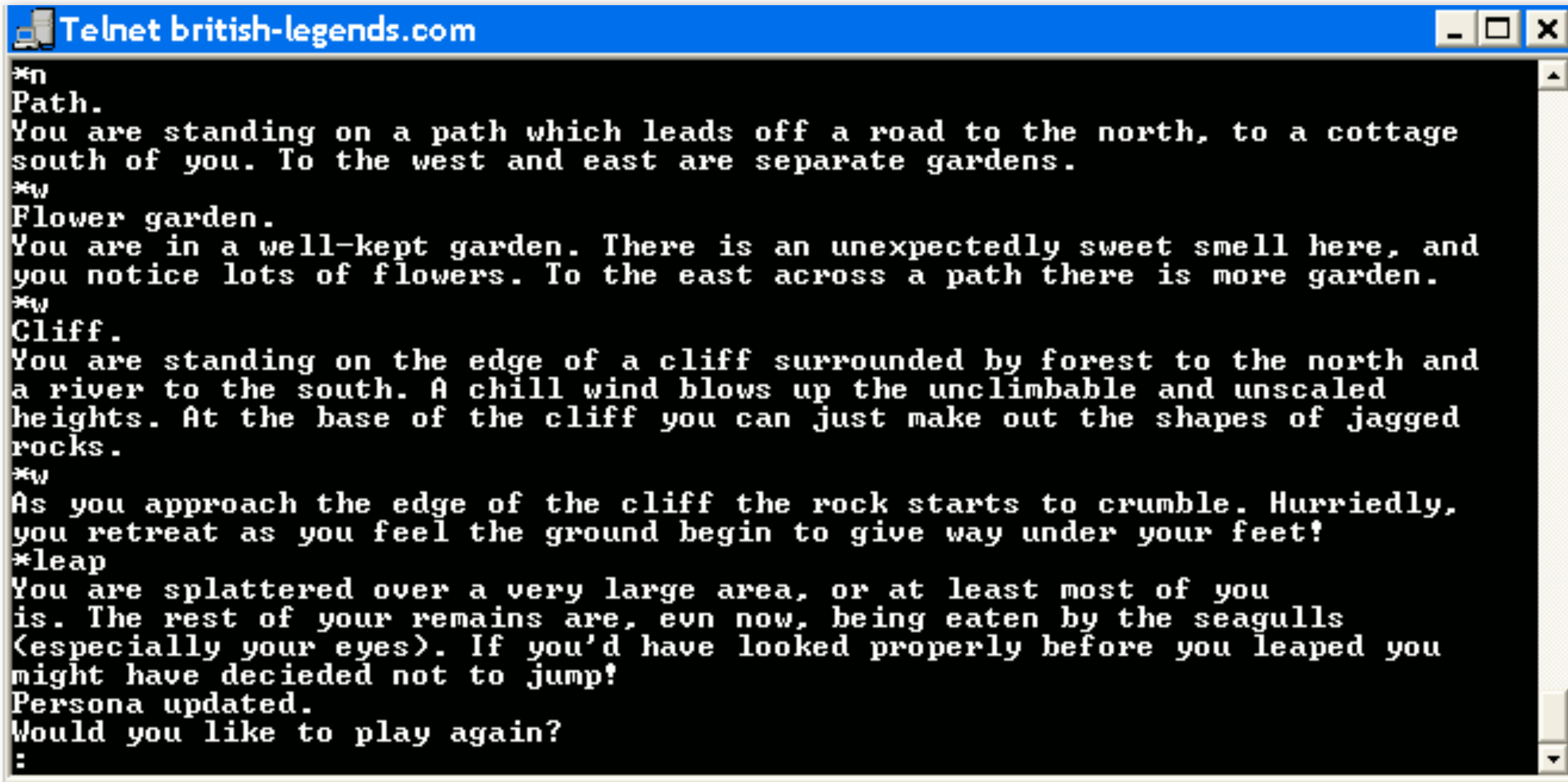
# Richard Bartle



telnet://british-legends.com:27750



# MUD (1978)



```
Telnet british-legends.com
*n
Path.
You are standing on a path which leads off a road to the north, to a cottage
south of you. To the west and east are separate gardens.
*w
Flower garden.
You are in a well-kept garden. There is an unexpectedly sweet smell here, and
you notice lots of flowers. To the east across a path there is more garden.
*w
Cliff.
You are standing on the edge of a cliff surrounded by forest to the north and
a river to the south. A chill wind blows up the unclimbable and unscaled
heights. At the base of the cliff you can just make out the shapes of jagged
rocks.
*w
As you approach the edge of the cliff the rock starts to crumble. Hurriedly,
you retreat as you feel the ground begin to give way under your feet!
*leap
You are splattered over a very large area, or at least most of you
is. The rest of your remains are, evn now, being eaten by the seagulls
(especially your eyes). If you'd have looked properly before you leaped you
might have decieded not to jump!
Persona updated.
Would you like to play again?
:
```

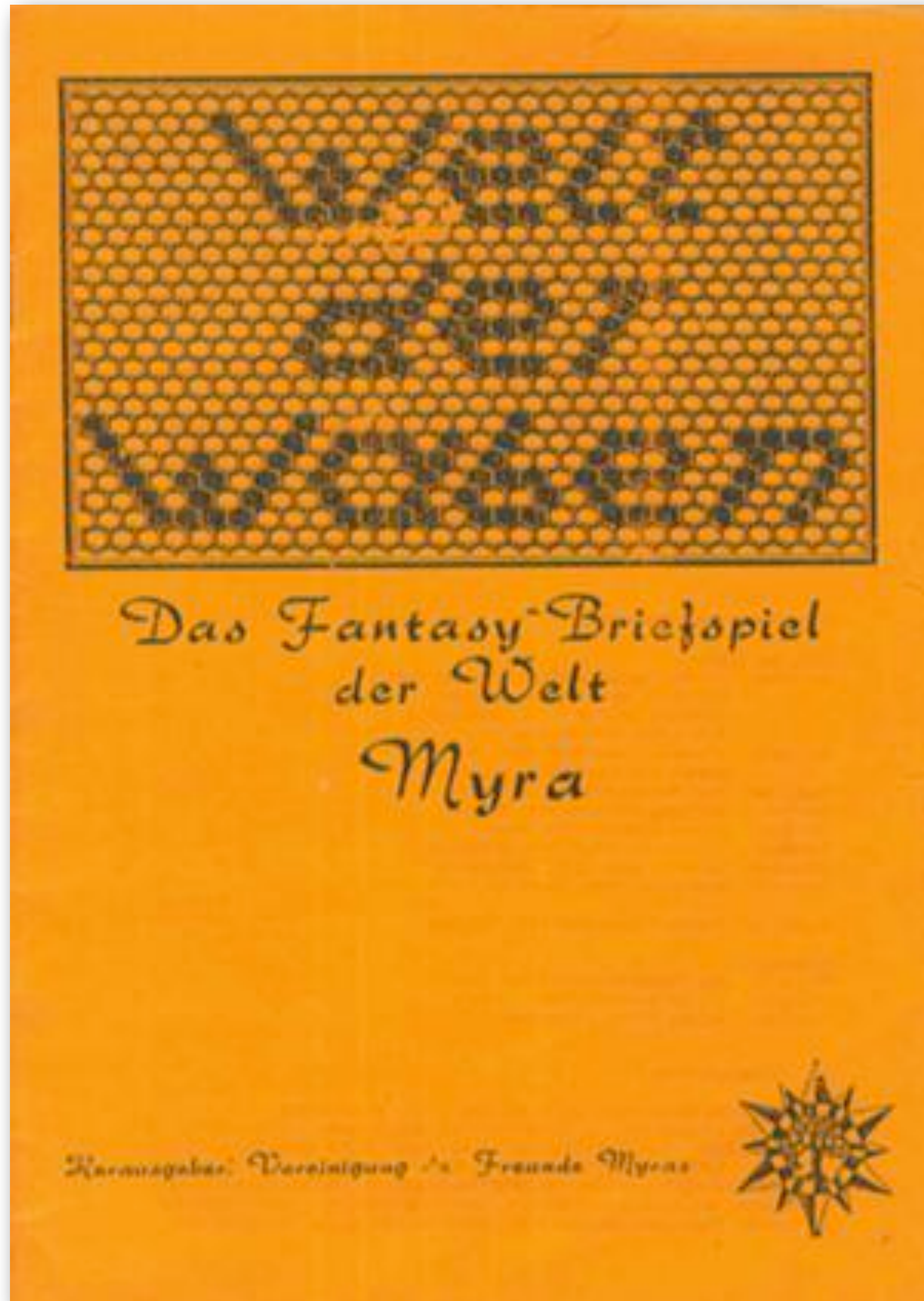


# Shared World – Myra

<http://myra.wikia.com/wiki/Hauptseite>

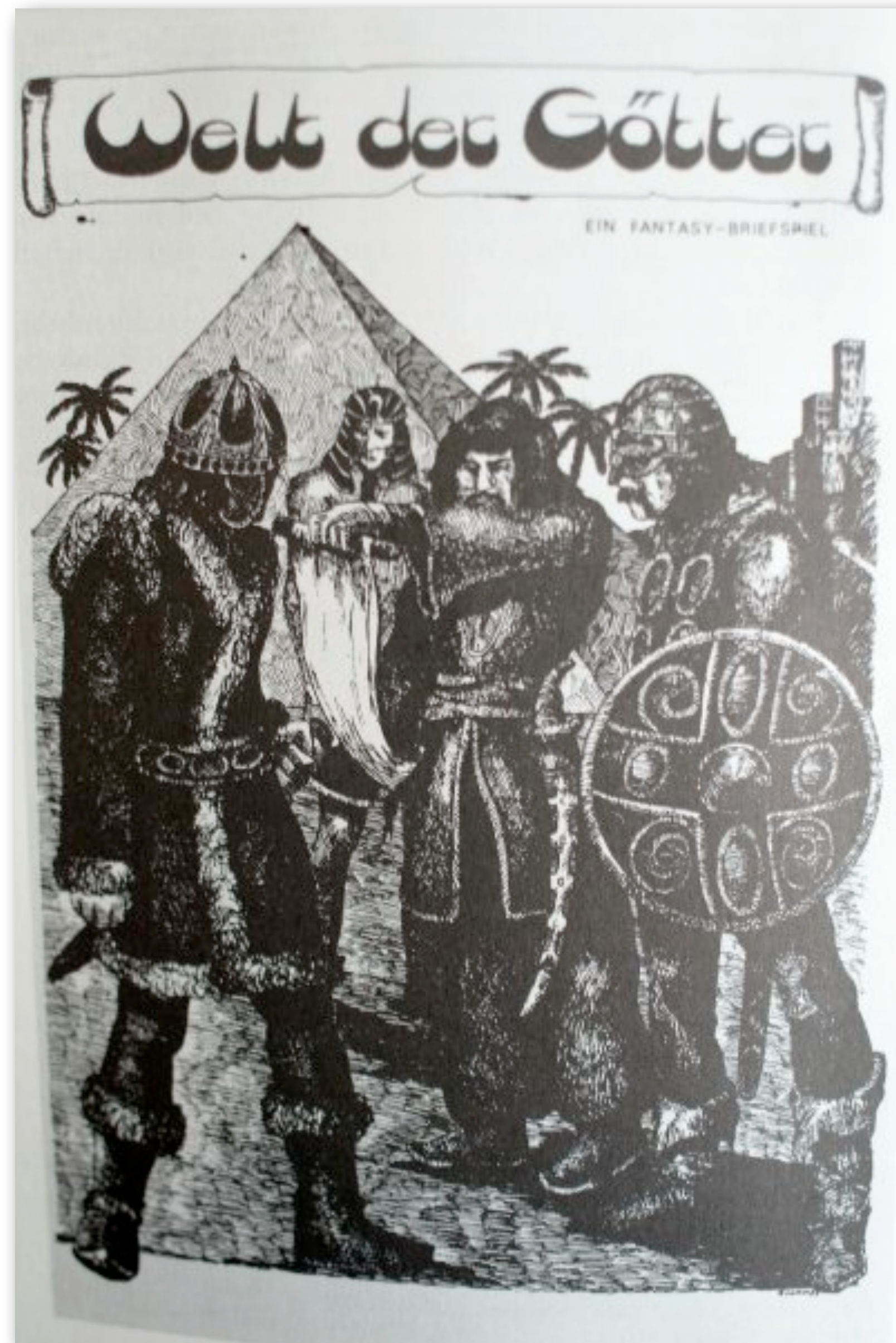
»Das Projekt MYRA hat zum Ziel, eine eigene Welt der Fantasy namens Myra mit beliebig vielen Menschen über beliebig viele Jahre hinweg in allen Aspekten zu entwickeln, zu simulieren und zu beschreiben. Rollenspielabenteuer in Myra gehören ebenso dazu wie gesellige Treffen in Gewandung, das Brettspiel "Wabenwelt" oder Geschichtenprojekte. Ein Teil dieses Projektes ist die Simulation der Zeitgeschichte im Rahmen des Spiels "Welt der Waben". Zur Förderung dieses Projektes gibt es den gemeinnützigen Verein der Freunde Myras VFM eV.«

— (Aus: Wolfgang G. Wettach (Hrsg.): Welt der Waben-Spielregel, Kapitel 0. "Das Projekt und das Spiel", September 1995)



ab 1982





# Play by Mail

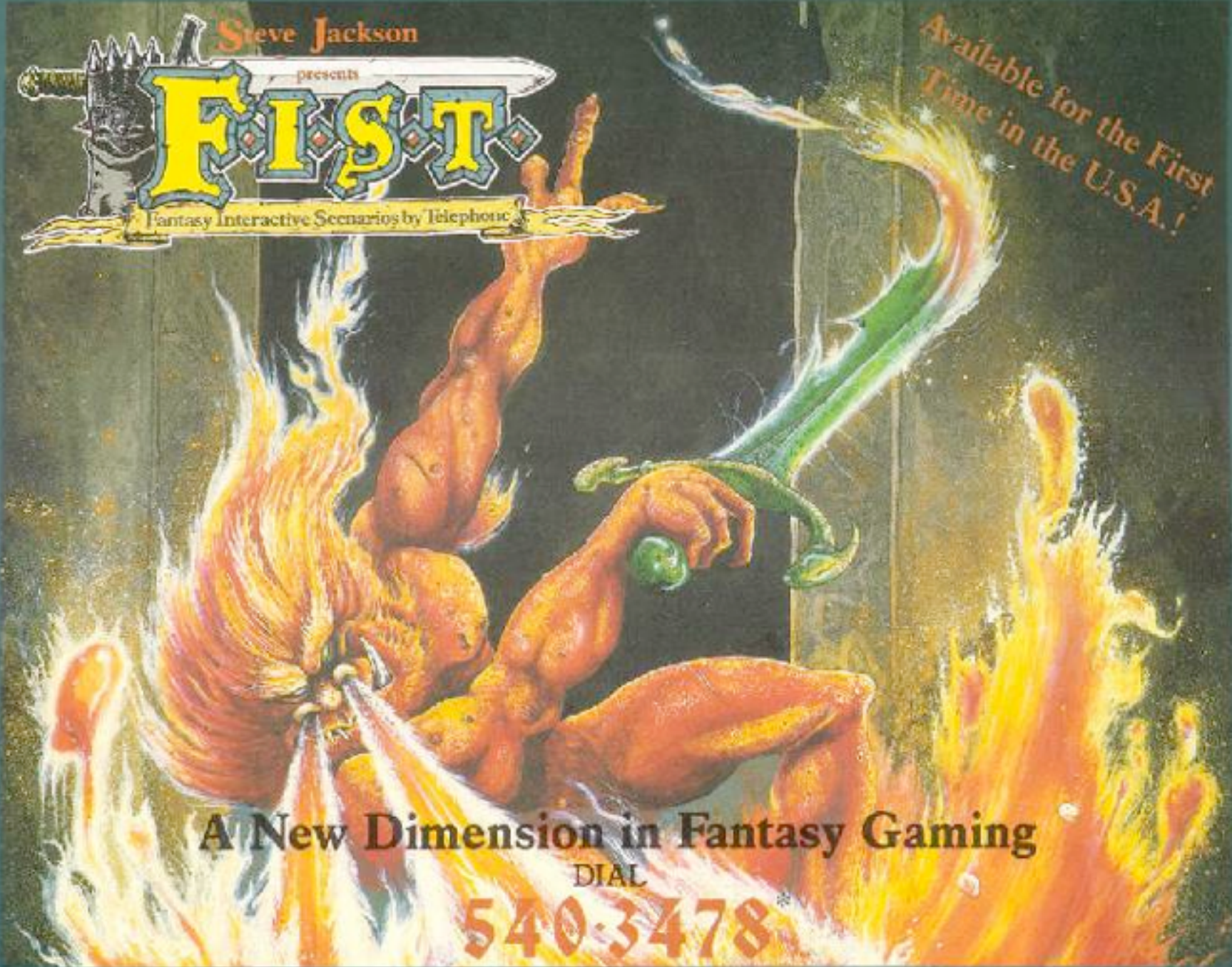
WORLD OF VENGEANCE				BEFEHLSBLATT			
NÄCHSTER ZUGSABGABETERMIN: (siehe TAGARIN...)				ÖP-Punkte verfügbar zur Umwandlung: ..6...			
NAME: H. E. M. A. J.				gespart ungew. verbr.			
NUMMER: ...7.11. ZUG: ...6.				Bevölkerungswachstum			
SPIELER: K. A. A. T. H. F. I. N. K. K. O. C. H.				Rekruten			
FRAGEN ?  Was ist mit der Ziville, die im Dor erfunden haben will ?				Bewegung Hauptgruppe			
				Handelswaren			
				Arbeit			
				Nahrung			
				Futter			
UNTERGRUPPE	Hauptgruppe	A	B	C	D	E	
(K)ristente (K)riste Gr.	E	E					
Freiheit in Befehl Nr.	1	2					
Transfers und Bewerkungen	30(52) Krieger 10 Handwerker 6 Wohnung	10(53) 10 4					
G e n a u e  B e f e h l e  B i n n e r s c h e  B e f e h l e n g	1	Die Zivilisten bauen noch 3 Langbögen (BLN). Im Dor geht mit einer Gruppe der Geschicktesten auf die Jagd, um Hörner und Felle zu besorgen. Die Krieger bewachen das Schloss und stehen aus. Es wird auch viel gefeiert und die Frauen haben warme Kleidung.					
	2	Zor Tan und Han Wark nähern sich vorsichtig den Tieren. Bei Kontakt wollen sie friedliche Absicht zeigen, sind aber auch bereit zu fliehen oder zu kämpfen. Zor Tan will feststellen, wie sich die Fremden verhalten, ob man mit ihnen reden kann, wie gefährlich sie sind. Lohnt sich ein					
	3	Kampf, weil man interessante Beute machen könnte?					
	4	Könnten sie unbemerkt in das Lager eindringen? Wenn					
	5	es möglich erscheint, versucht die Gruppe, was bei Nacht					
	6	unbemerkt in das Lager einzudringen, möglichst viel					
	7	Beute zu machen und unbemerkt zu verschwinden.					
	8						
9							
10							

Welt der Götter 1985



# Play by Telephone

Fantasy Interactive Scenarios by Telephone, 1988



Steve Jackson  
presents  
**F.I.S.T.**  
Fantasy Interactive Scenarios by Telephone

Available for the First  
Time in the U.S.A.!

A New Dimension in Fantasy Gaming  
DIAL  
**540-3478**

**The World of F.I.S.T.**

F.I.S.T. is an exciting new concept in fantasy gaming! Simply pick up your Touch-Tone telephone, dial 540-FIST and experience a dungeon adventure which **YOU** control! **YOU** make the decisions which direct your adventure by dialing numbers, as you compete for the **REAL GOLD** awarded monthly.

The creatures and deadly traps which await you are brought to life with dramatic sound effects. Hear the **ROAR** of the **FLESH EATER** as you lock swords, the **SIZZLE** of the **FIREBALL** hurtling towards you, the **CHINKING** of the **GOLD PIECES** you will find hidden in the Demon Prince's underground dungeon.

Enter F.I.S.T.'s **Monthly Competitions**—where the most skillful adventurers will win **REAL GOLD PIECES!**

**Hints on Play**

- Keep a pencil and paper handy to track your choices.
- Dial 0 to hear the previous message.
- Dial 9 to store your character in **LIMBO** for your next visit. *Limbo saves time and money!*
- Send in for your **free starter pack** for more information. Mail a stamped, self addressed, large manila envelope to: F.I.S.T., c/o Computerdial, 747 Third Avenue, New York, NY 10017.

DIAL  
**540-3478**\*

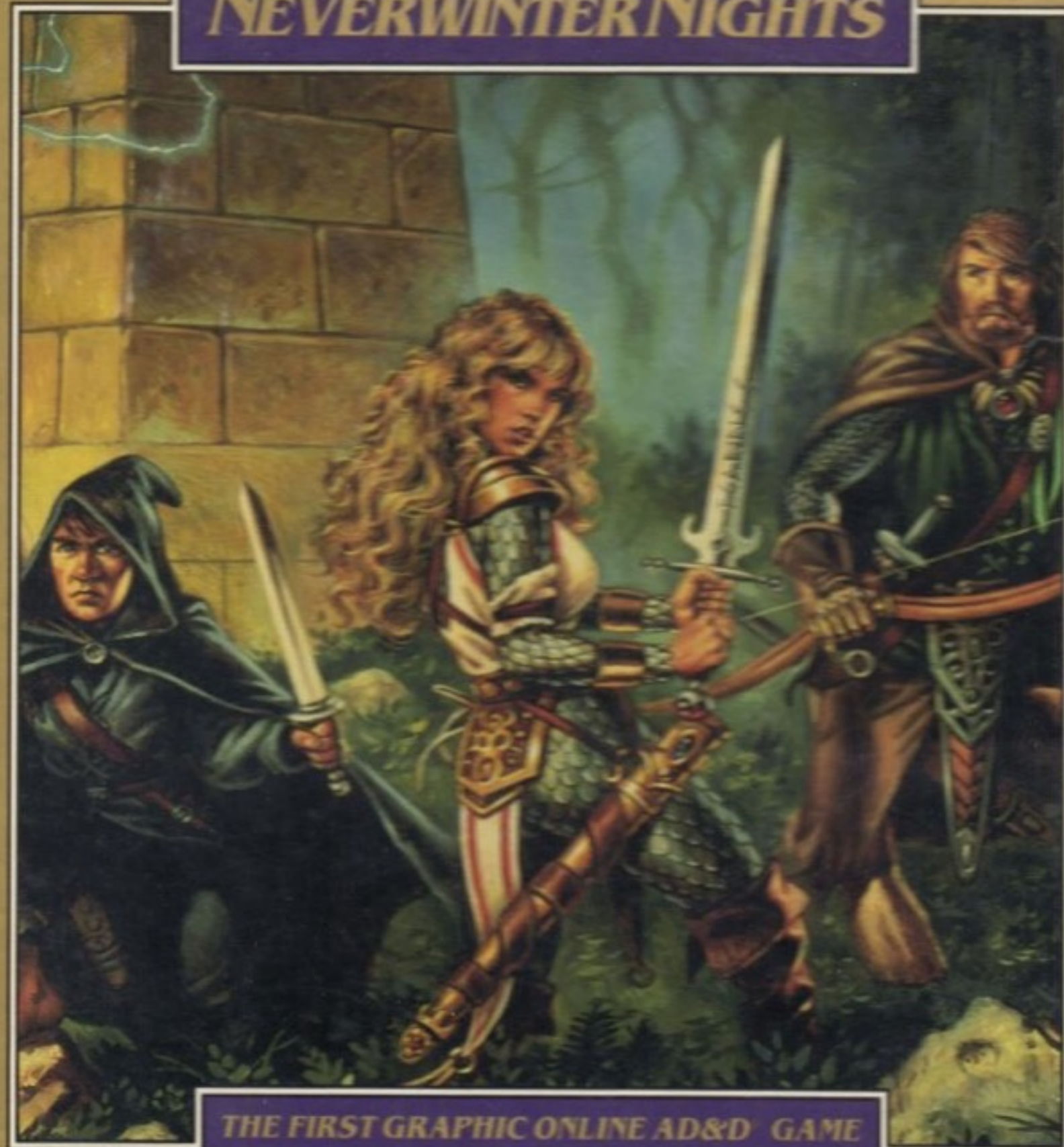
\*Note: Available in the 212, 718, 516, 914 area.  
All calls charged at \$.60 per minute.



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OR TWO FLOPPY DISK DRIVES

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AMERICA ONLINE REQUIRES 512K,  
EGA OR HIGHER, AND A HAYES®  
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# Neverwinter Nights (1991)



SSI, AOL





1997



# Everquest (1999)





# Asheron's Call



»the most notable feature is the continuous world of Dereth, an area spanning 525 continuous square miles. This is a departure from the "zones" found in EverQuest and Ultima Online. Zones split the game up into many different areas. To enter a different area means a somewhat lengthy pause in your game and a feeling of separation from friends and guildmates.«

<http://www.allgame.com/game.php?id=14557>

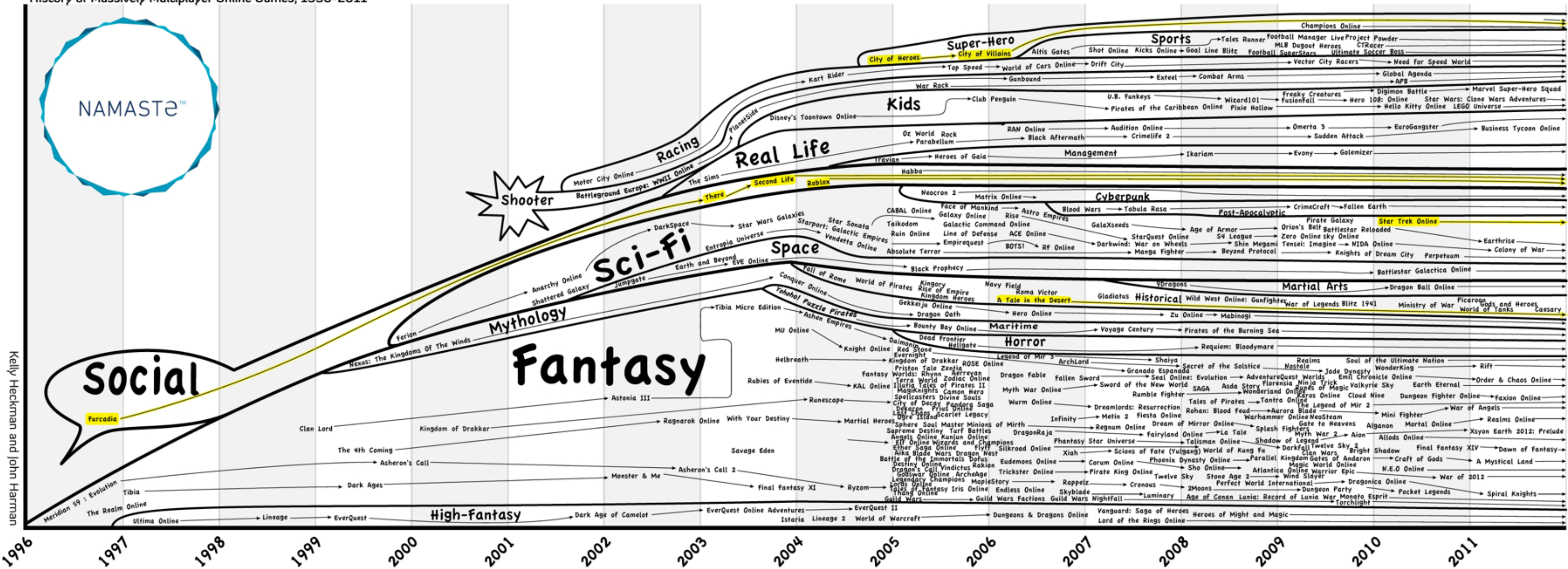
1999



# MMO-Genres

<http://www.edge-online.com/news/daily-links-august-11/>

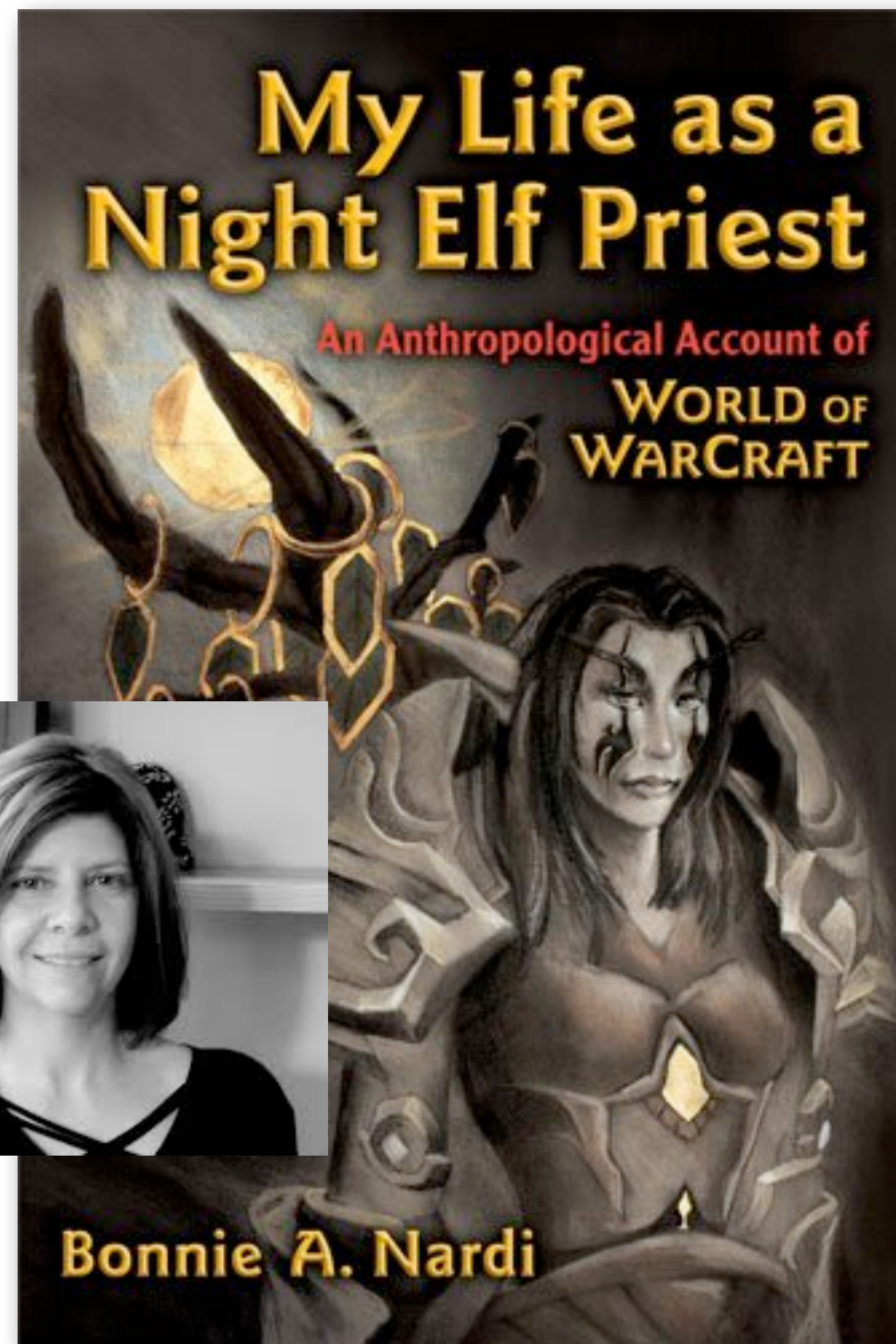
## History of Massively Multiplayer Online Games; 1996-2011





# MMORPGs in der Forschung

[http://scholar.google.de/scholar?start=0&q=mmorpg&hl=de&as\\_sdt=0,5](http://scholar.google.de/scholar?start=0&q=mmorpg&hl=de&as_sdt=0,5)



Ming-Hui Wen, Muh-Cherng Wu (2009): Exploring user experiences as predictors of MMORPG addiction

Marios Assiotis, Velin Tzanov (2006): A distributed architecture for MMORPG

Wu-chang Feng, David Brandt, Debanjan Saha (2007): A long-term study of a popular MMORPG

Mirko Suznjevic, Maja Matijasevic (2010): Why MMORPG players do what they do: relating motivations to action categories

Chee Siang Anga & Panayiotis Zaphiris (2009): SOCIAL ROLES OF PLAYERS IN MMORPG GUILDS. A social network analytic perspective

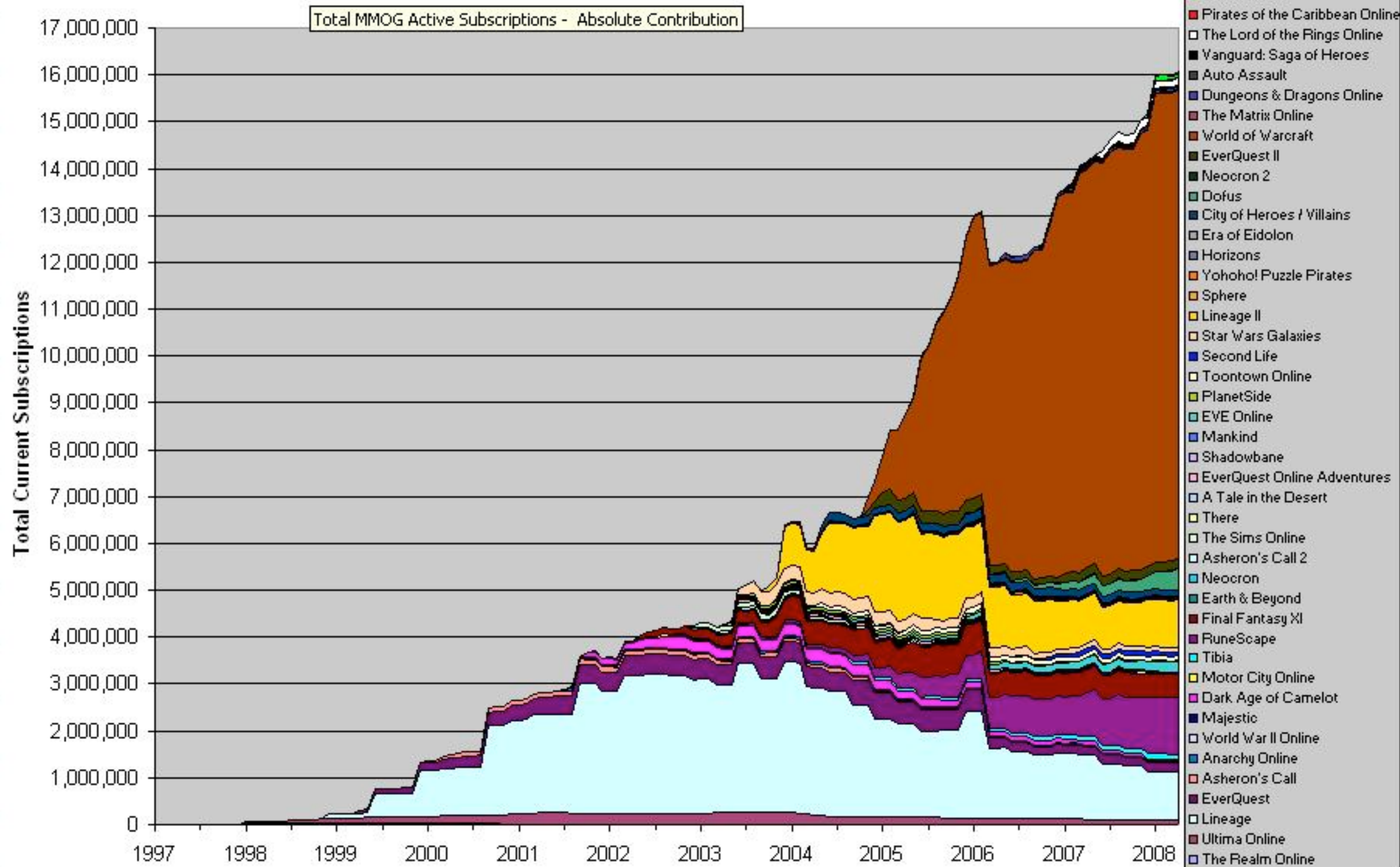
Magdalena Plöger-Werner (2012): Wie Onlinerollenspiele süchtig machen – am Beispiel von World of Warcraft und Metin2

G. Wadley, J. Sobell (2007): Using a simple MMORPG to teach multi-user, client-server database development

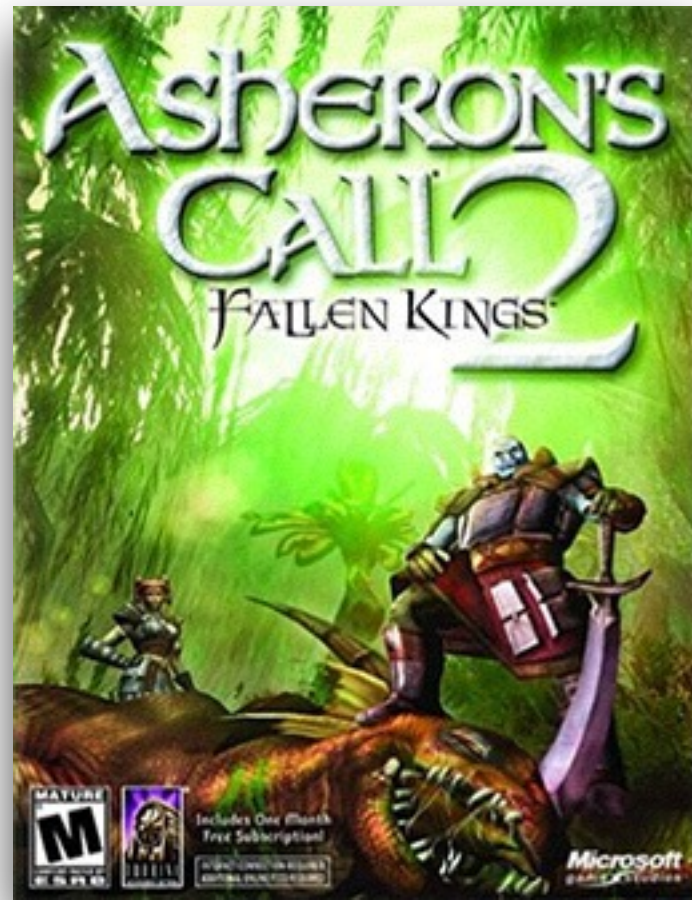




## Total MMOG Active Subscriptions - Absolute Contribution







2002-2005



2002-2008



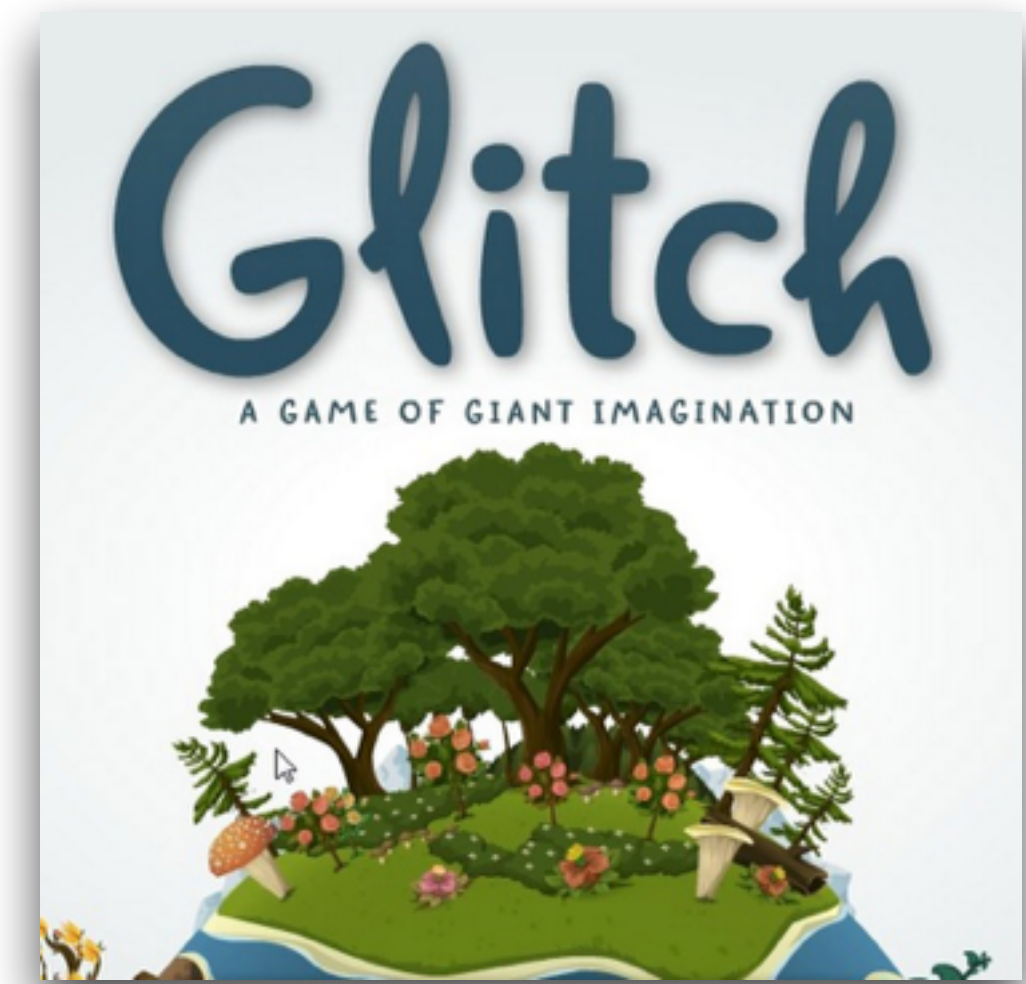
2007-2009



2003-2011



2004-2012



2011-2012

<http://www.tentonhammer.com/features/the-mmo-graveyard>

# MMO Shutdown

„The problem with MMOs is that they take a lot of time to play, so most people cannot play more than one. There is a very natural limit to the size of the market. People will keep launching these games in hopes of capturing some of that slice, but most of them are going to fail.“

Jesper Juul

<http://www.theverge.com/2012/12/20/3776210/electric-funeral-death-of-mmo>



## Closing Asheron's Call 2

Dear AC2 subscribers,

In spite of our hard work and the launch of Legions, AC2 has reached the point where it no longer makes sense to continue the service. We will be officially closing the Asheron's Call 2 service on 12/30/05. Until then, we plan to run live events, but we will not be adding any content or features.

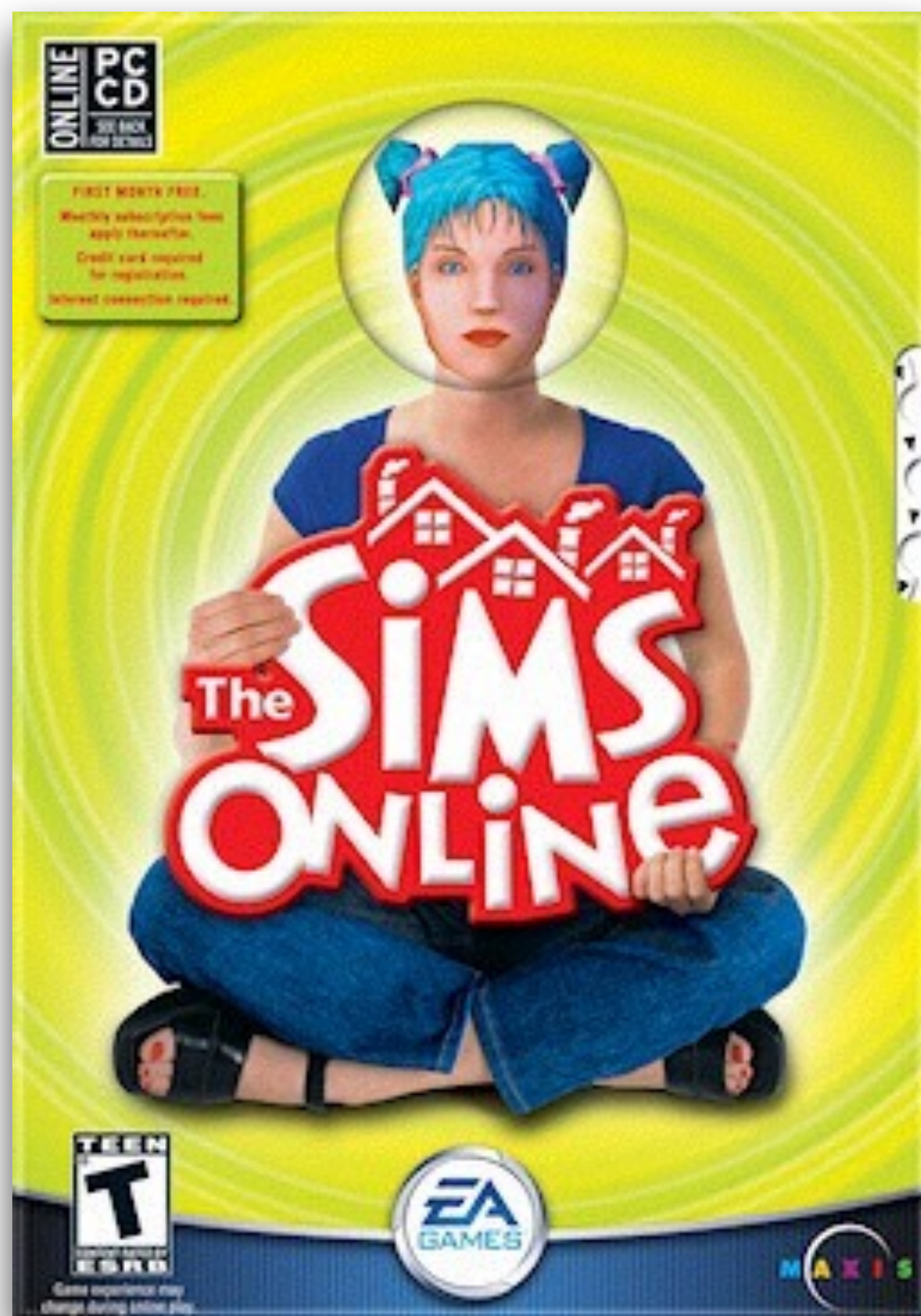
We deeply appreciate the many dedicated fans of AC2 who have stood by us over the years. You have our sincerest gratitude.

Best regards,

Jeffrey Anderson  
CEO, Turbine

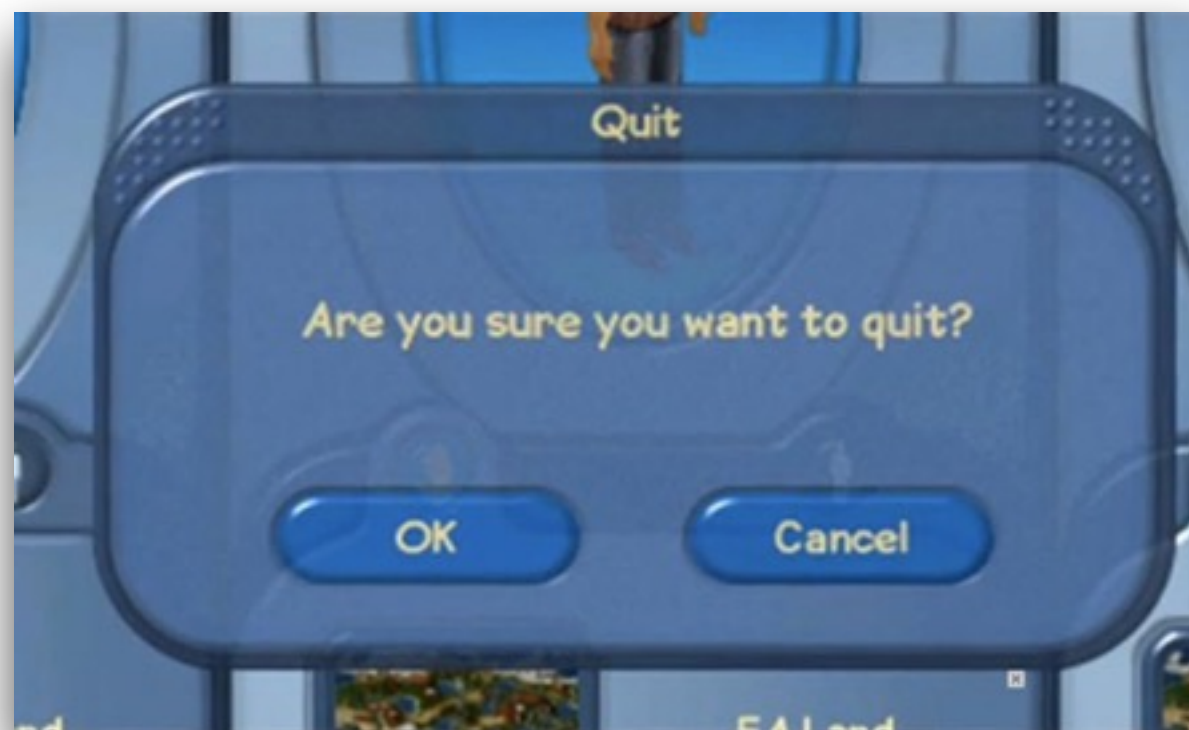






## Posted in Update by Electronic Arts on the April 29th, 2008

It is with mixed emotions that today we are announcing the EA-Land experiment will soon draw to a close. Since 2002, EA-Land / TSO has attracted a very special group of players (of which you are one) and we certainly appreciate your participation in the EA-Land community. The lifetime of the game has drawn to an end, and now we will be focusing on new ideas and other innovative concepts in the games arena. We'd like to thank everyone who has taken part in this online community as a unique experience in the virtual world.



<https://web.archive.org/web/20080505195324/http://www.ea-land.com/blog/?p=1156>



# Eschatology as a design challenge.

[http://www.collisiondetection.net/mt/archives/2009/03/teleportation\\_t.php](http://www.collisiondetection.net/mt/archives/2009/03/teleportation_t.php)



Tabula Rasa, 2007-2009

„We have gotten word from AFS High Command that the Bane are preparing for an all out attack against the Allied Free Sentients in Tabula Rasa. This will be the single largest troop movement that the battlefields have seen to date. This is why all soldiers are being asked to fortify all AFS bases in preparation of an attack on Saturday at 8 PM GMT for the Centarus (EU) server and again at 8 PM CST for the Hydra server.

The attacks are expected to last until midnight GMT and midnight CST. If we are unsuccessful with our defense, and should we be overrun, then we will make sure that their victory will cost them everything! The Penumbra Division has been ordered to ready the last resort weapon and only fire it should we still be under attack at midnight. If we're going down, we're taking them, and the server, with us!“

[http://www.gamesetwatch.com/2009/03/analysis\\_tabula\\_rasas\\_final\\_mo.php](http://www.gamesetwatch.com/2009/03/analysis_tabula_rasas_final_mo.php)



# Star Wars Galaxies

(2003-2006)



Dear Star Wars Galaxies™ Community Member,

We write to you today to inform you that on December 15, 2011, Sony Online Entertainment (SOE) and LucasArts will end all services (MMO and Trading Card Game) for Star Wars Galaxies (SWG). The shutdown of SWG is a very difficult decision, but SOE and LucasArts have mutually agreed that the end of 2011 is the appropriate time to end the game.

We are extremely grateful to all of the SWG fans. We have had the rare opportunity to host one of the most dedicated and passionate online gaming communities and we truly appreciate the support we've received from each and every one of you over the course of the past eight years.

In recognition of your incredible loyalty, we are extending special Fan Appreciation offers to the current SWG community. We also plan to go out with a bang with a galaxy-ending in-game event in December and hope to see you all there. The details relating to these offers and events as well as the timeline and specifics regarding the discontinuation of the service, are provided below.

Again, we want to extend our heartfelt thanks to our player community for making SWG one of the best online communities in gaming history.

Sincerely,

Sony Online Entertainment & LucasArts



# City of Heroes

(2004-2012)



Farewell, from all of us at Paragon Studios

This morning we announced that Paragon Studios will be taking to the skies of City of Heroes for the last time.

[...]

To our Community,

Thank you. Thank you for your years of support. You've been with us every step of the way, sharing in our challenges, encouraging us to make City of Heroes better, more than everyone else thought it could be. We couldn't have come this far without you. I implore you all, focus on the good things of CoH and Paragon Studios. Don't dwell on the "how" or the "why", but rather join us in celebrating the legacy of an amazing partnership between the players and the development team.

Thank you, and I'll see you in the skies, one last time.

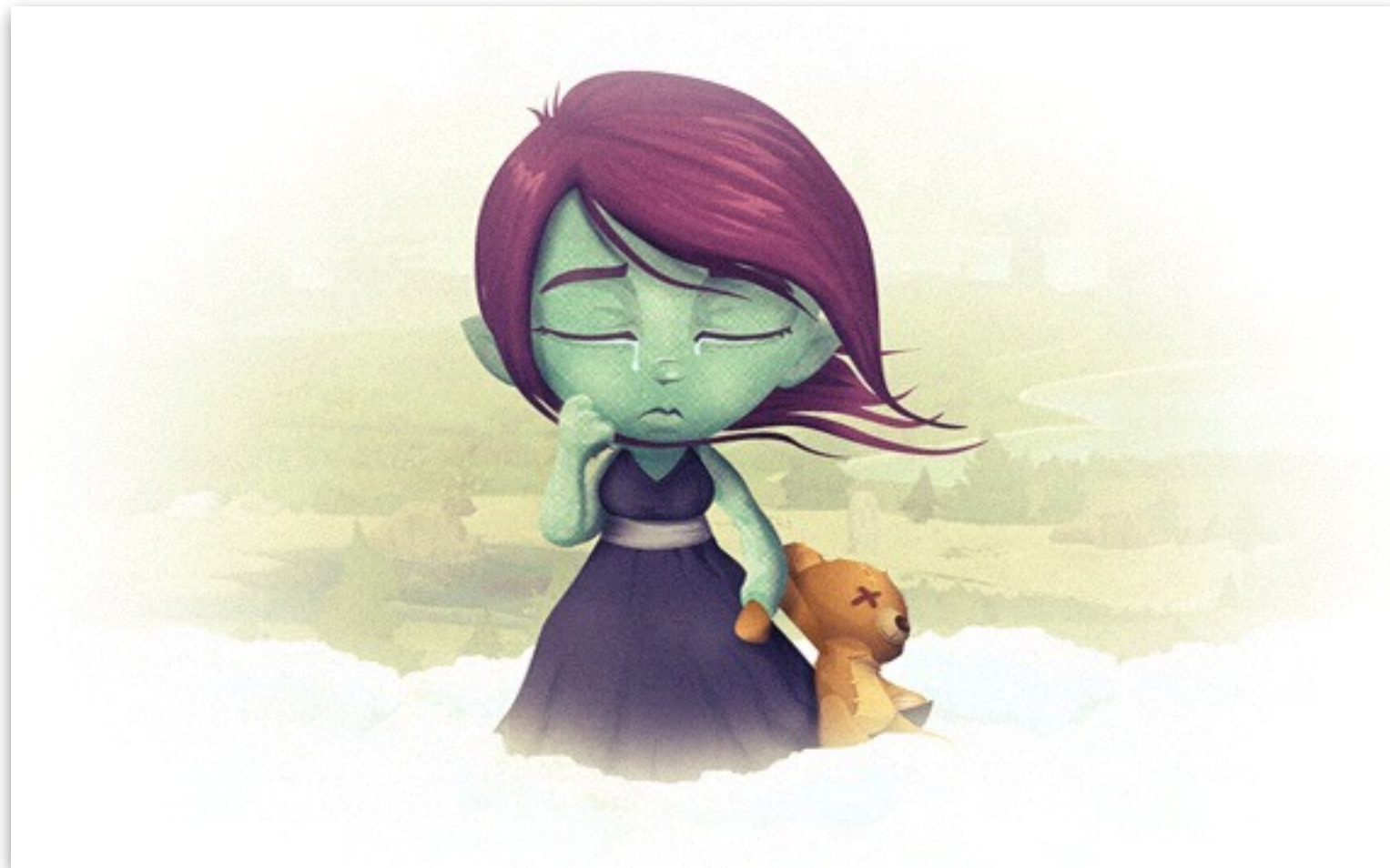
Andy Belford

Community Manager

Paragon Studios.



# Glitch (2011-2012)



This is a horrible day. This is a horrible thing to have to say:  
Glitch is closing. The live game/world will be closed on  
December 9th at 8pm Pacific time

[...]

Unfortunately, Glitch has not attracted an audience large  
enough to sustain itself and based on a long period of  
experimentation and our best estimates, it seems unlikely  
that it ever would.

[...]

For many of us at Tiny Speck, the creation of something like  
Glitch was a long-held dream. There's no better word than  
"heartbreaking" to describe what it feels like to have to do  
this. And we know that for many of you who poured your  
creativity, energy and imagination into Glitch and the  
community, it will be heartbreaking as well. We are sorry to  
have let you down.

We are grateful to have had the opportunity to play with you.  
The game was absolutely preposterous. And yet, we kind of  
liked it.

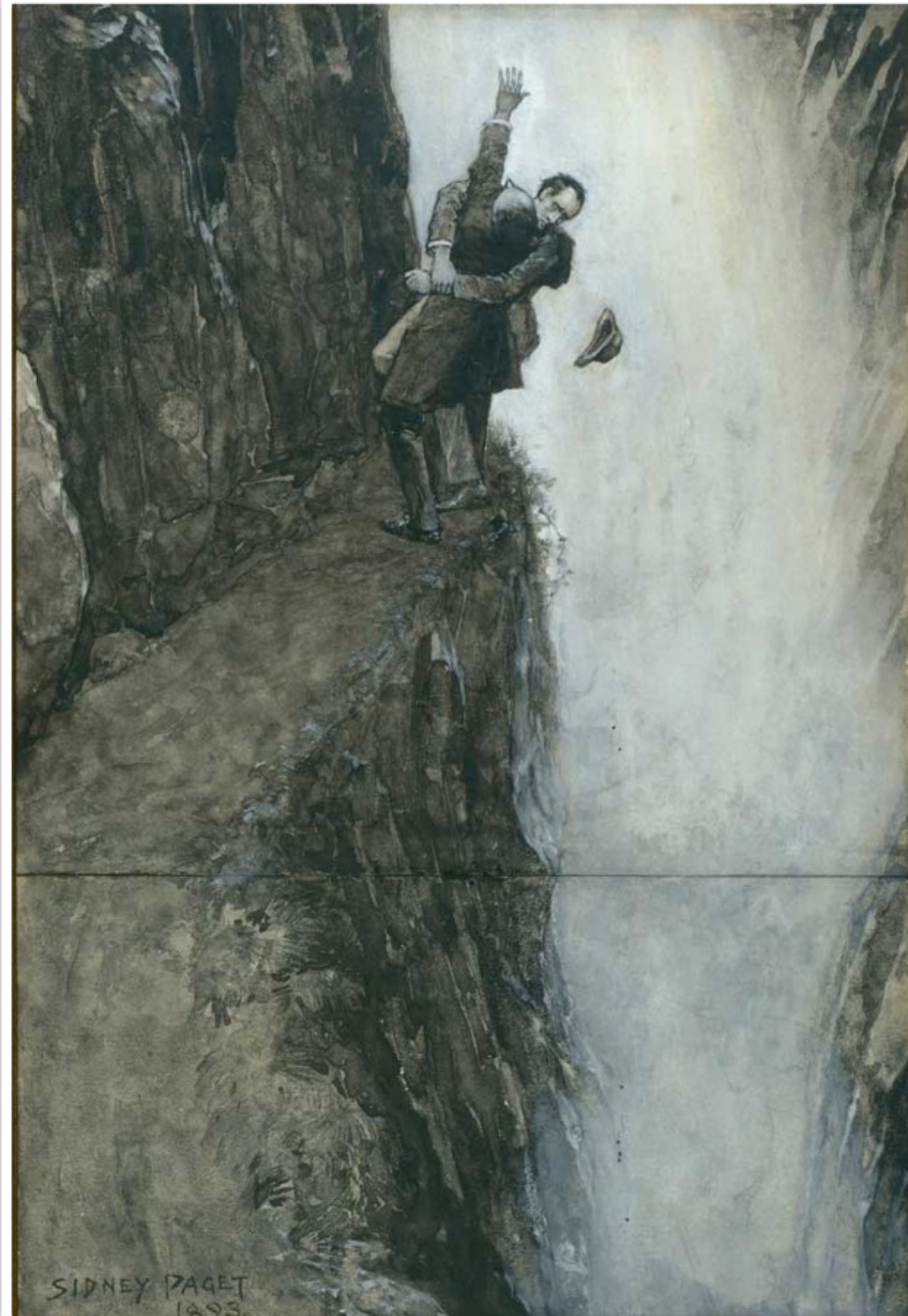
<http://www.glitchthegame.com/closing/>



# Reaktionen



# Fanproteste



Sherlock Holmes: Revival nach Fanprotesten

„Many have traced the emergence of an organized media fan culture to late 1960s efforts to pressure NBC into returning Star Trek to the air, a movement which has provided a model for more recent attempts to reverse network decisions“.

Jenkins, Henry: Textual Poachers. Television Fans & Participatory Culture. London/ New York: Routledge, 1992, S. 28





Alex O'Loughlin und Fan  
beim Blutspenden.

# Aktion: Moonlight

“We are pleased to announce a joint effort between Moonlight-Detective.com, MoonlightLine.com and MoonlightFans.com in the creation of Operation: Renew Moonlight. The goal of this campaign is to let CBS know that the fans of Moonlight want a second season of our show. In short: we are encouraging fans to send cloves of garlic, along with a note saying they want a second season, to CBS Entertainment President Nina Tassler. The campaign begins April 1 and runs through April 30. For full details, campaign form, and graphics for the campaign, visit [Moonlight-United.com](http://moonlight-united.com).”

<http://moonlight-tv.livejournal.com/177136.html>

(Stand: 19.03.2013)



# Petition: Star Wars Galaxies



<http://www.gamesradar.com/star-wars-galaxies-fans-strike-back/>

„We, the undersigned, hereby petition Sony Online Entertainment and Lucasarts to review their plans for permanent closure of Star Wars Galaxies, and to come to a functional solution that can benefit Sony Online Entertainment, Lucasarts, and thousands of loyal subscribers and Star Wars fans around the world.“

5,407 signatures

Goal: 10,000

<http://www.ipetitions.com/petition/saveswg/>



# Protest: City of Heroes

<https://twitter.com/savecoh> <http://www.savecoh.com/> <http://realworldhero.com/>



<https://www.youtube.com/watch?v=pC3tseY-ic0>



# Trauer: Glitch

<http://www.glitchthegame.com/forum/general/29229/>



\*HUGS\*

Playing this beta, with such witty, responsive developers and such an amazing, creative community of players has been a privilege. Thank you so much for giving us all the opportunity to experience this, and for trying so hard for so long to keep it going.

You almost won the game ;\_;

Posted 3 years ago by [Trixie Leitz](#) ❤️ | [Permalink](#)



So sorry to read this

Posted 3 years ago by [Herr Jim](#) ❤️ | [Permalink](#)



We had a great time with all of you! Thanks for all the energy and fun you put into the game!

Posted 3 years ago by [eric](#) ❤️ | [Permalink](#)



10,000 hugs for you, stoot :(

Posted 3 years ago by [Melismata Rookwood](#) ❤️ | [Permalink](#)



Oh no! This is the worst thing ever! :(

Posted 3 years ago by [Yeti Spaghetti](#) ❤️ | [Permalink](#)



We'll miss you all so much :(

Posted 3 years ago by [Bees!](#) ❤️ | [Permalink](#)



Sad beyond sad :(

Posted 3 years ago by [2020smoke](#) ❤️ | [Permalink](#)



We will miss you here, Glitches. Very very much!

Posted 3 years ago by [kevbob](#) ❤️ | [Permalink](#)



# Party: Star Wars Galaxy

<https://www.youtube.com/watch?v=HUB-XjhHfgY>





# Trauerfeier





# Emotionale Reaktion

It's like the end of a play when the actors keep coming on for a final bow. No one quite wants to end that experience. It's a blissful little moment of shared community and happiness. It's very hard to drop the curtain for the final time.

[...]

The players, realizing they couldn't do anything, decided it was like hearing the diagnosis of terminal illness for a friend.

[...]

It's that 'You can't go home again' feeling, like when a playground is replaced by a 7-Eleven.

[...]

Imagine you have a favorite childhood toy, something that was very important to you growing up. Imagine that you find out that it's been thrown away or burned in a fire. It hits you, or it hit me in a deep emotional place

<http://www.theverge.com/2012/12/20/3776210/electric-funeral-death-of-mmo>





# Virtual Communities

„In a virtual world, you have the ability to make these relationships real. You're engaging physically with a projection. You are interacting with other people, even though you might not know specifically who they are. These experiences are very real. The loss of one of these worlds is like the loss of anything you do with a bunch of other people. It's reaffirming of the human condition that we can connect, engage, enjoy, and feel sad to lose that [bonding]. It's great evidence that we can have these kinds of connections across all these kinds of media“

Pamela Brown Rutledge



# Solastalgia

Solastalgia is a new concept developed to give greater meaning and clarity to environmentally induced distress. As opposed to nostalgia — the melancholia or homesickness experienced by individuals when separated from a loved home — solastalgia is the distress that is produced by **environmental change** impacting on people while they are directly connected to their home environment.

Glenn Albrecht

<https://www.researchgate.net/publication/5820433> Solastalgia the distress caused by environmental change



# Emigration

„after talking to several longtime players of Asheron’s Call 2, I’ve realized the end of a game world is less cataclysmic — and more subtle. The players aren’t dying in real life; they’re just being forced to disband. Their emotional state is thus more like the grief of an indigenous tribe that is being driven off its land by a megacorporation and is losing its way of life. It’s kind of like the villagers at the end of Fiddler on the Roof, forced by the czar to abandon their homes and scatter to the four winds.“

Clive Thompson



# Immigration



World of Warcraft

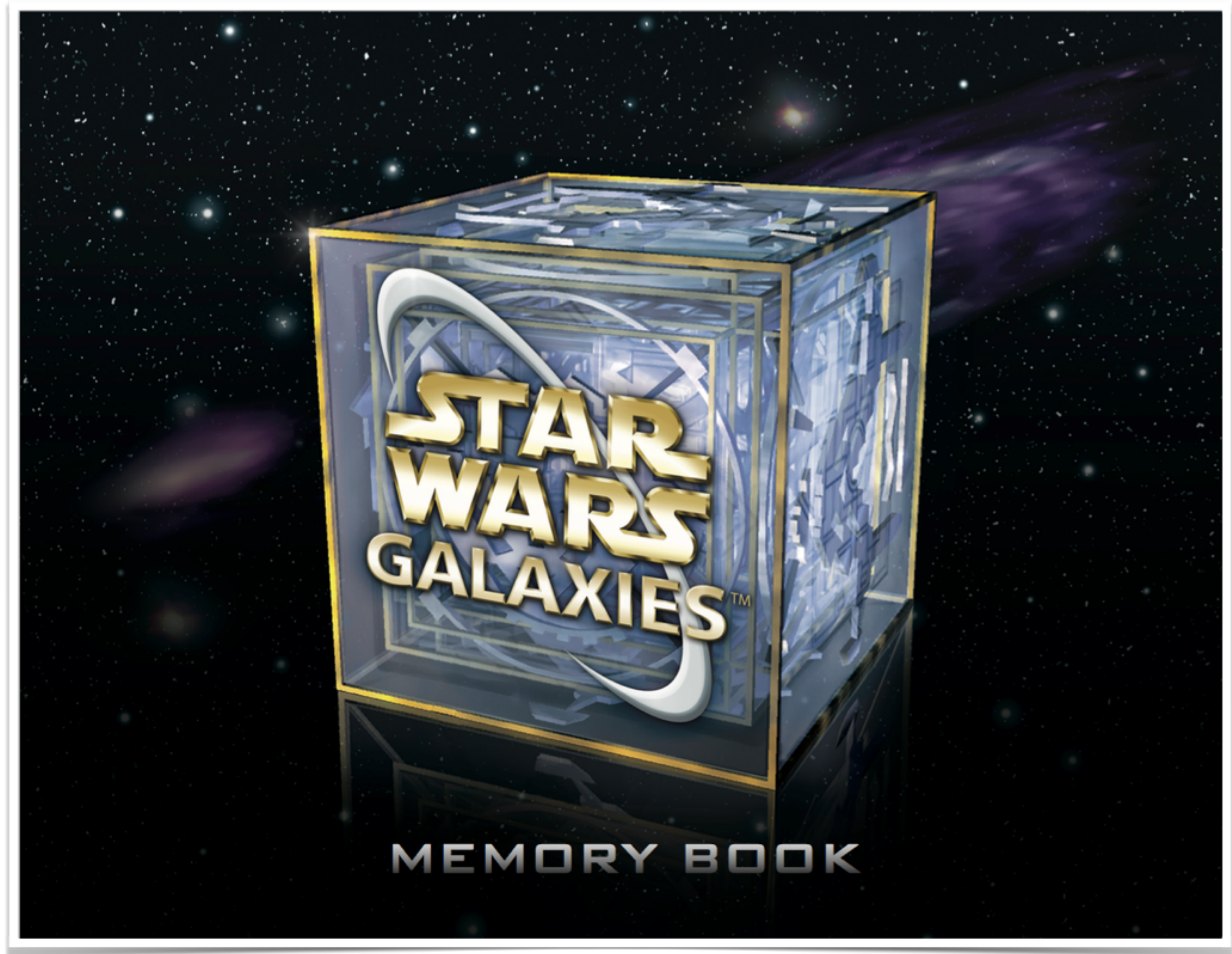
„Now as the final days click down, the last denizens of Asheron’s Call 2 are wrestling with a question that historically faces all displaced peoples: Where next? Thorn says many in his guild have emigrated to World of Warcraft, a game that is now so hugely popular — and so overcrowded, with migrants fleeing to other games — that it has become a virtual version of 19th-century America: A hallowed land of opportunity, where everyone can have fresh start.“

Clive Thompson



# Erinnerungsalbum

Star Wars Galaxies Memory Book



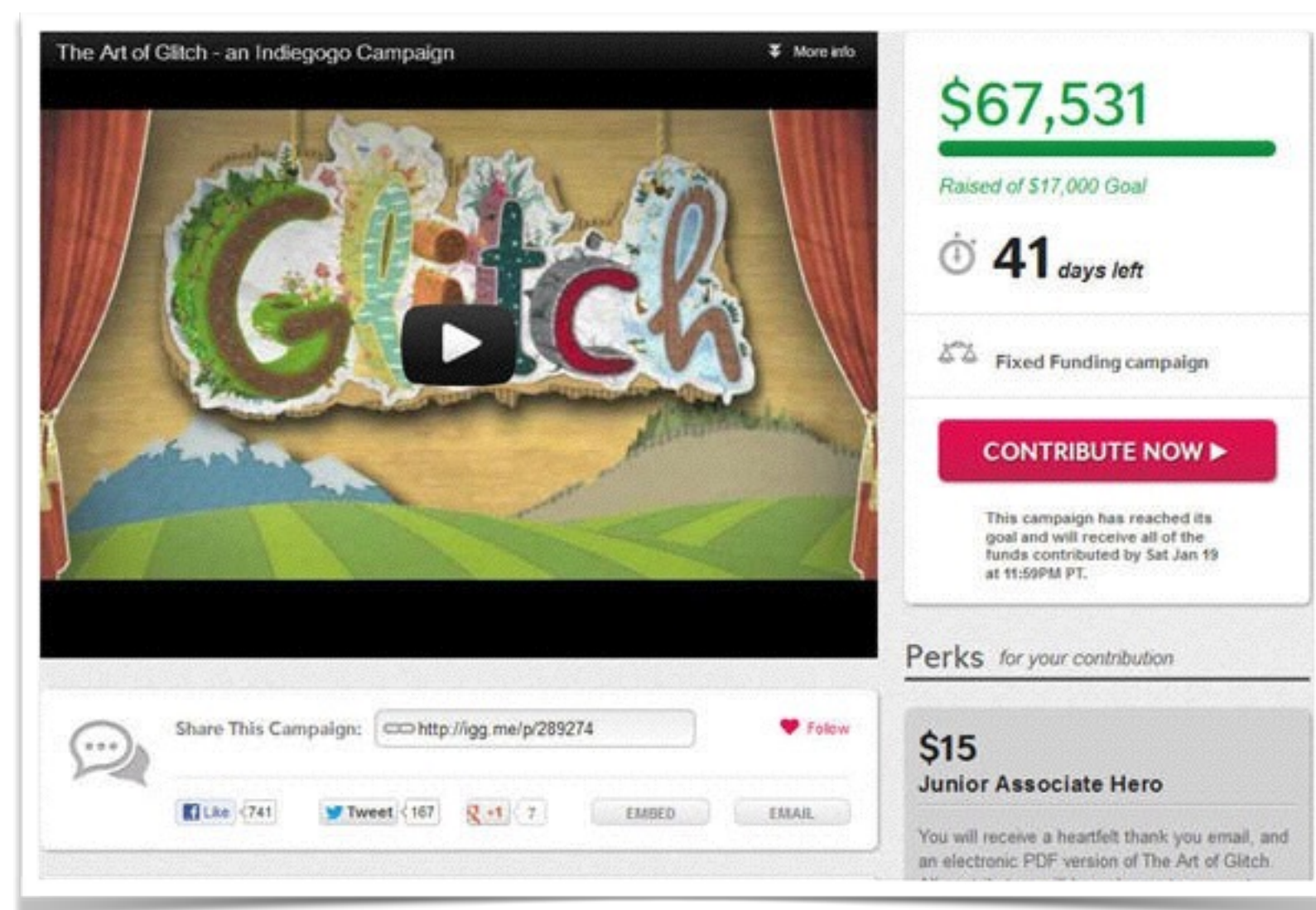
<http://web.archive.org/web/20120109005701/http://starwarsgalaxies.station.sony.com/index.vm?id=66935&resource=features>



# Erinnerungskultur

<https://www.indiegogo.com/projects/the-art-of-glitch--9#/story>

<https://www.indiegogo.com/projects/the-glitch-soundtrack?locale=de#/story>







# Glitch is Dead, Long Live Glitch!

## Art & Code from the Game Released into Public Domain

All the art from the multiplayer game Glitch is being made available for public domain use.

Tiny Speck

<http://www.cnet.com/news/tiny-speck-releases-entire-glitch-art-archives-into-public-domain/>



# Klonen



It's been exactly 2 years to the day since we thought we all lost the world of Ur forever. It most certainly was a sad day for me, and I'm sure I can say the same for the rest of the team (those that played at least). Little did we know at the time that just under a year later, we'd be given the opportunity to bring it back...and that exactly a year later, we would be able to walk around in Ur, even though it was only on a single street. It's been a year of hard, but fun work, and while we've got a long ways to go, significant progress has been made.

Welcome Home

<http://wp.elevengiants.com/?p=372>



# Emulation



## System Status

The system is UP. 19 users currently signed on.

Cyber1 sends a status update every 5 minutes to the website, and the last update was received 4 minutes ago.

**New Pterm release v5.0.6 available for general use! Go to the download page to get the latest update for your operating system.**



Total registered users = 3472, total signons = 4235.

<http://www.cyber1.org/> – Plato-System



# Diasporen

## Freeshards

Ultima Online Top 200 Shards and Servers				
Ultima Online Top 200 Sponsor Ad Spot is Available Now!				
Put Your Banner Here Now!				
Rank	Site		In This Month	Out This Month
–	  <b>UO Excelsior Shard [SE/ML - No PK]</b> Since 2006, friendly players & great staff with professional approach. Balanced economy and drop rates. On a dedicated server with strong bandwidth. Tons of custom scripts, monsters and items. Frequent staff and player ran events. Browser interface for chatting, which you can access even at work. Our own internet radio station. Welcome to your new home!		--	--
1 [Details]	<b>oskom</b> Best		0	40
2 [Details]	<b>Lucent Eclipse</b> Great RP community, with custom scripts(being added constantly), a innovative char adv. system, as well as frequent events.Come join!		0	29
3 [Details]	<b>Sunder: Lands of Ruin</b> From the minds of experienced veterans from some of the most successful free shards in history comes a new chapter in RP adventure		0	28

<http://www.gamesites200.com/ultimaonline/>



# Revival

Fri, 03/08/2013 - 17:03



## **AC2 Returns!**

Asheron's Call 2 is back! Existing AC1 subscribers can participate in our AC2 Beta on the Dawnsong server. Learn more and download the beta client today!

<https://www.asheronscall.com/en/content/ac2-returns>



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