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THE INFLUENCE OF DUNGEONS & DRAGONS ON MODERN COMPUTER ROLE-PLAYING GAMES DEVELOPMENT

Dungeons & Dragons [1], also known as D&D or DnD, is a popular fantasy tabletop role-playing game (RPG). Since its first publication in 1974 [2], its popularity has been growing, leading to the appearance of a whole modern role-playing games industry. It is common to state that most computer role-playing games borrow a lot from Dungeons & Dragons, but the real impact of tabletop RPGs on computer games development remains unexplored.

Numerous computer adaptations and derivatives from Dungeons & Dragons have been released, including the first unlicensed ones called Dungeon and dnd [3]. However, since this type of games recreates intentionally most of the D&D mechanics, it is more convenient to analyze games that do not pretend to have this obvious connection. For our research, we have chosen two popular role-playing videogames of different subgenres to compare their mechanics with those of Dungeons & Dragons. The Witcher 3: Wild Hunt [4] is a popular single-player action RPG, while The Elder Scrolls Online [5] is a massively multiplayer online RPG. Using two games featuring different game modes allows us to observe how D&D mechanics influenced both the single-player and multi-player modes of computer role-playing games.

After analyzing the main game mechanics of the three RPGs, we have found the following similarities:

1. Open world, non-player characters (NPCs), and quests system. A lot of modern computer role-playing games, including the ones we are analyzing in this study, inherit a system of open world, where non-player characters may give players some tasks (also called quests in computer games terminology) from Dungeons & Dragons. It is important to state, however, that it is a complicated mechanic to implement in computer games, so many older and low-budget games do not have this feature.

2. Races and classes system. Most of the modern fantasy worlds (both literary and game ones) were influenced a lot by J. R. R. Tolkien's Middle-earth [6]. He was the first one to introduce several humanoid races within a world. However, in Dungeons & Dragons Gary Gygax (the co-author of the game) introduced another important concept that then moved to most of the modern RPGs: classes. A class defines a character's role in a team, as well as the way he/she is participating in combats. D&D features several classes (12, for the 5th edition of the game), meanwhile, most computer games reduce this number. For example, in The Elder Scrolls Online there are 6 classes, and in The Witcher 3: Wild Hunt there are four ability trees that define the way one behaves in a battle. It is also common to divide all classes and characters in both tabletop and computer RPGs into three large groups: tanks are responsible for dealing damage, rangers attack from the distance and healers restore health points of the first two.

3. Ability Scores. Dungeons & Dragons features a complex ability scores system. The six main abilities: strength, constitution, dexterity, intelligence, wisdom, and charisma are the basis for all sorts of abilities from animal handling to history. The greater value of the ability results in higher chances to succeed in some checks. Most of the computer role-playing games use similar abilities systems. For example, in The Elder Scrolls Online, the character gains the ability experience, and when it reaches a certain value, the ability level increases. In The Witcher 3: Wild Hunt, on the other hand, the leveling system (discussed below) is used to increase player's chances to succeed in a check.

4. Hit points (HP), armor class, and combat systems. Most of the computer role-playing games use real-time combat systems, whereas Dungeons & Dragons implements a turn-based one. This makes it harder to compare those systems, but we can still see some obvious similarities. For example, when an attack is performed, the attacked character doesn't get any obvious injuries (still may get some additional negative effects), but its HP decreases. Having a higher armor class allows characters to cope with more damage without losing HP. However, there's a huge difference in the numbers that are used to represent damage, armor class, and HP. In D&D the maximum HP level a tank player might have is 380, and there are multiple ways of dealing even more damage using magic. In most single-player computer games (including The Witcher 3: Wild Hunt) the values between 0 and 10 000 are used to represent player's HP, while the multi-player games usually have some sort of HP inflation – new powerful weapons and armor are added to the game with every extension and update that leads to the maximum health and armor class values increase. For example, a character may have up to 100 000 HP The Elder Scrolls Online, as for now.

5. Experience points (XP), and leveling system. In most role-playing games, both tabletop and computer, characters start as fairly weak and untrained. They gain XP for successful kills, quests completion, and other types of achievements. When the character reaches a certain amount of XP, his/her experience level increases. In Dungeons & Dragons, new levels allow players to increase their HP and some of the ability scores. This experience and level-based character growth was implemented in both The Witcher 3: Wild Hunt and The Elder Scrolls Online. However, in both of the computer games, the levels are not limited to 20, as in D&D. New levels in The Witcher 3: Wild Hunt allow the character to get additional skills in one of four skill trees: combat, signs, alchemy, and general. In The Elder Scrolls Online, however, there are three numeric characteristics, namely health, stamina, and magika, either of which can be increased with character level growth. The character also gets skill points and may use them to get or improve spells and passive abilities.

6. Mounts and pets. Horses and other means of transport are used widely in Dungeons & Dragons campaigns. Pets do not play an important role, but a character with a high animal handling level may try to tame one for himself. However, some characters can summon a familiar – a spirit that has the physical shape of some animal – and use it in the battle. The Witcher 3: Wild Hunt doesn't use a complex pet system – there is a horse a player may summon at any time, and equip it with some gear. In The Elder Scrolls Online, however, we can see a deep pets and mounts usage: mounts allow for faster traveling whereas pets may be helping character in the battle.

7. Terminology. The last but not least, most of the terminology used in modern computer role-playing games has its roots in tabletop RPGs terminology. HP, XP, level, damage, armor class, races and classes names, NPCs, abilities, and their names are just some of the examples of terms that were borrowed by computer games designers from D&D.

To sum up, we have studied the most important influences Dungeons & Dragons have on the modern role-playing computer games development. Understanding the roots of commonly used technics and game mechanics should help game designers to be more creative borrowing even more from tabletop RPGs, or, on the contrary, decreasing its influence on their games.

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ENGLISH LANGUAGE AS A MEANS OF DEVELOPING COMMUNICATIVE SPACE OF UKRAINE

Nowadays English is considered to be one of the most widely used languages in the world, meaning that more and more people use a foreign language in communication every day, namely in their personal lives, studies and business, which means that English unites people.

The ability to speak a foreign language as well as the native language is the ability to open doors in both professional and personal life. English is the language of opportunities and we can only agree with that. It is English that is spoken in almost all countries of the world.

Reasons to start learning and developing English can be the following: career growth, study and internship abroad, comfortable vacation without language barriers, business travel, finding business partners abroad and, of course, self-development.

Knowledge of English is an indicator of a competitive and mobile personality. Nowadays it is easier to find a prestigious and high-paying job for those who know a foreign language and this trend in the labor market is growing every year. By learning English, you are investing in your successful future!

The relevance and role of the study of English in the modern world were studied by: V.Alpatov, K.Artemyeva, V.Nesterenko, O.Khomenko, I.Panteleeva, D.Crystal, D.Greddol, B.Kachru, T.MacArthur, R.Phillipson and others. The place of English as a language of international communication in the perspective of political, social, managerial and philosophical sciences has been studied by scholars, in particular H.Dyvnych, O.Domnych, O.Kamshilov, N.Pelagesh. The analysis of the scientific literature testifies to the constant interest of teachers, methodologists, linguists in the problem of methods of conducting foreign language classes for professional communication.

The aim of the article is to determine the current reasons for learning English in modern Ukrainian society and the world in particular.

The importance of English in the modern world at the moment is quite large. Most recently, it was a foreign language for us, and today it is international. In all countries of the world the study of English is of great importance. Almost everyone dreams of learning it at least at an elementary level. Today, children begin to learn this language at a preschool age. Many do not understand the importance and need for English in the modern world [3].

English is the language of instruction. The role of English in the modern world is obvious to students who want to get a decent education. This knowledge allows you to study at absolutely any university, which is a priority for most Ukrainian students [3]. Most methodologies are written in English, which provides wider and better access and variety of information. University graduates often rate learning a foreign language as the most important course they have taken at university, mainly because of the communication skills they have developed during this study [2].