

An Inconvenient Truth in the World...of Warcraft: Spare some gold?

By Kevin Chavez

One aspect of the World of Warcraft that most players hate is beggars who instead of working hard for money like true players do, they walk around and asking people for money. When I first started playing WOW on my male character, yes, I admit that I would beg for money from others just to see if I might get lucky. Occasionally, a few players would lend me a few copper or one silver. Wow, did I feel rich for a noob. Finally, I began making my own money by buying and selling until my recent encounter with my brother playing the infamous game of Runescape.

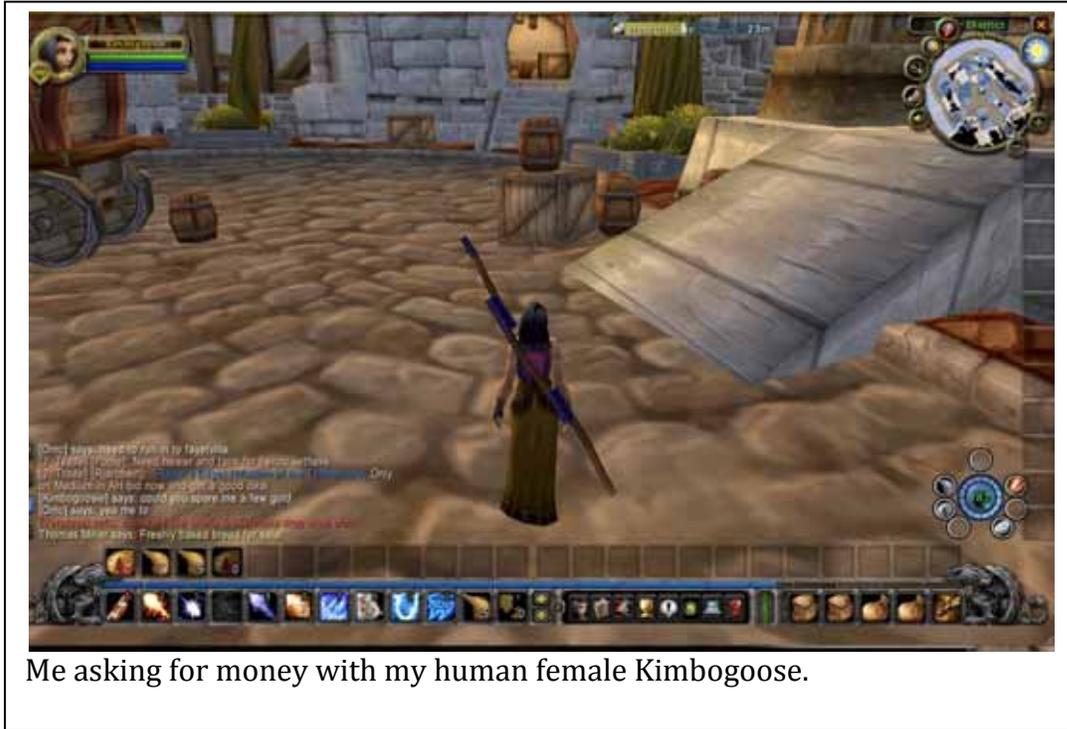
As some wow players know, Runescape retains many of the same features as WOW, except it's free gameplay doesn't empty your bank account, and the graphics represent early computer games. You can choose between different classes of players from mages to warriors and of course male or female. He had been playing for months and had a level 21 mage. However, when I finally observed his play one day, I was surprised to find that he had been playing as a girl character. Quickly, I questioned his choice and his preference opened my mind to find another way how MMORPG's correlate with the real world. He simply told me that he uses his girl character to make money. Either he's gender confused or just clever.

As a male gamer, it's effortless to say how exciting one gets to find a female that is as addicted to the game as you are or at least one that plays video games. Therefore, the vulnerability of a male gamer might be easily detained by any girl

gamer and of course with exceptions. Any type of attractiveness, or a male willing to woo a female leaves the male, usually trying to impress the female with knowledge, money, or other forms of flattery which most of the time in my case leads to failure. However, the female for the most part has utter control in these situations. My brother understood this relationship amongst human beings and put it to the test in Runescape. As you will see, he found success. I truly believed that Runescape was similar to World of Warcraft, so why not give it a shot? My main character at the time was a Human Mage at level 47 and I wasn't really making much money with my character at the time. My hypothesis was that I believe that female characters will generate more money than male characters when begging others. I used my main for the control of my little experiment and of course, I started my begging in Stormwind around 8:00 PM Mountain time to ensure the area is full of potential players that would give me money. The center of Stormwind was my starting position mainly due to higher levels just hanging in the area. My targets that I would ask for money from were either male or female level 60-70 characters that seemed possibly bored and unoccupied. The plan was to ask characters by whispering to them; general chat would most likely get myself bombarded with insults and my research wouldn't be consistent. My first character I was questioned was a level 70 human male paladin. I asked, "Could you please spare me some gold?" He simply laughed at me and gave me the infamous rude gesture. My next target was a level 70 female human mage and when I asked her for money, she said to go make money myself. An hour went by and I only made 1 copper, which I found to be insulting. Some people would just ignore me and even the females. This research continued

for five days and I guess I wasn't disappointed because the results agreed with my hypothesis. The total after the five days was 1 gold 45 silver and 23 copper.

Finally, the real experiment was starting as I began with my first of four female characters. The first character was my girlfriend's level 10 human mage who already had 10 gold received from doing some begging of her own. Once again, Stormwind was my place for my experiment with the same targets, but mostly males. Just like my male character, it was difficult just asking people for money. "Could you help me get started by giving me some gold?"



Most of the answers I received were "I'm broke" or "I'm saving for my mount." I did notice however how players were much more polite and ignored me much less compared to my male character. I was getting frustrated and desperate so to the end of my question I added, "...or anything would help." Finally I would get some silver from anyone I asked. However, obtaining gold would be excellent so I took drastic

measures. I took off all of my character's clothes until she was down to her underwear. Immediately I danced in the center of Stormwind and instead of pursuing my targets, they approached me. Some of the whispers I received weren't too appropriate; however, these comments showed me who I should possibly attempt to get gold from. One in particular I pulled aside and had a conversation with; this character was a male level 64 human warrior. I acted like I was attending the University that he was just accepted to and I suggested that we should hang out when he attends. After about three minutes of conversation, I asked, "Could I have some gold please to help me get started?" That's all it took and right away the trade window opened and to my surprise 10 gold was added. I confirmed the trade and the player said he would give me some more gold the next day. This strategy of conversation seemed to work well and I continued to use it for the following four days, generating 96 gold.

My research continued with a female dwarf hunter and I did my begging this time in Ironforge in to get a better chance at asking other dwarves. The reason for this decision is that dwarves aren't well liked by other races and hopefully other dwarves won't be quick to judge me. When I arrived in Ironforge, I was excited to see many dwarves and gnomes because I feel as if our similar heights already make us friends. This was the first time I played with a short character and I immediately felt intimidated by the taller players. Finally, I began my begging and quickly become frustrated. I felt like a ghost as mostly everyone ignored me. Even my fellow noobs ignored me throughout the process. After about forty-five minutes, I stripped to my underwear and began dancing. Now, a female dwarf in her underwear doing

the riverdance isn't the most attractive thing in the world... of warcraft. From a male's perspective, a woman dancing using her hips and smooth body movement is more attractive than riverdance. I was lucky to have a level 64 male dwarf hunter give me 50 silver. This small amount of money wasn't much, but I was in relief to finally receive something. The next four days of begging with this character was probably the most boring activity I've done in my life. Most of the time, I was just being ignored and yelled at by players, especially the taller ones. By the end of the five days, this character generated only 8 gold.



I was quite excited to do research as a gnome to see if I will make more progress than I did with my dwarf. Immediately I created a female gnome rogue character and headed off to the city of Ironforge. Not to my surprise, I was surrounded by most of the same players I questioned with my dwarf character. I figured that if I become successful, this provides evidence that dwarves aren't well

liked in the world...of warcraft. Right away, my experience became different from my dwarf's right away, as people would actually respond to my questions. Of course, I usually received the occasional "no way" or "I'm saving for my mount". However, people were giving me about 50 silver each time I asked them. After generating 6 gold in thirty minutes, it was time to strip down. I began dancing and quickly gathered attention from other male players. A level 3 female dwarf also stripped down and started dancing. She told me to back off her territory and leave, she might be another player attempting what I'm doing. This was very doubtful. I laughed because I was sure her riverdance would definitely not attract others. The female gnomes' dance was quite provocative and feminine and was sure to hopefully attract the amount of players that my human managed to achieve. Subsequently, a few male gnomes that were levels 70 67 and 65 approached me and began to dance also. I began to speak to them about random things like our main characters and guilds. After about ten minutes of conversation, I whispered each one and said, "Would you spare me some gold please?" The trade window popped up each time I asked; the level 70 gave me 50 gold, the 65 gave me 20 gold, and the 67 gave me 24 gold. Consequently, this total brought me to a total of 100 gold in one hour!

I couldn't believe my eyes! Ironically, the female dwarf was still dancing and nobody was paying attention to her. I continued my female gnome research in Ironforge for the next four days, making a total of 202 gold from mostly gnome players. Some of the gold was gained from dwarves and humans, elves, and draenai

never offered more than one gold.



My final character I needed to conduct research on was a female night elf druid. Unfortunately, the closest city to a night elf's starting position is Darnassus, where not many players like to stay. For about an hour, I searched for a mage to teleport me to Stormwind to do my research and when I finally got there, I found many high level players. Yet again, I started asking players for money and immediately was shunned by many players. Those players however were by the bank and seemed to be busy. I moved to the spot I did my begging at with my human character. This spot is directly in front of the auction house and it's definitely a great place to do begging because many players socialize here and from past experience with my human, I know it can be productive. 20 silver here, 50 silver there, which isn't plenty at first but the money adds up over time. "Would you please help me out with some money, anything would help please?" The majority of the players that

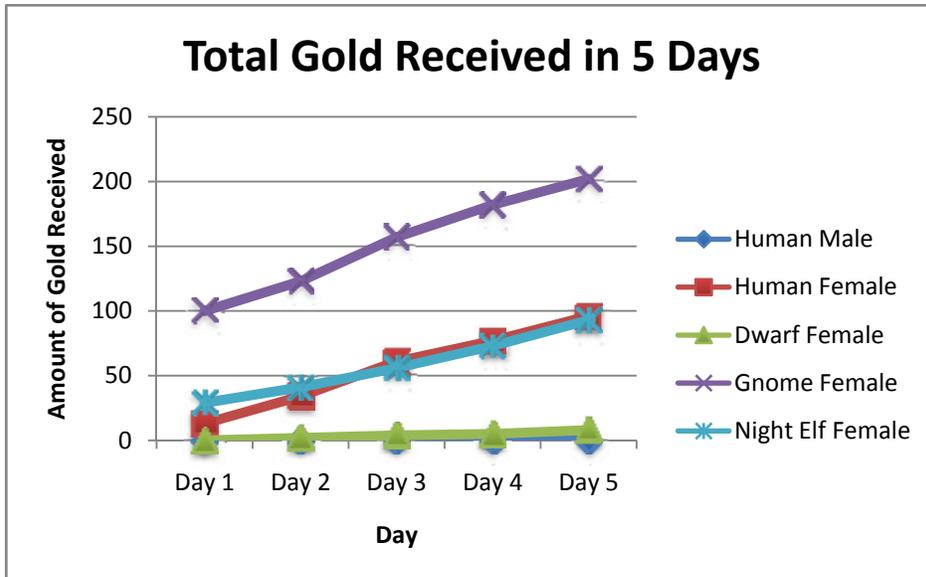
gave me money were males, a few were females. At my thirty-minute mark, I had received up to 7 gold. I quickly stripped out of my clothes and began dancing and just like my gnome, male players of the same race gathered around me. Some of them however were humans and gnomes. Twenty minutes after dancing,



This player gave me 15 gold.

it was like taking candy from a baby. I asked 7 five players for gold and 5 of them offered me gold giving me a total of 29 gold in one hour with my night elf. After the five days of research was finished, my female night elf received 93 gold mostly from male night elves.

Finally, my research was finished and obviously the data collected supported my hypothesis. The figure below represents the gradual amount of total gold



achieved by each player throughout the research. As you can see, the female characters'

amount of gold received dominated the amount that the male control obtained. The only exception however is the female dwarf character; still, she generated more gold than the male did. Now the only question to answer is why? Why do female beggars make more money begging than a male character would? From a male standpoint, this question isn't too hard to answer or at least produce a theory from the data collected. Throughout the history of mankind, the male gender has gone through anything to impress the opposite sex. In World of Warcraft, this could be with fancy armor, mounts, or most likely money. Many high level players just stand around in cities doing nothing but showing off what they have to surrounding players. Knowing this, I would complement those players on what they possessed, producing conversation. Most players won't just give away money to a random person asking for it; they must have something in common or have a relationship with the opposite player, or they must be very attracted to the player. Males in general in and

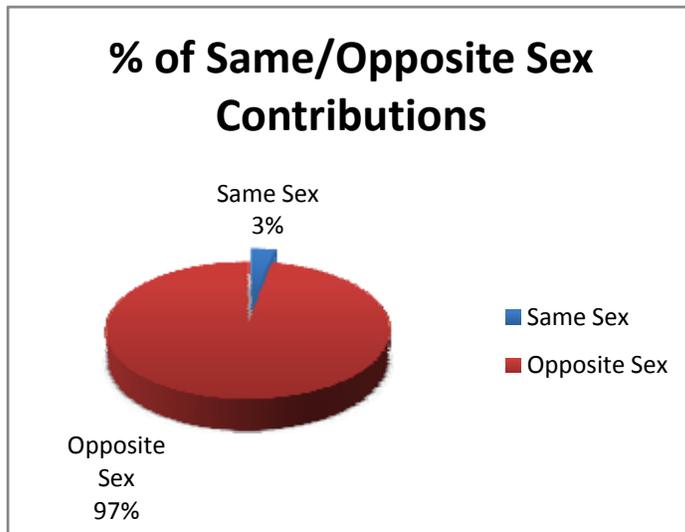
outside of the game are known to give money away depending on who the person is. Thus, males are likely to give money to females because of the instant bond they feel



with a female sharing the single characteristic of the game. Men are more competitive with men than

they are with females and giving a male money is just making that player more powerful. Even if the amount of money given is small, male players aren't as willing to give other males money. Would the male player giving the money benefit from the situation? Not as much as he would giving money to a female. Now what about females gives them priority over other males when it comes to begging? Could this be that females intimidate male players? Could this be something sexual? Both scenarios are absolutely possible. The male player would benefit in this situation by possibly earning a relationship with the female, opening many opportunities, which happens in the real world also. Would this result be the same for males begging women players? The answer is likely no, because women tend to give away money depending on the reason the person needs the money, not on who needs it (Lankenau).

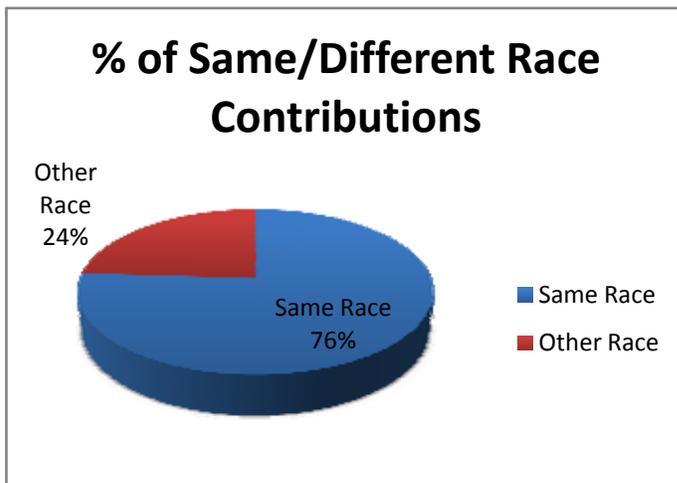
Sex sells, and that's something we all have heard and witnessed. With each character I used, the first thirty minutes of begging went by with the female character fully dressed. After the thirty minutes, each character's clothes were removed to see if more money could be generated. Sadly, this did help to produce more money. Players surrounded my dancing characters once the clothes were off with the exception of the human male and the female dwarf. Those surrounding players become potential money givers and the results were clear as to how much they contributed. 84% of the money was made without clothes and 16% of it was made with clothes. Why would this happen? Basically, the world is full of perverted people, even virtually. Once again, in today's world, sex sells. The majority of males become excited when a female reveals more skin, making them more vulnerable to doing exactly what the female wants. Some of these high level male players have a large amount of gold on them and with their mind focused on sex, they are more willing to give out money than they would when they're not distracted. It's pretty simple when you think about it, although it's distressing knowing that my characters had to do that for extra attention. There is much correlation between this and the real world today. Ads in male magazines use beautiful half naked women to get a man's attention focused on the page of the product. Fashion shows just for lingerie and swimsuit wear attract men viewers and spectators. Other women notice this and get the idea that if they wear these, men will be more attracted to them. Sad to say but in most cases this is true. Therefore, here is just another of many relationships obvious between World of Warcraft and the real world. Another observation that supports that the opposite sex is mostly the contributor of money



is shown in the figure below. Only 3% of the players that I collected money from were of the same sex. 97% of the players that money was collected from were of the opposite sex. This data is crucial and it deeply supports

that males are more likely to give money to a female than to a male.

While conducting research, I came upon answers to questions I didn't



originally have. Yes I did answer the question of whether females generate more money begging than males do; however, of those players that I received money from, how many of them were of the same race as the character I was using? Earlier in

the reading, it's noticeable to see that players that surrounded my character were mostly of the same sex. Why was this? This is another aspect of World of Warcraft that's similar to the real world. Interracial relations aren't abundant in most places of the world. Possibly, this is the same in the World of Warcraft, which is believable because it's supported by the data collected. When I did my character as a gnome,

mostly other players that surrounded me were gnomes. There must be an unseen bond between races and they might feel as if they are most compatible with one of the same race. That however could be a different research project for someone to look into.

Begging is different in the World of Warcraft when compared panhandling in the real world. Panhandling contributors seem to show sympathy towards the sick and the poor. In World of Warcraft however, contributors almost need some amusement and entertainment from the beggar in order to feel satisfied enough to give money. Of course there are people who are just too nice and give away money for no reason. Wow, if only I knew all of those players. As I wrote earlier, you also saw many correlations between the game and reality. Without those similarities, the data would have been significantly difficult to interpret. It was hypothesized that females could generate more money begging than males could and the data collected definitely supports that hypothesis. I don't suggest players try this because I believe in actually playing the game instead of walking around begging people and the purpose of my activity was for research only. This experience broadened my perspective on gender bias in both reality and the world... of warcraft.

Work Cited

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