

# UNIVERSITY OF SOUTH FLORIDA

## *Major Research Area Paper Presentation*

### *An Empirical Study on Team Formation in Online Games*

by  
*Essa Alhazmi*

*For the Ph.D. degree in Computer Science & Engineering*

*Online games provide a rich recording of interactions that can contribute to our understanding of human behavior. One potential lesson is to understand what motivates people to choose their teammates and how their choices lead to performance. We examine several hypotheses about team formation using a large, longitudinal dataset from a team-based online gaming environment. Our dataset covers over two months of in-game interactions between over 359,000 players. We show that familiarity is an important factor in team formation, while homophily is not. Competence affects team formation in more nuanced ways: players with similarly high competence team-up repeatedly, but large variations in competence discourage repeated interactions.*

*Wednesday, December 5, 2018*

*12:00 PM*

*ENB 337*

THE PUBLIC IS INVITED

#### *Examining Committee*

*Adriana Iamnitchi, Ph.D., Major Professor*

*John Skvoretz, Ph.D.*

*Paul Rosen, Ph.D.*

*Yao Liu, Ph.D.*

*Giovanni Ciampaglia, Ph.D.*

*Kingsley Reeves, Ph.D.*

*Yu Sun, Ph.D.*

*Graduate Program Director*

*Computer Science and Engineering*

*College of Engineering*

*Sudeep Sarkar, Ph.D.*

*Department Chair*

*Computer Science and Engineering*

*College of Engineering*

Disability Accommodations:

*If you require a reasonable accommodation to participate, please contact the  
Office of Diversity & Equal Opportunity at 813-974-4373 at least five (5) working days prior to the event.*