



Runescape – PC games revival as broadband connects gamers worldwide

Video transcript: audio clip from *Thinking Allowed: Lost in Runescape – Social Worth in Early Modern England*, first broadcast on Radio 4 on 7 Mar 2007

Video clip courtesy of Jagex Games Studio

LAURIE TAYLOR:

What I want to ask you about, Simon, is when we examine the worlds which the players of this game construct, what do we notice?

Because to some extent they can create their own norms, their own values, their own system of justice... What can we read off from the worlds they create about their own lives?

DR SIMON BRADFORD:

I think it's very difficult to read off in a kind of simple way.

But I think that certainly we've become aware over the four or five years that we've been doing this work, that there's a great tradition in Runescape of kind of collaborative enterprise amongst young people. And certainly we've had emails from young gamers who have wanted to point out the extent to which Runescape is indeed a collaborative world.

And I think there is a great deal interest beyond Runescape in using these sorts of gaming experiences as means of looking at young people's skills and so on.

LAURIE TAYLOR:

Because when they are working certain skills cooperation is necessary.

DR SIMON BRADFORD:

Yeah, yeah that's exactly right. That's exactly right.

LAURIE TAYLOR:

I suppose for example something like shark fishing you can hardly do that by yourself.