

# Economics and Social Conflict

*Also by Carl D. Mildener*

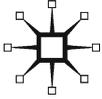
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# **Economics and Social Conflict**

**Evil Actions and Evil Social Institutions  
in Virtual Worlds**

Carl D. Mildenerger

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# List of Abbreviations

|           |   |
|-----------|---|
| AGR curve | Anger/Gratitude Response curve  |
| Alt-char  | Alternative character; the second, usually less powerful character of some EVE-players (cf. 'Char')   |
| CCP       | CCP Games; the developer of <i>EVE Online</i>   |
| CEO       | Chief Executive Officer; the most powerful player in a corporation in <i>EVE Online</i>   |
| Char      | Character; the EVE-specific name for the avatar you control in the game   |
| CONCORD   | Consolidated Cooperation and Relations Command; EVE's virtual police  |
| Corp      | Corporation; a formal association of players in EVE   |
| CSM       | Council of Stellar Management; a democratically elected group of players that represents the views of the player base in front of CCP Games |
| Dev       | Developer; one of the programmers of <i>EVE Online</i>  |
| EK        | Erratic kill; a kill without obvious reason   |
| EVE       | <i>EVE Online</i> ; a massively multiplayer online role-play game   |
| FW        | Factional warfare; war between the four empires in EVE (role-play aspect of the game)   |
| GDP       | gross domestic product  |
| GM        | Game master; an employee of CCP Games who solves in-game conflicts between players  |
| GUP       | gross user product; the virtual equivalent to the GDP   |
| hisec     | High security space; a comparably safe area in the virtual universe of <i>EVE Online</i>  |
| ICK       | Intra-corporation kill; a kill in which attacker and perpetrator are in the same corporation  |
| ISK       | InterStellarKredit; the currency of <i>EVE Online</i>   |
| lowsec    | Low security space; an area of medium security in the virtual universe of <i>EVE Online</i>   |
| MMORPG    | Massively multiplayer online role-play game   |
| NPC       | Non-player character; a computer-controlled avatar  |
| nullsec   | Null security space; the most unsafe area in <i>EVE Online</i>  |

|      |  |
|------|--|
| PK   | Player kill; a kill involving at least one humanly controlled avatar as attacker   |
| PLEX | 30 Day Pilot License Extension; bought from CCP Games and a method to buy ISK for EUR, but also an in-game item that can be traded on the market |
| PvP  | Player vs. player; means that players are not competing with software created enemies but with human opponents                                   |
| RMSE | Root mean squared error  |
| RMT  | Real money trading; the illegal act of exchanging in-game currency for real world currency   |
| SD   | standard deviation   |
| SG   | Suicide gank; a kamikaze-tactic in EVE   |