Personality Differences Between World of Warcraft Players and Styles of Play

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Abstract

The purpose of this study was to examine differences in personality between World of Warcraft (WoW) players and other gamers. The Big Five Inventory (BFI) was used to determine personality differences between Wow players and other gamers. Participants were divided into three styles of play: Play Style, Role Play (RP*) and PvP*. Participants were then analyzed for their levels of agreeableness, neuroticism, openness, conscientiousness, and extraversion. Results indicated that players who were within the Big Five Inventory (BFI) exhibited higher agreeableness, neuroticism, openness, conscientiousness, and extraversion. Results also indicated that PvP* players were more extraverted, less agreeable, less neurotic, less conscientious, and more open. Players who played within the World of Warcraft (WoW) had higher agreeableness, neuroticism, openness, and lower extraversion and conscientiousness when compared to Player and Player vs Environment styles (see table 3).

Introduction

Video games have gained significant focus in research on technology and children's development. The purpose of this study was to examine differences in personality between World of Warcraft (WoW) players and other gamers. The Big Five Inventory (BFI) was used to determine personality differences between WoW players and other gamers. Participants were divided into three styles of play: Play Style, Role Play (RP*) and PvP*. Participants were then analyzed for their levels of agreeableness, neuroticism, openness, conscientiousness, and extraversion. Results indicated that players who were within the Big Five Inventory (BFI) exhibited higher agreeableness, neuroticism, openness, conscientiousness, and extraversion. Results also indicated that PvP* players were more extraverted, less agreeable, less neurotic, less conscientious, and more open. Players who played within the World of Warcraft (WoW) had higher agreeableness, neuroticism, openness, and lower extraversion and conscientiousness when compared to Player and Player vs Environment styles (see table 3).