

The Goldfarmer

The logo for 'The Goldfarmer' features the word 'The' in a serif font above the word 'Goldfarmer' in a bold, blocky sans-serif font. To the right of the text is a stylized white graphic of a hand holding a pen, with a small figure or character positioned above the pen.

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Title graphic shamelessly stolen from www.penny-arcade.com

Topics

- Who does it?
- Is it legal?
- Is it ethical?
- Solutions
- IMHO



Who Does It?

- Mostly China, but also Korea and Mexico
- Wages around 50 cents an hour
- All demographics of players buy gold.



Is it Legal?

- China has banned online currency sales, but not in-game items (including coin)
- The US has looked into taxing virtual income, but has not taken action
- Blizzard won an injunction against peons4hire, but there is still no legal precedent.



Is it Ethical

- Shouldn't players own the items they work for?
- Do game designers have a right to decide how people play their game?
- What are the side effects of virtual currency sales?



Solutions

- Legal action against the seller
- In-game actions to catch farmers
- Limit the usefulness of in-game currency
- Sell items in-game for real cash
- Open your own exchange



Gold Sellers Are Creative



IMHO

- Gold sales are unavoidable, but the game developer can dampen their impact.
- Games can incorporate methods of implementing RMT, however it should not affect actions within the game.
- If a game does not take action, it will lose the respect of its players.



Sources

- Wikipedia - http://en.wikipedia.org/wiki/Gold_farming
- The Daedalus Project - <http://www.nickyee.com/daedalus/archives/001469.php?page=1>
- Virtually Blind - <http://virtuallyblind.com/2008/02/01/peons4hire-blizzard-injunction/>
- 1up - <http://www.1up.com/do/feature?cid=3141815>
- Penny Arcade – www.penny-arcade.com
- IGE – www.ige.com
- 1000 gold \$3.95 u bai nao ok?!