The Glitch Dataset

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WHAT IS MY DATASET?
A brief summary of Glitch

• Casual, Freemium, Browser-Based MMO
  – Officially opened 9/27/2011
  – Returned to beta for redesign 11/30/2011
  – Closed 12/9/2012 (Blamed Flash, marketability)
• Highly social: forums, chat channels, friendship networks.
• Quests to encourage social interaction, crafting, & exploration.
• Skills train based on account age, required to produce certain goods.
• Goods sold via “auctions” and Storage Display Boxes (SDBs)
A brief summary of the data

• The game’s economic history (*Not* RMT)
  – 2,914,359 Auctions, from 11/17/11 through 12/10/12
    • Transactions and sellers, but no buyers
  – 403,623 SDB sales, from 9/9/2012 through 12/9/2012
    • Transactions, but no sellers or buyers
  – List of official prices for goods at the game’s end.

• HTML scrape of forum posts, as well as post digests, captured after the game closed.
  – 7 forums, 29,974 threads, and 308,587 responses.

• Snowball-sample based scrape of the game’s friendship network
  – 62,060 players and 492,679 links, taken July of 2012

www.doeverythingforever.com/projects/the-glitch-dataset/
WHAT’S THE MOST INTERESTING THING I’VE DONE WITH IT SO FAR?
Auction Profits, aggregated by week

- Total currents of sold
- Total currents of canceled
- Total currents of expired

The graph shows the weekly auction profits from November 18, 2011, to November 30, 2012, with peaks indicating significant profit weeks.
WHAT’S THE MOST INTERESTING THING I’D LIKE TO DO WITH IT?
Things to do with the Glitch data related solely to the game

• A model of how to make money in this particular virtual economy
• Which goods/types of goods performed best? Which performed worst?
• How do players’ friendships with other players relate to their economic performance?
• How do players’ activities on the forum relate to economic performance?
• How does economic activity change over time?
• How did particular design decisions impact the perceived success and failure of the Glitch economy? Why were SDBs so popular?
Things to do with the data that might be more broadly applied

- Compare Glitch with EVE Online: why did one fail and the other succeed? Is this true if we look at each game through an economic lens?
- Compare the friendship network structure with economic performance and attempt to draw connections to “power” in both online environments and the real world.
- How did community interactions change as the game approached its end? How does this compare to other communities?