

Komparativna analiza socijalne strukture igrača fantastijskih igara u Beogradu i Skoplju

Rad se bavi ispitivanjem i upoređivanjem društvene strukture igrača fantastijskih igara u Beogradu i Skoplju. Podaci su prikupljeni putem ankete sprovedene nad prigodnim uzorkom od 85 ispitanika u Beogradu i 50 u Skoplju. Obradeni su u programskom statističkom paketu SPSS. Ispitivane su demografske i socio-ekonomske karakteristike, međusobni odnos igrača, kao i njihov odnos prema igrama. Rezultati pokazuju da se društvena struktura (po polu, starosti, obrazovanju, klasnoj pripadnosti, igranju u okviru lokalne zajednice, zanimanju i interesovanju ispitanika za naučnu fantastiku i muziku) značajno ne razlikuje u dvama gradovima. Razlike su primećene i u odnosu igrača prema igrama – ispitanici u Beogradu su ljubitelji stonih igara i igraju fantastijske igre češće i duže, dok igrači u Skoplju preferiraju kartične igre i igraju kraće i rede.

Comparative Analysis of the Social Structure of Fantasy Game Players in Belgrade and Skopje

The aim of this research is to compare the social characteristics of fantasy game players in Belgrade and Skopje by analysing demographic and socio-economic characteristics, relations among the players and the players' relations to the games. Fantasy games gained popularity in 1973 when the game Dungeons & Dragons was introduced. There are three types of fantasy games: trading card games, role playing games and board games (including collectable miniature games). The expansion of these games in Belgrade started in the early eighties of the twentieth century. The same happened in Skopje but a decade later.

The research was conducted using a questionnaire given to 135 people, 85 in Belgrade and 50 in Skopje. The sample was appropriate. The subjects were asked to answer 19 questions concerning: age, sex, place of birth, place of residence, ethnicity, religion, life occupation, father's occupation, education, employment, relations among players, players' gaming habits (frequency and duration of playing, ways of informing about the games, favourite game), preferred music style and interest in science fiction. Statistical software package SPSS was used in data analysis.

It was assumed that the subjects in Belgrade and Skopje would differ in few aspects and would be very similar. When it comes to place of birth and place of residence, the results show that the fantasy games are played

Maja Džundeva (1986), Skoplje, Makedonija, Bukureška 41, učenica 4. razreda DSU Georgi Dimitrov

Marija Đokić (1986), Beograd, Todora Dukina 13, učenica 4. razreda Dvanaeste beogradske gimnazije

Rad je realizovan na programu istorije

locally. A fairly large percent of atheists was noticed among interviewed players (39% in Belgrade and 29% in Skopje).

The majority of subjects from both cities are male and go to science-oriented secondary schools and universities; the employed subjects have university education. Accordingly, a large number of examinees in Belgrade and Skopje belong to the high social class.

The results showed that almost all of the subjects socialize which corresponds to the fact that most of them heard about these games from a friend. The subjects were interested in different types of music and almost all of them were interested in science fiction.

Observing other variables, few differences can be found. The results indicate that the subjects in Belgrade are in average older than the ones in Skopje. This is related to the fact that the examinees in Belgrade had been playing these games longer than the ones in Skopje. Furthermore, there are some differences in players' gaming habits. The subjects in Belgrade play fantasy games more often and prefer playing board games while those in Skopje mainly play trading card games. In summary, there are no significant differences in social structure between fantasy game players in Skopje and Belgrade.