

A Comparative Study on Factors Affecting the User's Satisfaction of Gaming Platforms: A Mobile Device or Desktop Computer

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Abstract: The research purpose : (1) The factors affecting the satisfaction of mobile devices and desktop players of MMORPG games in China are discussed. (2) Investigate the relative importance of the satisfaction of MMORPG players on mobile devices and desktop computer in China. (3) According to the research results, make a guide for MMORPG players in the choice of platform, and give relative suggestions, so that players can choose their own game platform more quickly. Using this quantitative research, mainly MMORPG players in Hunan Province, including players from other provinces. By publishing questionnaire links in related forums, social media platforms and related official topics, 1,258 valid questionnaires were collected after cleaning, and the methods of reliability analysis, validity analysis, variance analysis and regression analysis were used in the study. It is found that: (1) Game quality, social rating, narrative structure and game experience will have a positive impact on player satisfaction. (2) China MMORPG desktop computer players are more satisfied than mobile devices players. (3) Suggestions are made that future research should further explore the differences between specific game types and specific player groups, so as to better meet the needs of different users and better guide gamers.

Keywords: Desktop computer, Mobile devices, Game quality, Social scoring, Narrative structure, Operating experience, MMORPG, Willingness to pay, Willingness to play, Game duration.

1. Introduction

Games play an increasingly important role in people's lives with the development of society. Especially in China, with the development of economy and the progress of science and technology, more and more people begin to play games to relax themselves. [1]. Games have become a very popular form of entertainment, and both young people and old people can release their stress and get happiness through games [2].

Especially MMORPG (massive multiplier online role-playing game), which is highly social and interactive, players can meet new friends, experience different game worlds and improve their game skills. At the same time, with the popularity of mobile devices, more and more players begin to play games through mobile devices.

However, different game modes may have different effects on players' satisfaction. For example, mobile devices games may be limited by equipment performance, while desktop computer games may need higher hardware configuration and better network environment [3]. Therefore, it is of great significance to study the factors that affect the satisfaction of MMORPG players in China with mobile devices and desktop computer game modes for understanding the needs of players.

Research shows that in mobile devices games, user satisfaction is influenced by factors such as easy control, in-game transactions and social interaction. In contrast, desktop computer game satisfaction is usually related to graphic quality, game complexity and modifiability [4] For host games, players usually get satisfaction from immersive experience and exclusive games.

Through this study, we hope to deeply explore the factors that affect the satisfaction of players in the mobile devices and desktop computer mode of MMORPG games in China, so as

to provide more scientific guidance and suggestions for gamers, and at the same time provide them with a better game experience.

2. The current situation of 2.MMORPG desktop computer and mobile devices.

2.1. Similarities and differences between desktop computer and mobile devices

As for the experience of desktop computer game users, players will consider and experience desktop computer games in terms of network quality, computer configuration, access and output networks and game quality. Gamers also hope that people who develop games can provide a stable game update, optimization environment and so on, which will all affect the choice of desktop computer by game users. [5]

For the experience of mobile devices users, portability is one of the reasons why users choose mobile devices. Of course, there are many factors such as screen clarity, mobile phone performance strength, mobile phone system, touch technology, etc., which also include screen perception, game optimization and other aspects [6]. These factors will affect users' choice of mobile devices. And there are past and present MMORPG game experience, game operation, game perception and game purpose, which will affect their choice. [7]

2.2. Factors affecting online game players' satisfaction

Among the concerns of desktop computer players, according to the research findings, the quality of the game, social interaction and narrative structure in the game are

confirmed as important factors affecting the satisfaction of desktop computer players with MMORPG games. In addition, the rich social functions, multiplayer mode and teamwork in the game can also enhance the social interaction experience of desktop computer players and further enhance satisfaction. [8]

Among the concerns of mobile devices players, according to research findings. Mobile devices players also have similar concerns about game quality and social interaction. And player satisfaction is associated with the economic benefits of the game. Satisfied players are more likely to make in-game purchases and pay, which will bring more income to the game. [9]

2.3. Social behavior differences between mobile devices and desktop computers.

Studies have confirmed the value of social behavior in MMORPG games [10]. Through the Internet, different people can play games in the same virtual space, which also proves that MMORPG is an online game, which involves real-time interaction with multiple players around the world[11], and they can enter or leave the virtual world at any time[12]. Therefore, functions and actions in this world are continuous; This is similar to the real world.

Kurun Data's (2023) research report "The Development Trend of China Game Industry and Players' Needs" mentioned that desktop computer players usually pursue the depth and complexity of the game. They are more inclined to seek in-depth experience in the game, including complex game systems, more exploration and challenge elements, and personalized customization options.

Correspondingly, mobile devices players pay more attention to social activities in the game and offline social behaviors. Games on the mobile devices can be played anytime and anywhere. This convenience and fast entertainment make mobile devices games the first choice for leisure and social interaction in fragmented time.

2.4. Game Narrative Differences between desktop computer and Mobile devices

The narrative structure in the game has an important influence on the player's willingness to play. Narration is an important factor to attract and guide players, which can provide players with emotional experience, fun of role-playing and immersion in the game world. Some studies have pointed out that the depth and fascinating narrative structure in the game can stimulate players' interest and participation and enhance their willingness to play the game [13][14].

Among mobile devices players, narrative structure is also considered to have an important influence on game will. Due to the characteristics of mobile devices, mobile devices players are more interested in fast and attractive narrative and short-term goal game experience. Some studies show that a compact, coherent and unforgettable narrative structure can provide a better game experience and enhance the game will of mobile devices players.

2.5. Difference of operation modes between desktop computer and mobile devices

According to the research of previous literature, it is found

that the fluency of game operation and user interface design have a positive impact on the player's willingness to play on the desktop computer. They found that a good operating experience can increase players' participation and make them more willing to continue playing games and participate in them.

In addition, some studies emphasize the importance of game operation experience in mobile devices players. The special operation mode of mobile devices and the use of touch screen have an impact on the operation experience of the game. The researchers found that games on mobile devices should have intuitive and simple operation mode and user-friendly interface design, so as to provide a good operation experience and enhance the players' willingness to play.

2.6. Payment method of MMORPG game

The charging mode of desktop computer mainly includes the following four charging modes: point card charging, duration charging, attribute props charging and fashion charging. For these desktop computer charging items, point card charging and duration charging are necessary charging items for MMORPG games. If it can't be recharged, then game users can't experience the subsequent game story. [15]

The advantage of the charging mode of MMORPG games on the mobile devices is that there is no time charge or card charging. Therefore, if the user's satisfaction with mobile devices games can be improved, the number of users and the user market can be directly retained [16].

3. Research Methods

3.1. Research Hypothesis

Hypothesis of direct effect on satisfaction:

H1a: Game quality in MMORPGs has a positive effect on player satisfaction (SAT).

H2a: Social scoring in MMORPGs has a positive effect on player satisfaction (SAT).

H3a: Narrative structure in MMORPGs has a positive effect on player satisfaction (SAT).

H4a: Operating experience (OPE) in MMORPGs has a positive effect on player satisfaction (SAT).

Hypotheses of mediating variables affecting satisfaction:

H1b: Willingness to pay (W-PAY) mediates the relationship between game quality and player satisfaction (SAT) in MMORPG.

H2b: Play duration (DU) mediates the relationship between social scoring and player satisfaction (SAT) for MMORPGs.

H3b: Willingness to play (W-PLAY) mediates the relationship between narrative structure and player satisfaction (SAT) in MMORPGs.

H4b: Willingness to play (W-PLAY) mediates the relationship between operating experience (OPE) and player satisfaction (SAT) in MMORPGs.

Hypotheses of disparate impact:

H5a: There are differences in player satisfaction with MMORPGs across game platforms

3.2. Research Framework

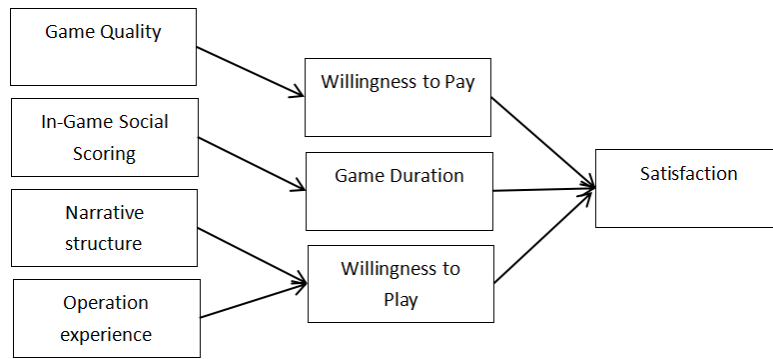


Figure 1. Conceptual framework of the study

3.3. Questionnaire design

This questionnaire has four parts, 1. Basic information, 2.the Player Perception Scale. The third part is the satisfaction scale. The fourth part is the satisfaction survey of game duration. Likert five-point rating scale was adopted, and the respondents scored according to their own views.1=strongly disagree, 2=somewhat disagree, 3=neutral, 4=somewhat agree, 5=strongly agree.

1> Age

- Below 18
- 18-30
- 30+

2> Sex

- Male
- Female

Inconvenient to disclose

3> Education

- Below university level
- University degree
- Above university degree

4> What device do you usually use to play games, especially MMORPGs?

- PCs
- Mobile devices
- Both of them
- Hardly play games (* The questionnaire ends if the last option is chosen)

5> What is the charging mode of MMORPGs you often play?

- Time-based charging
- Attribute props charging
- Costumes charging
- Benefit upgrade charging
- No charging

Part II:

Your perception about MMORPGs you often play online (Player Perception Scale):

Perception Scale on Social Behavior

Questions	1	2	3	4	5
1: I have close friends in the game that I play with often.		<input type="checkbox"/>			
2: When I come online, I first open my friends list and check if my close friends are online.	<input type="checkbox"/>				
3: I have played the game more often because of the	<input type="checkbox"/>				

friends I made in the game.					
4: I have close friends in real life who play the same MMORPGs as me.	<input type="checkbox"/>				
5: I think the world channel chat is harmonious in the game.	<input type="checkbox"/>				
6: Most players in this game are friendly to newbies.	<input type="checkbox"/>				

Perception Scale on Operating Experience

1: I don't think this game is that hard to play.	<input type="checkbox"/>				
2: I think the difficulty of this game is perfect for me.	<input type="checkbox"/>				
3: I feel a great sense of accomplishment when I kill high-level enemies or clear some high-level stages.	<input type="checkbox"/>				
4: I enjoy PVP and often win.	<input type="checkbox"/>				
5: I feel a great sense of accomplishment when I achieve victory by adjusting my character's equipment, skill casting order, and fighting style.	<input type="checkbox"/>				
6: I think it's easy to learn to play this game.	<input type="checkbox"/>				
7: I always know how to achieve my goals/objectives in a game.	<input type="checkbox"/>				

Perception Scale on Game Narratives

1: I love the main plot setting of this game.	<input type="checkbox"/>				
2: I think the characters in the game are pretty well developed	<input type="checkbox"/>				
3: I was attracted by the story of this game from the beginning.	<input type="checkbox"/>				
4: I love the fantasy or story this game offers.	<input type="checkbox"/>				
5: I can identify with the characters in the game.	<input type="checkbox"/>				
6: I was moved by events in the game.	<input type="checkbox"/>				
7: I'm very interested in seeing	<input type="checkbox"/>				

how the events in the game will progress.					
8: I can clearly understand the story of the game.	<input type="checkbox"/>				

Perception Scale on Game Quality

1: I think the overall quality of the game is fantastic.	<input type="checkbox"/>				
2: I think the graphics and character modeling and other aspects of the game are well suited to my aesthetic type.	<input type="checkbox"/>				
3: I think the game is incredibly life-like in terms of map design, character movement mimicry, and so on.	<input type="checkbox"/>				
4: I think the special effects, soundtrack, dubbing and other aspects are great in the game.	<input type="checkbox"/>				
5: I think the game has a very reasonable setup in terms of equipment, weapons, and character attributes.	<input type="checkbox"/>				
6: I think the gameplay is very diverse.	<input type="checkbox"/>				
7: I think it's hard to come up with a game to rival this one in the next few years.	<input type="checkbox"/>				

Part III:

Your satisfaction with MMORPGs you often play (Play Satisfaction Scale)

Player Willingness to Pay Satisfaction Scale

Questions	1	2	3	4	5
1: I'm willing to pay for the game when my financial situation allows.	<input type="checkbox"/>				
2: I'm willing to pay for nice costumes, luxuriant weapon looks.	<input type="checkbox"/>				
3: I'm willing to pay for my characters to get stronger.	<input type="checkbox"/>				
4: I'm willing to pay for limited looks, weapons, and equipment.	<input type="checkbox"/>				
5: I'm willing to pay when there are special offers in the game.	<input type="checkbox"/>				
6: I'm willing to pay consistently to make my character stronger than most players in the game until I'm one of the few players in this game with high combat index.	<input type="checkbox"/>				

Player Willingness to Play Satisfaction Scale

1: I'm willing to keep playing the game.	<input type="checkbox"/>				
2: I would recommend the game to people around me.	<input type="checkbox"/>				
3: I think the gameplay offered in this game won't	<input type="checkbox"/>				

bore me anytime soon.					
4: I think I'm enjoying the process of getting progressively stronger in the game.	<input type="checkbox"/>				
5: I would browse the internet for relevant topics to make myself more knowledgeable about the game.	<input type="checkbox"/>				
6: I'm willing to share my experiences and tips about the game with other players on the internet.	<input type="checkbox"/>				
7: I'll be following the official platform for the game to make sure I'm aware of updates and events for the game.	<input type="checkbox"/>				

Scale of players' satisfaction with MMORPG games

1: I am satisfied with all aspects of the MMORPG game I am playing at present.	<input type="checkbox"/>				
2: For the MMORPG game I am playing at present, I hope it will be known and liked by more and more players.	<input type="checkbox"/>				
3: For the MMORPG game I am playing now, I hope it will develop better and better in the future.	<input type="checkbox"/>				
4: For the MMORPG game I am playing at present, I would like to recommend it to my friends on the Internet or in real life.	<input type="checkbox"/>				
5: For the MMORPG game I am playing at present, I think it surpasses other MMORPG games in the current game market.	<input type="checkbox"/>				

Part IV:

Satisfaction Survey on Play Duration

12> How often I play the game:

Try to play every day

3-4 times a week

1-2 times a week

1-2 times a month

Less than 1-2 times a month

13> Time passed since I started getting into the game:

Less than 1 month

1-3 months

3-6 months

6-12 months

1-3 years

Above 3 years

14> My online time for every login:

Less than 1 hour

1-4 hours

4-8 hours

More than 8 hours

15> If the game launches a new stage or enemy, I'm willing to try to get through it by spending:

- Less than 1 hour
- 1-4 hours
- 4-8 hours
- More than 8 hours

16> If time-limited activities are released in the game, I would:

- Complete the activities on time and get all the rewards every day
- Try to make time to get online to ensure I get the most useful rewards
- Try to get online and complete some activities to get myself at least some rewards!
- It doesn't matter if the activities are completely missed

4. Results

4.1. Reliability analysis

Table 1. Reliability Statistics (Delete DU Scale)

Items	Corrected Item-Total Correlation(CITC)	Cronbach Alpha if Item Deleted
SAT	0.818	0.931
W-PLAY	0.835	0.952
W-PAY	0.828	0.944
GQ	0.830	0.950
NS	0.838	0.957
OPE	0.834	0.952
SS	0.827	0.943

After the questionnaire is recovered, the reliability analysis is carried out on the eight Likert five-level scales in the questionnaire, that is, reliability analysis. As can be seen from Table 1, the reliability coefficients are 0.931, 0.952, 0.944, 0.950, 0.957, 0.952 and 0.943 respectively, which is greater than 0.8, The reliability of data is high. The data in the scale are suitable for the next research, but the CITC value of the online duration (DU) scale is less than 0.3, and the value of "the deleted α coefficient of this item" is obviously higher than that of other scales, so it is considered to delete the DU scale, as shown in Table 1.

4.2. Validity analysis

Table 2. Validity Analysis of all variables

KMO and Bartlett's Test			
KMO			0.903
Chi-Square			19587.460
Bartlett's Test of Sphericity	df		21
	p		0.000

Validity research is used to analyze whether the research items are reasonable and meaningful. Through the validity analysis of seven scales (DU scale has been deleted) in the questionnaire, the results are shown in Table 2, KMO value is 0.903, greater than 0.6, and the data can be effectively extracted.

4.3. Disparate impact hypothesis

Table 3. ANOVA Analysis for H5

ANOVA				
	Equipment (Mean±Std. Deviation)		F	p
	1.0 (n=732)	2.0 (n=526)		
SAT	3.88±1.04	3.46±1.26	42.532	0.000**
* p<0.05 ** p<0.01				

One-way analysis of variance (ANOVA) is used to investigate the difference of satisfaction level of different game platforms. As shown in Table 3, there are significant differences ($p < 0.05$) in the satisfaction (SAT) of different game platforms. Specifically:

The game platform has a significant impact on the satisfaction level, and the significance level is 0.01 ($F = 42.532, p = 0.000$). Further post-event comparison shows that the average satisfaction score (3.88) of the players on the computer platform (option 1.0) is significantly higher than that of the players on the mobile platform (option 2.0), with an average satisfaction score of 3.46. Desktop computer players have higher satisfaction.

4.4. Hypothesis testing

4.4.1. Hypotheses of direct impact (H1a, H2a, H3a, H4a):

Linear regression analysis is used to evaluate the direct influence of game quality, social rating, narrative structure and operating experience on player satisfaction.

Table 4. Parameter Estimates for H1a

Parameter Estimates (n=1258)							
	Unstandardized Coefficients		Standardized Coefficients	t	p	Colinearity diagnosis	
	B	Std. Error	Beta			VIF	Toleranc
Constant	0.184	0.039	-	4.772	0.000**	-	-
GQ	0.950	0.010	0.937	95.414	0.000**	1.000	1.000
R 2			0.879				
Adj R 2			0.879				
F			F (1,1256)=9103.785,p=0.000				
D-W value			2.014				
Dependent Variable: SAT							
* p<0.05 ** p<0.01							

When GQ is regarded as an independent variable in linear regression analysis, the R-squared value of the model is 0.879. This means that the game quality (GQ) can explain 87.9% of the variance of satisfaction (SAT). The F-test of the model

showed significant results ($F = 9103.785, p = 0.000 < 0.05$), which indicated that there was a clear relationship between GQ and SAT.

Table 5. Parameter Estimates for H2a
Parameter Estimates (n=1258)

	Unstandardized Coefficients		Standardized Coefficients	t	p	Colinearity diagnosis	
	B	Std. Error	Beta			VIF	Toleranc
Constant	0.203	0.040	-	5.080	0.000**	-	-
SS	0.942	0.010	0.933	91.896	0.000**	1.000	1.000
R 2			0.871				
Adj R 2			0.870				
F			F (1,1256)=8444.897,p=0.000				
D-W value			1.949				

Dependent Variable: SAT
* p<0.05 ** p<0.01

In the analysis with story structure (SS) as the independent variable, the R-squared value of the model is 0.871, indicating that story structure can explain 87.1% of the variance of

satisfaction degree (SAT). The F test of this model is also significant (F = 8444.897, p = 0.000 < 0.05), which shows that there is a significant relationship between SS and SAT.

Table 6. Parameter Estimates for H3a,
Parameter Estimates (n=1258)

	Unstandardized Coefficients		Standardized Coefficients	t	p	Colinearity diagnosis	
	B	Std. Error	Beta			VIF	Toleranc
Constant	0.178	0.037	-	4.881	0.000**	-	-
NS	0.946	0.009	0.944	101.137	0.000**	1.000	1.000
R 2			0.891				
Adj R 2			0.891				
F			F (1,1256)=10228.684,p=0.000				
D-W value			1.955				

Dependent Variable: SAT
* p<0.05 ** p<0.01

With the social score (NS) as the independent variable, the R-squared value of the model is 0.891, which indicates that the social score can explain 89.1% of the variance of

satisfaction (SAT). The F-test of the model also produced significant results (F = 10228.684, p = 0.000 < 0.05), which confirmed the robust relationship between NS and SAT.

Table 7. Parameter Estimates for H4a
Parameter Estimates (n=1258)

	Unstandardized Coefficients		Standardized Coefficients	t	p	Colinearity diagnosis	
	B	Std. Error	Beta			VIF	Toleranc
Constant	0.208	0.037	-	5.611	0.000**	-	-
OPE	0.941	0.010	0.941	98.799	0.000**	1.000	1.000
R 2			0.886				
Adj R 2			0.886				
F			F (1,1256)=9761.298,p=0.000				
D-W value			2.015				

Dependent Variable: SAT
* p<0.05 ** p<0.01

Table 8. Mediating effect for H1b
Summary of Mediation Test Results

Item	c Total effect	a	b	a*b Mediating effect value	a*b (Boot SE)	a*b (z value)	a*b (p value)	a*b (95% BootCI)	c' Direct effect	Test conclusion
GQ=>W-PAY=>SAT	0.950**	0.956**	0.470**	0.449	0.030	14.999	0.000	0.384 ~ 0.503	0.501**	Partial mediation

* p<0.05 ** p<0.01

Bootstrap type: Percentile bootstrap

Model analysis shows that R-squared value is 0.886, which means that 88.6% of satisfaction variance (SAT) can be explained by game experience (OPE). The model passed the F test (F = 9761.298, p = 0.000 < 0.05), indicating that there

is a significant relationship between OPE and SAT.

4.4.2. Hypothesis of intermediary variables

Table 9. Mediating effect for H2b
Summary of Mediation Test Results

Item	c Total effect	a	b	a*b Mediating effect value	a*b (Boot SE)	a*b (z value)	a*b (p value)	a*b (95% BootCI)	c' Direct effect	Test conclusion
SS=>DU=>SAT	0.942**	-0.003	0.010	-0.000	0.000	-0.103	0.918	-0.001 ~ 0.001	0.942**	Insignificant mediating effect

* p<0.05 ** p<0.01
Bootstrap type: Percentile bootstrap

Table 10. Mediating effect for H3b
Summary of Mediation Test Results

Item	c Total effect	a	b	a*b Mediating effect value	a*b (Boot SE)	a*b (z value)	a*b (p value)	a*b (95% BootCI)	c' Direct effect	Test conclusion
NS=>W-PLAY=>SAT	0.946**	0.959**	0.490**	0.470	0.029	15.938	0.000	0.411 ~ 0.528	0.477**	Partial mediation

* p<0.05 ** p<0.01
Bootstrap type: Percentile bootstrap

Table 11. Mediating effect for H4b
Summary of Mediation Test Results

Item	c Total effect	a	b	a*b Mediating effect value	a*b (Boot SE)	a*b (z value)	a*b (p value)	a*b (95% BootCI)	c' Direct effect	Test conclusion
OPE=>W-PLAY=>SAT	0.941**	0.951**	0.518**	0.492	0.027	18.384	0.000	0.444 ~ 0.548	0.449**	Partial mediation

* p<0.05 ** p<0.01
Bootstrap type: Percentile bootstrap

4.5. Summary of research hypotheses

	Hypothetical	Result
H1a	Game quality in MMORPGs has a positive effect on player satisfaction (SAT).	Support
H2a	Social scoring in MMORPGs has a positive effect on player satisfaction (SAT).	Support
H3a	Narrative structure in MMORPGs has a positive effect on player satisfaction (SAT).	Support
H4a	Operating experience (OPE) in MMORPGs has a positive effect on player satisfaction (SAT).	Support
H1b	Willingness to pay (W-PAY) mediates the relationship between game quality and player satisfaction (SAT) in MMORPG.	Support
H2b	Play duration (DU) mediates the relationship between social scoring and player satisfaction (SAT) for MMORPGs.	Not support
H3b	Willingness to play (W-PLAY) mediates the relationship between narrative structure and player satisfaction (SAT) in MMORPGs.	Support
H4b	Willingness to play (W-PLAY) mediates the relationship between operating experience (OPE) and player satisfaction (SAT) in MMORPGs.	Support
H5a	There are differences in player satisfaction with MMORPGs across game platforms.	Support

5. Conclusions

5.1. Research conclusion

This research is devoted to deeply understanding the main factors that affect players' satisfaction in China MMORPG games on mobile devices and desktop computers. Through a variety of factors, including game quality, social rating, narrative structure, game experience and willingness to pay, and their relative importance to player satisfaction on the two platforms, as well as other potential factors that may affect

satisfaction. The ultimate goal is to provide a reference guide for gamers, so that players can quickly choose the game platform that suits them.

First of all, this study confirmed the direct and significant influence of game quality, social rating, narrative structure and game experience on player satisfaction. High-quality games, rich social interaction, fascinating narration and smooth game experience are the key factors to improve player satisfaction. This emphasizes the responsibility of game developers in improving the player experience. And Wu, P., & Chen, C. (2011)[17] indicated that there is a correlation

between game satisfaction and consumption intention, and confirmed from the research results that game design (including some narrative structure), service quality (including game quality and game experience), immersion identity (game experience), social identity and other related items are important for game satisfaction.

Secondly, the willingness to pay plays a partial intermediary role between game quality and player satisfaction. This shows that players' views on game quality directly affect their willingness to pay, and ultimately affect their satisfaction. Therefore, improving the quality of the game is not only effective for directly improving the satisfaction, but also indirectly affects the satisfaction by increasing the player's willingness to pay.

In addition, it is found that game will plays a part in mediating between narrative structure and player satisfaction, and between game experience and player satisfaction. This shows that players' preference for game narrative and game experience will affect their willingness to play, thus indirectly affecting their satisfaction.

However, in MMORPG games, the intermediary role of game duration between social rating and player satisfaction is not significant. This emphasizes that the influence of social rating on player satisfaction is relatively independent of the duration of the game, and social experience is independent of the time spent by players in the game to some extent.

Finally, it is found that MMORPG players from desktop computer platforms show higher game satisfaction. This may be because desktop compute games provide excellent gaming experience, enhanced functions and higher levels of graphics and performance. Therefore, customization optimization based on the unique characteristics of different platforms is very important to improve player satisfaction.

5.2. Suggestions

On the basis of the above research conclusions, I recommend the MMORPG game platform suitable for gamers, hoping to provide effective advice guides for gamers.

(1) From the foregoing, it can be seen that there are more players on the computer side than on the mobile phone side. Therefore, under the condition of sufficient conditions, this study recommends that players choose to experience MMORPG games on the computer side, because the game quality (including pictures, sounds, etc.) is higher, the narrative structure is more complete, and they can challenge a higher operation mode.

(2) If the player's time is too fragmented, he wants to have a greater sense of accomplishment through simple operation, to make more friends through the game, and to experience the game in the form of a team, then MMORPG on the mobile phone is the best choice. Moreover, in the re-payment mode, the payment mode on the mobile phone is more close to the people, and there is no need to pay for the game time or the card.

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