

An Online Multiplayer Game to Study Emerging Behaviors Among Individuals

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MOTIVATION

Studying interactions between individuals and emerging behaviors is important to learn and gain an insight about the functioning of complex systems.



METHODS

In the project, an online multiplayer game was developed to analyse the coordination and behaviour that different individuals can have together. The basic principle of the game consists of 6 players cooperating to push boxes over a map to some designated places to win the game.

RESULTS

Several behaviors were discovered from the analysis of the trajectories of different teams, recorded by the game. One of those behaviours is observed when some players go back and forth to get attention from other players. Another of those behaviours is observed when players follow each other, a leader-follower behaviour.

Analysing the data obtained from the game gave us a good insight on what behaviours between individuals can be. This project shows us what we can learn from online environments and games on human-human interactions and what behaviors can emerge from it.