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Research Group:	Section for Science of Complex Systems
Department:	CEMSIS
Current academic degree:	Dipl.-Phys.
Previous University:	Ludwig Maximilian University of Munich
PhD Thesis:	Towards Understanding Collective Social and Economic Dynamics in a Virtual World and Potential Consequences for Society
(working title)	
Project title:	Quantifying Socio-Economic Multiplex Networks in a Large Massive Multiplayer Online Game

Project description:

Quantification of human social and economic dynamics poses a unique challenge. A better understanding of the dynamics of human society would be of great interest for public health and governance in general. Usually the bottleneck in scientific approaches to the matter is the availability and the quality of data. Modern massive multiplayer online games (MMOG) provide a fascinating way of simultaneously observing thousands of individuals engaged in social activities and relations as well as pursuing basic economic activities to sustain a 'living' in a virtual game-universe. Here, a unique dataset of the MMOG Pardus will be studied, which in total contains more than 400,000 players. In this game every player has to generate some virtual income through economic activities to 'survive', and is generally engaged and embedded in several social activities within the game.

Aim of this thesis is to understand economic behavior, social behavior, and the connection between these two based on data from a virtual world.