

MUD : Dragon Realm

(Torill Mortensen) /

.

가

.

, 가 , 가

(intimacy)

가

가

, 가

(Goffman, 1959)

“

가 가 (mask)

가

...

.”(1959;19)

(role-figure)

가

가

/

MUD

: Dragon Realm

,

.

,

가

(MUDs)

,

4

, 1999 2

<Dragon Realm>

MUD

MUD

가

-MUD

MUD

(The Mud Connector)

MUD

.(2000)

“MUD

(Multi User Domain),
(Multi User Dimension)

(Multi User Dungeon),

, 가

MUD가

MUD

MUD가

가

MUD

/

MUD

: Dragon Realm

MUD

가 ..”

MUD 1979

.
 ,
 가 가 . 가
 .
 , , , , , ,
 , , 가 .

MUD가

. 1980

MUD가

.
 . <Dragon Realm> MUD , <Hack'N Slash>
 . <Hack'N Slash>

(winner)가

가

가

MUD

, 가

가 가

가 . <Dragon Realm>

<Dragon Realm>

가

가? <Dragon Realm> 500 1000 가

. Dragon Realm ,

```

< 1> MUD      Dragon Realm      : The City of Madagor
x--x--x--x--x--x--x--x--x--x--x--x--x--x--x--x--x
      / d          |          \
      x x--x      x      x--x--xu x
      /  \ |      |      /      \
      x      x----P----x  x x--x--S      x
      /          |  |  |          \
      x          x--x--x--x--x--x--x--x--x--x      x
      /          |  |  |  \          \
      x          P F--x x--x--x--x--x--x x  x      x
To  |          |  \ | |  |  |  |  \          |  To
West --G--x--x--x--x--x--x--x x x--x--x  x x--B  x--x--x--x--G-
- East
Madagor | \          |  /  |  |  |  |          |
Madagor
      x x      M      x x      x x--T--x      T      x
      \  \ |      |          |  |          /
      x x--x--x--x--x--x x--x--x--x--x--x--x      x
      \          |          |          /
      x          x--x--x--x--x--x--x--x--x      x
      \          |          /
      x--x--x--x--x--x--x--x--x--x--x--x--x--x--x--x

```

F = Flower Shop B = Bank(?)
P = Party Room T = Tavern
M = Hell if I know
S = Clothing Shop

* : <http://www.geocities.com/TimesSquare/4708/Ukaeri.html>

. MUD 3가

MUD

가

. MUD

가

가

'(technical aspect)

가

가

MUD

'(culture within the game itself)

가 가

가

(In Character; IC)

가

<Dragon Realm>

가

가

가

. <Dragon Realm>

(out of Character; OOC)

. OOC

가

가

(observation),

(participation),

(interview)

가

, 가

가

(1999)

MUD ‘ 가
 '(player's notion of how to play the game) .
 가 가 .
 가 .
 가 .
 (IC) ,
 , 가 .
 가 .
 , 가 .
 ,
 ,
 .
 .

MUD .
 가 . 가 .
 . MUD
 가 가 .
 가 .
 가 . MUD ,
 가 가 .
 , 가 가 .
 , 가 .
 , 가 .
 ‘ (OOC)
 , MUD

/

MUD

: Dragon Realm

가

. (aol.com

<Dragon Realm>

가 가

.)

的

가

가?

가?

*

, 1998

MUD

< >

Aarseth, Espen (1997): *Cybertext, Perspectives on Ergodic Literature*, The Johns Hopkins University Press, Baltimore

Barthes, Roland (1977): *Image, Music, Text, Noonday*, Glasgow

Collins, Jim (1992): "Television and Postmodernism", in Allen, Robert C. (ed): *Channels of Discourse*, Reassembled, Routledge, London

Dragon Realms (1995-1999), *Diku-MUD modified by Envy and further modified by Elwyn of DR*, implemented by Topaz, Scarabae and Elwyn, unavailable to the public since February 28th 1999.

Fiske, John (1992): "British Cultural studies", in Allen, Robert C.(ed): *Channels of Discourse*, Reassembled, Routledge, London.

Eco, Umberto (1984): *The Role of the Reader: Explorations in the Semiotics of Texts*, Indiana University Press, Bloomington, Ind.

Gripsrud, Jostein (1995): *The Dynasty Years*, Routledge, London

Goffman, Erving (1959): *The Presentation of Self in Everyday Life*, Doubleday Anchor Books, NewYork

Haynes, Cynthia and Holmevik, Jan Rune: High Wired enCore 2.0 With Xpress <<http://lingua.utdallas.edu/>>, last visited 2000-05-07

Hakken, David (1999): *Cyborgs@cyberspace? An Ethnographer Looks to the Future*, Routledge, London

Iser, Wolfgang (1974): *The Implied Reader*, The Johns Hopkins University Press, Baltimore.

Iser, Wolfgang (1978): *The Act of Reading, A Theory of Aesthetic Response*, The Johns Hopkins University Press, Baltimore.

Murray, Janet H. (1997): *Hamlet on the Holodeck*, Free Press, New York.

Stone, Alluciere Rosanne (1996): *Desire and Technology at the Close of the Mechanical Age*, MIT Press, Cambridge.

The Mudconnector: <www.mudconnector.com>, last visited 2000-05-07