# Groupwork and leadership skills in MMORPGs

## Group W

This presentation focuses on the impact that playing ‘Massively Multiplayer Online Role-Playing Games’ has on an individual’s group work and leadership skills. By first establishing a technical context, we will explore a number of study cases. The first case study was looks more deeply at how a group functions and how games affect that team. The next paper observed how gaming affected the effectiveness of a team. The last paper was released by IBM and explored the different and similar skills between that of an online group/guild leader and a CEO. Which then leads on to an article about Stephen Gillet, a man who got a job yahoo as a senior manager of engineering due to his leadership skills acquired by his experience of being a guild leader in a game called “World of Warcraft”. From these case studies we can conclude that MMORPGs can assist with developing group work and leadership skills, given the player is driven to play in that way.