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ENG 519
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<center>Wiki Contribution Analysis</center>

INTRODUCTION

WoWWiki is a wiki for the *World of Warcraft* community, launched on November 24, 2004 (WoWWiki 2015). It is one of two wikis dedicated to *World of Warcraft*; the other community is Wowpedia, which launched on October 17, 2010 supported by Curse, a popular gaming site which hosts an add-on update program utilized by *Warcraft* players (Wowpedia 2015). There were small red flags for the community I chose:

1. Some of the users from WoWWiki had transferred to Wowpedia, loyal to the original moderators. Wowpedia is considered the official wiki for *Warcraft*, because Blizzard's own Battle.net site links to it.
2. The logo was branded with a Christmas theme – in early February. Whose job is it to edit that, and why hadn't they sometime in January? There has to be an unbranded logo.

I chose WoWWiki for the project, as it was the original wiki and the one I've personally been using since I started playing *Warcraft* in 2007 (in conjunction with other reference sites, notably Wowhead). As a result, I'm familiar with the format, the structure, and the policies.

In spite of that, I've never made an account. I've certainly used the wiki, but it never occurred to me to create an account or to engage in the community. After all, *Warcraft* is a social game. If I needed help in a more interactive way, I either asked other players in a general channel or asked a Game Master (moderator) by opening a ticket. To create an account seems fairly simple – create a username, enter a password twice, and supply an email address. Once you confirm that email address, you're golden – in theory. However, I received contradictory errors both when I tried to confirm it ("You've already confirmed that email address") and when I tried to log in ("You need to confirm your email address"). I tried sending WoWWiki a tweet in hopes of an answer, but I never got one. The only resolution seemed to be linking my WoWWiki account with *Facebook*, which I hated, and I still resent them for it. They don't need to know who I really am so I can update a wiki about a fictional universe … right?

LOGIN PROBLEMS

Unfortunately, I made a few edits before I realized the login was actually failing. They did go through, but they were logged as anonymous, and so I could not track them. However, after logging in with Facebook, my account was accessible. (I now refuse to log out in fear I'll lose that access.) The "logged" edits I made that were anonymous were fairly simple edits. They were small additions or grammar corrections. No one has updated those pages since. They were made in an effort to get my feet wet, and

<div align="right">Figure 1</div>

I had no actual emotional investment in the articles or edits. In fact, I chose the articles at random using the wiki's "Random Article" feature (Figure 1).

With my account accessible, my contributions were fairly simple. I added a small amount of information to a page about the character Harbinger Aphotic. The page hadn't been updated since August 2012, and no one has updated the page since. That was the case for a lot of my early edits, and it was likely to stay that way, because I was still using the "Random Article" feature.
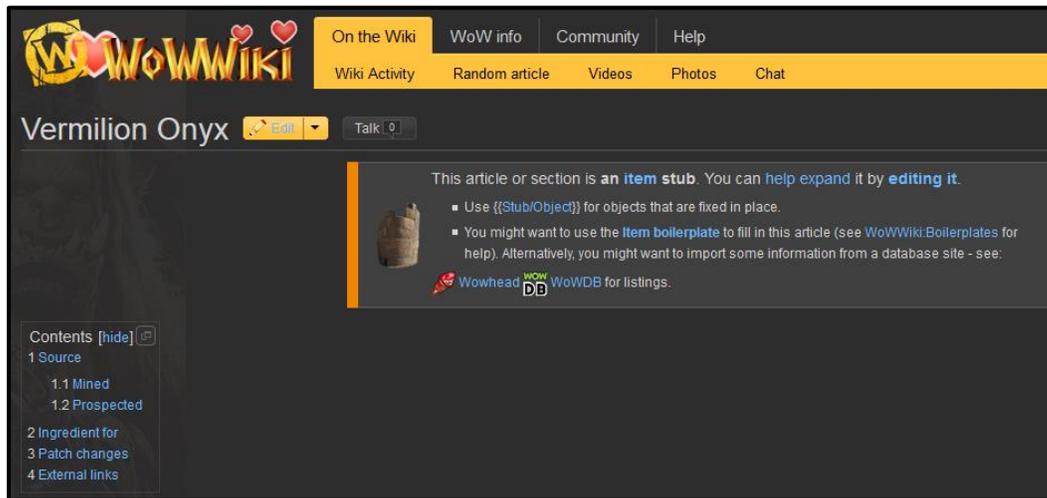
CREATING NEW PAGES FROM TEMPLATES

Figure 2

One of the things I chose to do was update a page called "Vermilion Onyx" (Figure 2). There was a "stub" section for what it was an "Ingredient for," and so I added all of the things the item could be crafted into in-game. It occurred to me doing so had caused a gap – there were now about 20 small pages to be created on the item itself. Because the item was a leftover from the previous expansion, *Mists of Pandaria*, I figured it was unlikely anyone would do so for a long time. So I did them. I started off clunky at first, using a template of source code for what the item was (provided by the wiki for new pages). It was moderated by user Fandyllic, who opened the pages I created (three) about two days later. Once they were opened, I used the source code from the pages I created – which Fandyllic had edited – to make more. I made another three, which resulted in a comment from Fandyllic himself on my edits:

"Keep up the good work. Check back occasionally on the pages you created, because sometimes other users (like me) will make tweaks to match the tooltip info better or other changes. You seem to already be doing this, which is great. It's also good to check back because screwups can happen too which you can fix. -- Fandyllic"

The feedback made me feel useful and worthwhile to the community. So I set out to finish the rest of the articles for "Vermilion Onyx."

NEGATIVE FEEDBACK

I encountered two different types of negative feedback. On an article about the zone [Frostfire Ridge](#), I made two small edits:

- I added a map of the area-post release. This was removed, because it was apparently a duplicate (i.e., the zone hadn't changed during beta).
- I added a link to the zone Gorgrond under the "Adjacent regions" section.

The negative feedback I received here came in the form of:

- Removing the adjacent region link. The information I added was factually correct, so I simply added it again a second time.
- Someone trolled the page.

With regards to the latter, I created a username I tend to use often to make my edits on WoWWiki, and so many people on my *Warcraft* server know who I am by that name. It's the same username I use for Battle.net, the communication system that links Blizzard's games together. On my server (Hyjal), there are 133,614 people in my faction that I interact with (Realm Pop 2015). And I spend my off-time in game in general channels trolling people. I'm not mean, but I do say things I know will rile people.

That *said*, I didn't tell my guild or others I was on the site or what this project was for. However, the article was updated to say something obscene about me *using my real name* (Figure 3). I don't think it was a coincidence, because the spelling of Anni was correct, and it was shortly after I made my changes. The edit was immediately removed by a moderator, but it was impossible to tell who'd done it, because the IP address was all that was given. I am not under the impression that anyone I know in person did it.
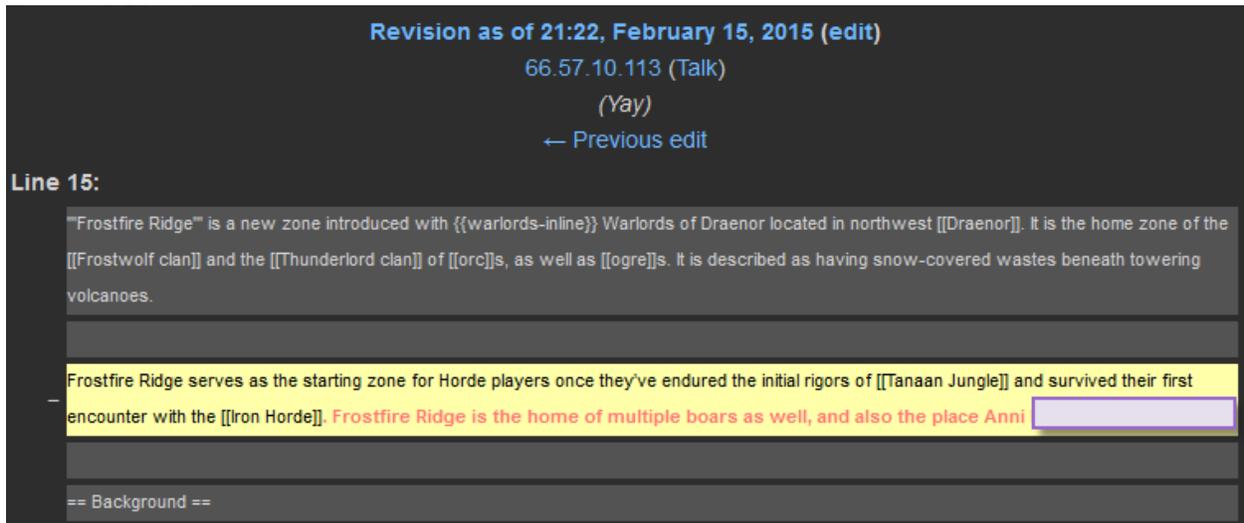

Revision as of 21:22, February 15, 2015 (edit)
66.57.10.113 (Talk)
(Yay)
← Previous edit

Line 15:

'''Frostfire Ridge''' is a new zone introduced with {{warlords-inline}} Warlords of Draenor located in northwest [[Draenor]]. It is the home zone of the [[Frostwolf clan]] and the [[Thunderlord clan]] of [[orc]]s, as well as [[ogre]]s. It is described as having snow-covered wastes beneath towering volcanoes.

Frostfire Ridge serves as the starting zone for Horde players once they've endured the initial rigors of [[Tanaan Jungle]] and survived their first encounter with the [[Iron Horde]]. Frostfire Ridge is the home of multiple boars as well, and also the place Anni

== Background ==

Figure 3

CONCLUSION

I didn't enjoy this method of interaction. Updating articles by template was tedious, and much of the information that needed to be in article was there already. Additionally, the edit about me personally made me feel vulnerable and exposed, putting a sour taste in my mouth for the remainder of this project. I know that online harassment is unfortunately common in multiplayer online games, but I aim to reduce as much of it in my life as possible. I probably won't finish the set of gem articles I'd started, either.

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