MUD – University students create the first computerised role-playing game

Video transcript: clip from *Games Britannia*, Episode 3, first broadcast on BBC Four on 21 Dec 2009

RICHARD BARTLE:

The reason that people are playing this billion dollar industry is because Roy Trubshaw and I created MUD.

BENJAMIN WOOLLEY:

Multi-User Dungeon.

RICHARD BARTLE:

That's correct yeah.

BENJAMIN WOOLLEY:

Using a sort of text-based version of Dungeons & Dragons, MUD created the first virtual world in which players were no longer alone.

RICHARD BARTLE:

People went in it and they picked things up and they experimented, they attacked each other, they continued exploring the world.

And the next thing that happened was people would play MUD and think "Wow! This is pretty good. I could do something better" and then they'd go off and write their own.