

Kevin Salicos 5/19/10

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?

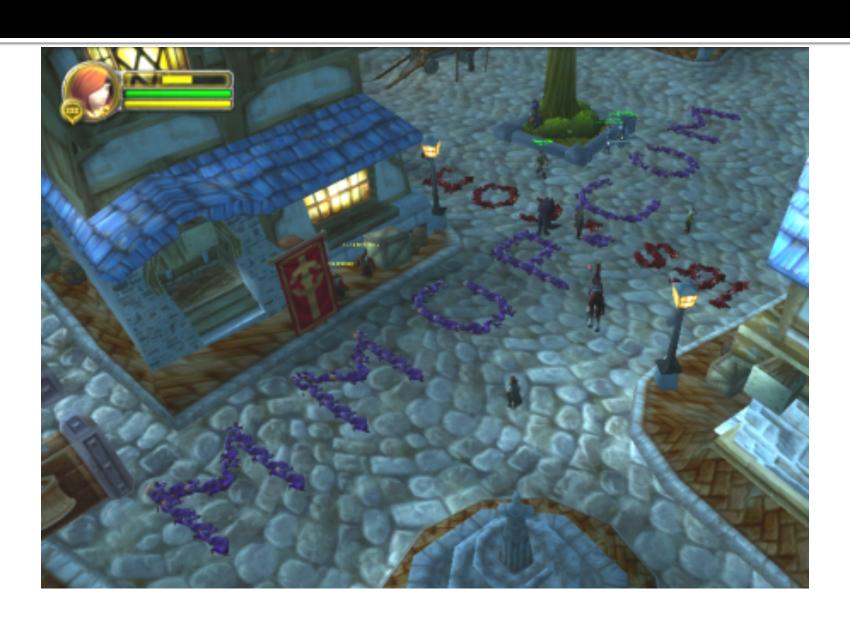
Solutions

- 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

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- Penny Arcade <u>www.penny-arcade.com</u>
- IGE www.ige.com
- 1000 gold \$3.95 u bai nao ok?!