

GEMS BASIC GLOSSARY OF KEY TERMS AND CONCEPTS

C/PVE, or short for countering/preventing violent extremism, is a term used to describe methods and approaches focused on countering or preventing the growth and spread of violent extremist ideologies and activities. Put differently, this term aims to encompass “the ‘soft’ side of counterterrorism strategies that tackle the drivers which lead people to engage in politically or ideologically-motivated violence.” Recent meta analyses of available scholarship on the topic, reveal that the notion of *resilience* emerged as central throughout the discussions, with the term preventions appearing as ambiguous and thus in need of further refinement. Lastly, empirical data demonstrated that the effectiveness of C/PVE measures, and moreover, their implementation is positively related to the size of government and its social and healthcare expenditures.

Primary Sources: Frazer, Owen and Christian Nünlist. “The Concept of Countering Violent Extremism.” *CSS Analyses in Security Policy* 183 (2015), 1-4; Shanaah, Sadi and Charlotte Heath-Kelly. “What Drives Counter-Extremism? The Extent of P/CVE Policies in the West and Their Structural Correlates.” *Terrorism and Political Violence* 35:8 (2023), 1724-1752, DOI: <https://doi.org/10.1080/09546553.2022.2080063>; Stephens, William, Stijn Sieckelinck, and Hans Boutellier. “Preventing Violent Extremism: A Review of the Literature.” *Studies in conflict & terrorism* 44:4(2021), 346–361, <https://doi.org/10.1080/1057610x.2018.1543144>;

Additional Literature: Beaujouan, Juline et al. eds.. *Vulnerability and Resilience to Violent Extremism: An Actor-Centric Approach*. London: Routledge (2024); Martini, Alice. *The UN and Counter-Terrorism: Global Hegemonies, Power and Identities*. London: Routledge, 2021; Halilovic-Pastuovic, Maja et al. *Preventing and Addressing Violent Extremism: A Conceptual Framework*. PAVE Project Publications (2022), <http://tinyurl.com/2ijkjhek>.

Extremism, an umbrella term for numerous ideological movements fundamentally in opposition to a society's mainstream political and/or ethical values. At its most basic it is characterized by the creation of a distinct in-group in opposition to an out-group, adherence to anti-pluralist ideologies, and often, though not always, the promotion of violence, typically by non-state, irregular actors (see Violent Extremism).

Extremist Discourse, the use of language held by people when expressing their

extremist views. Relative to regular samples, extremist discourse is marked, among other aspects, by the higher use of first and third person plural pronouns, a more negative tone, and overall increase usage of words related to negative topics. In addition, there is a tendency to use discursive resources such as hate speech, otherness, and war narrative to convey actions and ideas toward others.

Extremist Narratives, an operationalization of the extremist discourse, which can be divided in five categories: political, historical, socio-psychological, instrumental and theological/moral.

- *Political*: the discourse includes references to grievances from one or more groups towards other groups.
- *Historical*: legitimization of the political grievance narratives through the use of historical examples and similes.
- *Socio-psychological*: glorification of acts against the system, either violent or not.
- *Instrumental*: justification of the violence and “self-defence” as a way towards reaching objectives.
- *Theological/moral*: legitimization of actions or reactions against political grievance or social oppression through religion, morality and/or ethics

Violent Extremism, a type of extremism which advocates for or condones the use of force and violence towards fulfilling the movement's goals.

Primary Sources: McNeil-Willson, Richard. “Assessing our Understanding of (Violent) Extremism.” In *Routledge Handbook of Violent Extremism and Resilience*, edited by Richard McNeil-Willson and Anna Triandafyllidou, 17-32. London: Routledge, 2023; Torregrosa, Javier, et al. “A Survey on Extremism Analysis Using Natural Language Processing: Definitions, Literature Review, Trends and Challenges.” *Journal of Ambient Intelligence and Humanized Computing* 14 (2023): 9869-9905. doi:10.1007/s12652-021-03658-z.

Additional Literature: Cassam, Quassim. *Extremism: A Philosophical Analysis*. London: Routledge, 2022; Kruglanski, Arie

W., Catalina Kopetz, and Ewa Szumowska, eds. *The Psychology of Extremism: A Motivational Perspective*. London: Routledge, 2022; McNeil-Willson, Richard, and Anna Triandafyllidou, eds. *Routledge Handbook of Violent Extremism and Resilience*. London: Routledge, 2023; Onursal, Recep and Daniel Kirkpatrick. "Is Extremism the 'New' Terrorism? the Convergence of 'Extremism' and 'Terrorism' in British Parliamentary Discourse." *Terrorism and Political Violence* 33:5 (2021), 1094-1116, DOI: [10.1080/09546553.2019.1598391](https://doi.org/10.1080/09546553.2019.1598391); Scrivens, Ryan. "Examining Online Indicators of Extremism among Violent and Non-Violent Right-Wing Extremists." *Terrorism and Political Violence*, 35:6 (2023), 1389-1409, DOI: [10.1080/09546553.2022.2042270](https://doi.org/10.1080/09546553.2022.2042270)

Gamification, a technique that integrates game design elements such as points, leaderboards, badges, gaming language, and avatars into non-game contexts to drive behavioural change. The goal is to engage users and encourage them towards desired behaviours, leveraging the motivational power of gaming. Additionally, gamification inherently offers a means of measuring success through its gaming design metrics. In essence, gamification can be described as a method to 'gamify' or make activities game-like. This approach has been applied in various sectors, including education, employee experiences, fitness apps, healthcare, the military, and public services.

Gamification of Violence, the application of gamification in order to stimulate, encourage or reward violent behaviour.

Primary Sources: Marczewski, Andrzej. *The Gamification Design Handbook*. London: Gamified UK, 2023; Schlegel, Linda. *The Gamification of Violent Extremism & Lessons for P/CVE*. RAN, 2021. <http://tinyurl.com/yc6m84xu>.

Additional Literature: González-González, Carina Soledad. "Unplugged Gamification: Towards a Definition." In *Proceedings TEEM 2022: Tenth International Conference on Technological Ecosystems for Enhancing Multiculturality*, edited by Francisco José García-Peñalvo and Alicia García-Holgado, 642-649. New York: Springer, 2022; Lakhani, Suraj. "The Gamification Of Violent Extremism: An Empirical Exploration Of The Christchurch Attack." *Extremism and Gaming Research Network*. (10 June 2022). <http://tinyurl.com/czevmsxr>.

Games, understood in the broadest sense of the term as "a system in which players engage in an artificial conflict defined by rules that results in a quantifiable outcome." Games are as diverse as the players who play them, and they cover a broad spectrum of media and platforms; monetized or not; physical, or cerebral; adult or children oriented, etc. Within the scope of this

project we are interested in *digital games*, or *video games*, as they more commonly known.

Video Games, the term originated in the early 1970s in the United States and quickly gained popularity worldwide. The inclusion of "video" in the name was intended to differentiate these new forms of entertainment from existing electronic games that did not require a display or video device for gameplay. As digital technology has advanced, "video games" has become an umbrella term that encompasses a wide variety of game types, all of which require some form of video display to engage players.

Categorization: Platform Oriented

Currently, the most common way to categorize video games is by the platform on which they are played. This includes but is not limited to: Computer Games: Played on a personal computer, regardless of the operating system; Console Games: Played on gaming consoles, such as PlayStation, Xbox, and Nintendo Switch; Mobile Games: Played on mobile devices, including smartphones and tablets; VR/AR Games: Played on virtual and augmented reality devices, collectively known as XR devices.

It's crucial to recognize that this "traditional" categorization of games by platform has recently become more ambiguous. Many games are now designed to be played across a variety of platforms, and **cross-platform play** is becoming the norm. This shift enables players using different devices to interact within the same online matches, a notable change from earlier times when, for instance, only computer gamers could compete with one another. Additionally, the advent of **cloud gaming** has further blurred these distinctions by allowing games to be streamed to devices not originally intended for them, such as playing a game designed for a computer on a smartphone. This development has also impacted the classical categorization of games into **online and offline gaming**. Previously, online and offline gaming distinguished between games based on the necessity of an internet connection for gameplay. However, even games designed for offline play may require a stable internet connection when accessed via cloud gaming.

Categorization: Player Oriented

Alternatively, and more in line with the player's perspective, games are often categorized according to genres, which underscores the diversity in gameplay and thematic content that defines the gaming experience. This classification system encompasses everything from action-packed adventures to strategic puzzles, offering insights into the core mechanics and narrative styles that engage players. Games are also frequently categorized by the number of players they support, distinguishing between single-player, multiplayer and massive multiplayer experiences. However, a number of games are offering both single-player and multiplayer modes to accommodate different playing preferences.

Categorization: Development Oriented

Lastly, reflecting the production or, more specifically, the development side of video games, games are frequently classified based on their production type. This includes AAA titles, which are known for their high development budgets, large studio budgets, and production values; independent (*indie*) games that highlight creativity and innovation without the support of major studios; and crowdfunded projects that rely on community support for funding. However, much like the platform-based categorization, this framework is not absolute, with many projects defying clear classification in terms of both genre and production type. This situation highlights the video game industry's fluid and evolving nature. With the integration of artificial intelligence (AI) and machine learning (ML) into games, this trend is expected to intensify. These technological advancements will continue to reshape the industry, challenging traditional categorizations and development models with even greater impact.

Gaming, understood most broadly is a term used to denote the human activity of playing video games. However, within the context of the project and the field at large, gaming can be considered as qualitatively different from "playing video games", nevertheless encompassing it. The nuances and broad applications of the term will be explored in greater detail in the project's deliverables.

Gamer, a term used to refer to shared identity with other members of the gaming community and culture. It denotes an alignment with the groups idiosyncrisies, traditions, and social practices. It is a part of one's self-conception and expression of affiliation with a group of society.

Player v Gamer disambiguation, a player is a term referring to someone who interacts with, or plays, games. It refers to the functional status or activity of playing a game, digital or otherwise.

Much like the diverse ways in which video games themselves are categorized (see, Video Games), the interpretation and the meaning of "gamer" varies widely, often depending on the context in which it is used, with no single way to classify, what or who are gamers are (e.g., PC gamers, console gamers, mobile gamers, casual gamers, hardcore gamers, etc.). It can sometimes carry a derogatory connotation, but also to denote a professional vocation, as seen with professional gamers. Additionally, apart from humans who game, products, styles, and even language can be described as being "gamer," e.g. "gamer products," having a "gamer aesthetic," using a "gamer language," or belonging to the "gamer culture," etc. The nuances and broad applications of the term will be explored in greater detail in the project's deliverables.

Gaming Disorder, as of 2019 included in the International Classification of Diseases (11th ed.). This disorder is characterised by a pattern of persistent or recurrent gaming behaviour ('digital gaming' or 'video-gaming'), which may be online (i.e., over the internet) or offline, manifested by: 1. impaired control over gaming (e.g., onset, frequency, intensity, duration, termination, context); 2. increasing priority given to gaming to the extent that gaming takes precedence over other life interests and daily activities; and 3. continuation or escalation of gaming despite the occurrence of negative consequences. The pattern of gaming behaviour may be continuous or episodic and recurrent. The pattern of gaming behaviour results in marked distress or significant impairment in personal, family, social, educational, occupational, or other important areas of

functioning. The gaming behaviour and other features are normally evident over a period of at least 12 months in order for a diagnosis to be assigned, although the required duration may be shortened if all diagnostic requirements are met and symptoms are severe.

Primary Sources: Kowert, Rachel and Jan Grooten. "Going Beyond the Game: Development of Gamer Identities Within Societal Discourse and Virtual Spaces." *The Journal of the Canadian Game Studies Association* 9:14 (2015), 70-87; Steinkuehler, Constance, and Kurt Squire. "Introduction to Videogames and the extremist ecosystem." In *Gaming and extremism: the radicalization of digital playgrounds* edited by Rachel Kowert and Linda Schlegel, 9-31. New York: Routledge, 2024; Stevens, Matther Wr et al., "Global Prevalence of gaming disorder: A Systematic review and meta analysis." *Australian & New Zealand Journal of Psychiatry* 55:6 (2020): 553-568. doi: 10.1177/000486742096285; Wolf, J.P. Mark. *The Video Game Explosion: A History from PONG to PlayStation and Beyond*. Westport: Greenwood, 2007; Salen, Katie, Eric Zimmerman. *Rules of Play: Game design fundamentals*. Cambridge, London: MIT Press, 2004; Juul, Jesper. *A casual revolution: Reinventing video games and their players*. Cambridge: The MIT Press, 2010.

Additional Literature: Kowert, Rachel and Thorsten Quandt eds. *The Video Game debate: Unravelling the Physical, Social, and Psychological Effects of Digital Games*. New York: Routledge, 2015; Kowert, Rachel and Thorsten Quandt eds. *The video game debate 2: Revisiting the Physical, Social, and Psychological Effects of Video Games*. New York: Routledge, 2021; Koyama, Yuhsuke. *History of the Japanese Video Game Industry*. Singapore: Springer, 2023; McCall, Jeremiah. *Gaming the Past: Using Video Games to Teach Secondary History*. New York: Routledge, 2023; Schmidt, Steven. *Assessing the Quality of Experience of Cloud Gaming Services*. Cham: Springer, 2023; Siuda, Piotr, Jakub Majewski, and Krzysztof Chmielewski eds.. *Gaming and Gamers in Times of Pandemic*. New York: Bloomsbury Academic, 2024; Ulbricht, Samel. *Ethics of Computer Gaming: A Groundwork*. Berlin: Springer, 2022; Wolf, J.P. Mark, and Bernard Perron eds. *The Routledge Companion to Video Game Studies*. New York: Routledge, 2023.

Radicalization, a complex process metaphorically described as 'what goes on before the bomb goes off.' Radicalization encompasses a series of psychological, social, and ideological developments by which individuals or groups adopt extremist views, which may not always involve violence. This process involves multi-dimensional changes, including shifts in belief systems, attitudes, and behaviours, that deviate significantly from dominant societal norms. Moreover, each process appear as distinct, reflecting the unique circumstances and influences of those involved. Within academic circles, it is also a contested term, with the central issue being whether radicalization denotes a process towards extreme *ideas*, or extreme *behaviour*.

Violent Radicalization, a type of radicalization defined by the EU as "the phenomenon of people embracing opinions, views and ideas which could lead to acts of terrorism."

Primary Sources: Commission of the European Communities. *Communication from the commission to the European parliament and the council concerning Terrorist recruitment: addressing the factors contributing to violent radicalisation*. Brussels, 21 September 2005. <http://tinyurl.com/37m8mpdz>; Neumann, Peter. "The Trouble with Radicalization." *International Affairs* 89, no. 4 (2013): 873-93; Sedgwick, Mark. "The Concept of Radicalization as a Source of Confusion." *Terrorism and Political Violence* 22 (2010): 479-494. doi: 10.1080/09546553.2010.491009.

Additional Literature: McCauley, Clark and Sophia Moskalenko. "Mechanisms of Political Radicalization: Pathways Toward Terrorism." *Terrorism and Political Violence* 20:3 (2008): 415-433. doi: 10.1080/09546550802073367; McLaughlin, Gilbert. *Radicalisation: A Conceptual Inquiry*. London: Routledge, 2024; Muthuswamy, Moorthy S. "Radicalization ecosystem as a confounder of violent extremism's drivers." *Dynamics of Asymmetric Conflict* (2024). doi: [10.1080/17467586.2024.2305443](https://doi.org/10.1080/17467586.2024.2305443); Sardoč, Mitja. *Making Sense of Radicalization and Violent Extremism: Interviews and Conversations*. London: Routledge, 2022.

Recruitment, generally refers to the process of incorporating individuals into a group. Specifically, in the realms of terrorism and extremist studies, it is defined as the process by which individuals are integrated into extremist groups or terrorist organizations. This process is highly specialized, often involving the identification and targeting of individuals who are susceptible to influence. It includes a tailored approach of influencing, persuading, or manipulating them to adopt extremist ideologies and, in some instances, to participate in terrorist activities. Crucially, the success of recruitment within violent extremist organizations depends on the effective attraction and selection of organizational members.

Online/Offline Recruitment, this dichotomy distinguishes between digital and "traditional" in-person recruitment methods. However, recent studies in radicalization suggest this distinction may hinder a full understanding. Experts recommend a more holistic approach. This proposed method would consider both online and offline means but emphasize individual risk factors and the recruit's environment.

Legal/Actionable Aspects, the European Union (EU) has specific legal frameworks and definitions regarding the recruitment FOR TERRORISM. According to the EU Directive 2017/541, recruitment for terrorism is considered as one of the criminal offenses related to terrorism. This directive, along with other EU policies and strategies, aims to establish a comprehensive approach to prevent and combat terrorism, including aspects of radicalization and recruitment. The Council of Europe Convention on the Prevention of Terrorism further strengthens the EU's stance by defining recruitment for terrorism as a criminal offense, amongst others, and sets out measures to be taken at the national level and through international cooperation. This convention reflects the EU's

commitment to upholding the rule of law, human rights, and fundamental freedoms while combating terrorism.

Primary Sources: European Union. "The EU's Response to Terrorism." *European Council, Council of the European Union* (15 November 2023), accessed 03 February 2024, <http://tinyurl.com/23s7wt9d>; European Union, "Directive (EU) 2017/541 of the European Parliament and of the Council of 15 March 2017 on Combating Terrorism and Replacing Council Framework Decision 2002/475/JHA and Amending Council Decision 2005/671/JHA," *Official Journal of the European Union*, L 88/6 (31 March 2017), accessed 31 January 2024, <http://tinyurl.com/5n7r62yp>; European Parliament, "Council Framework Decision of 13 June 2002 on Combating Terrorism," *Briefing, European Parliamentary Research Service*, (2016): 1-8, accessed 30 January 2024, <http://tinyurl.com/m8ewtp3y>; Herath, Chamin and Joe Whittaker. "Online Radicalisation: Moving Beyond a Simple Dichotomy." *Terrorism and Political Violence* 35:5 (2023), 1027-1048, DOI: 10.1080/09546553.2021.1998008.

Additional Literature: Miettinen, Samuli. *Criminal Law and Policy in the European Union*. London: Routledge, 2013; O'Neill, Maria. *The Evolving EU Counter-terrorism Legal Framework*. London: Routledge, 2012; Singh, Charanjit. "Prosecuting terrorism: secret courts, evidence and special advocates. The panoply of challenges facing criminal justice, the United Kingdom perspective." *Current Issues in Criminal Justice*, 33:3 (2020), 382-408. <https://doi.org/10.1080/10345329.2020.1850166>;

A SHORTLIST OF KEY GAMING ADJACENT PLATFORMS

Chan/kun sites: "Chan" sites refer to a type of internet forum that typically allows users to post anonymously (4chan, 8chan, 7chan, tinychan, 8kun, etc.). These sites often have a unique culture and set of norms, which can vary widely depending on the specific site. They are known for their simple, image-based bulletin board where anyone can post comments and share images. Here are a couple of general descriptions of "Chan" sites:

- **General Structure:** "Chan" sites are usually divided into a variety of boards, each dedicated to a specific topic, interest, or theme. These boards can cover a wide range of subjects, from hobbies and interests to more controversial topics.
- **Anonymity and Culture:** One of the key features of "Chan" sites is the option for users to post anonymously. This anonymity can sometimes lead to a culture that is very different from other social media and online communities, often characterized by a lack of accountability and a free-for-all attitude in discussions.
- **Image and Text Posts:** Users can start a thread by posting an image along with a comment. Other users then reply to these threads with their own comments and possibly images. This format leads to a very visually driven type of discussion.
- **Fast-Paced and Ephemeral:** Threads on "Chan" sites can be fast-paced and are often ephemeral. Popular or active threads stay on the first pages, while less active ones quickly fall behind and may eventually be deleted.
- **Influence on Internet Culture:** These sites have had a significant impact on internet culture, often being the birthplace of memes, viral images, and internet movements. However, they've also been associated with controversial and sometimes extreme content.

Discord: A communication platform popular among gamers for voice, video, and text communication, often used to coordinate multiplayer games.

Game Jolt: A platform hosting indie games, offering a space for developers to share and monetize their games.

GameFAQs: A website that hosts FAQs and walkthroughs for video games. It's a go-to resource for help with game strategy and completion.

GOG.com: A digital distribution platform with a focus on DRM-free games and classic games revived for modern systems.

itch.io: An online marketplace for indie video games, it's a platform for developers to host and sell their games.

Patreon: Often used by game developers and content creators to fund their projects with the support of their audience.

Reddit: Numerous gaming communities exist on Reddit, discussing games, sharing news, and providing a platform for Q&A.

Steam: A digital distribution platform for video games. It offers game hosting, a game store, and a community hub for gamers.

Twitch: A live streaming platform where gamers stream their gameplay or esports events. It's a hub for gaming communities.

YouTube Gaming: A section of YouTube dedicated to gaming videos, live streams, and gaming communities.

(ONLINE) GAMING BASIC TERMINOLOGY

AFK: "Away From Keyboard." Used when a player is not actively participating.

AoE: "Area of Effect." Refers to abilities or attacks that affect multiple targets within a specified area.

Buff: An effect that enhances a player's abilities or stats.

Camper: A player who stays in one spot, typically hidden, waiting to ambush other players.

CC: "Crowd Control." Abilities that limit or prevent the actions of other players or game characters.

Clan/Guild: A group of players who regularly play together and often have a structured hierarchy.

(Dirty) Console Peasant: Gamers who are using gaming consoles to game. Cf.: PCMR

Cooldown: A period of wait time after using a skill or item before it can be used again.

Crafting: The process of creating items or gear within the game.

Crit: Short for "Critical Hit," which is a strike that does more damage than a normal attack.

DLC: "Downloadable Content." Additional content for a game, available for download.

DPS: "Damage Per Second." Refers to how much damage a player or character can inflict.

Easter Egg: Hidden features or messages in games, often for humor or rewards.

ELO: A rating system originally used in chess, adopted by various online games to rank player skill.

F2P: "Free to Play." Games that are free to play but might include optional purchases.

Farming: Repeatedly gathering resources or defeating enemies for loot.

FTW: "For The Win." Used to express enthusiasm about a potential victory.

GG EZ: "Good Game, Easy." A boastful remark indicating a game was easily won.

GG: "Good Game." A term of sportsmanship expressed at the end of a match.

GGWP: "Good Game, Well Played." A respectful acknowledgment of a game well played.

Griever: A player who deliberately irritates and harasses other players.

Grinding: Repeatedly performing tasks to advance in level or obtain items.

Hitbox: The area of a character that can be hit by an attack.

Hotkey: A keyboard shortcut for a specific action in a game.

HP: "Health Points." The measure of a character's life.

Instancing: Creating a separate instance or version of a game area for individual or group play.

KDA: "Kills, Deaths, Assists." A metric used to gauge a player's performance in certain games.

Kiting: The tactic of staying out of an enemy's range while attacking.

Lag: Slowing down of game response due to internet connectivity issues.

Loot Box: A virtual item that can be redeemed to receive a random selection of further virtual items.

Loot: Items or rewards gained from defeating enemies or completing tasks.

Meta: Refers to the most effective tactics and strategies currently used in the game.

MMO: "Massively Multiplayer Online." A genre of games capable of supporting large numbers of players simultaneously.

MMORPG: "Massively Multiplayer Online Role-Playing Game." A genre of games where many players interact in a virtual world.

Nerf: A change to a game that reduces the effectiveness of a particular item, ability, or character.

Noob/Newbie: A new or inexperienced player.

NPC: "Non-Player Character." Characters in the game not controlled by human players.

OP: "Overpowered." Refers to something in the game that is too strong or unbalanced.

OTK: "One Turn Kill." Defeating an opponent in a single turn in a turn-based game.

P2W: "Pay to Win." A system where players can buy advantages in a game with real money.

Patch: An update to a game that can include fixes, new content, or balance changes.

PCMR: "PC master race." Gamers who are using personal computers to game. Cf.: Console peasants.

Ping: The network latency between a player's computer and the game server.

PvE: "Player versus Environment." Combat or challenges against the game's AI.

PvM: "Player versus Monster." Similar to PvE but specifically refers to fighting non-player characters.

PvP: "Player versus Player." Competing against other human players.

Quest: A task or set of tasks that a player is given to complete in a game.

Rage Quit: Abruptly leaving a game out of frustration.

Raid: A challenging team-based activity against powerful in-game enemies.

Rekt: A slang term meaning thoroughly defeated or destroyed.

Respawn: Reappearing in the game after being defeated.

RNG: "Random Number Generator." Refers to elements of chance in games.

RPG: "Role-Playing Game." A game in which players assume the roles of characters in a fictional setting.

Sim: A simulation game that imitates real-world activities.

Skins: Cosmetic changes to a character's appearance or equipment.

Smurf: An experienced player creating a new account to play against less skilled players.

Spawn: The place where characters or items first appear in the game.

Squads: Teams or groups of players working together.

Tank: A character type designed to absorb damage and protect other players.

Ult: Short for "Ultimate." A powerful ability or move in a game.

VR: "Virtual Reality." A simulated experience that can be similar to or completely different from the real world.

XP Boost: An item or bonus that increases the rate at which a player gains experience points.

XP: "Experience Points." Points earned for completing tasks or defeating enemies, contributing to a character's growth.