Gaming capital in contemporary role-playing game communities

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Gaming Capital

- **Coined by Mia Consalvo in 2007**

- **Perspective-relative**
    - Knowledge
    - Experience
    - Skills
    - Social Capital

How is gaming capital present in role-playing spaces?

- **Video games**
  - Tooltips
  - World as told by the game itself
  - Through the character's eyes
  - Defined goalposts, known to players
  - Lore as told

- **Tabletop games**
  - Descriptions
  - Through the dice roll results
  - Role of the Game Master
    - World
    - Goalposts
    - Rules

What are the overlaps and differences?

- **Overlaps**
  - Fictional characters, mostly
  - Information is given both at canonical and exact manner (destructive spell – deals 50 damage). Code acts as a limit.
  - Imagination plays big role in how information is absorbed and connotated

- **Differences**
  - Game Master as active participant in run-time steering the experience
  - Sand box versus guided round trip
  - Social spaces, both at extra- and intra-game layers
  - Negotiable expertise

Social Spaces

- **Video games**
  - Freedom to hop in an out of the game space, limited to the server, and individual player's time
  - Virtually global reach for social interaction within the game world
  - Can choose to play solo or in group

- **Analogue games**
  - Freedom to form a fellowship of likeminded people, those you share physical space with
  - Limited to that fellowship, and every player's own time
  - Difficulties in catering for split interests
  - Not a solo experience, but has greater degree of freedom

In conclusion

There's too much to talk about on this topic

...and even more to be found in future studies into game worlds