



Zainab Kaddis - Animation - 2020

<https://group13culturaldiversity.hotglue.me/?zainab+kaddis>

# HABBO HOTEL

mapping a digital environment

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## Why this location?

I decided to continue mapping Habbo Hotel because it's closer to my major and easier with Covid-19. Habbo is very interesting because it consists out of different rooms made by Habbo and the users themselves.

**“How does anonymity affect the behaviour of the people in this space? ”**

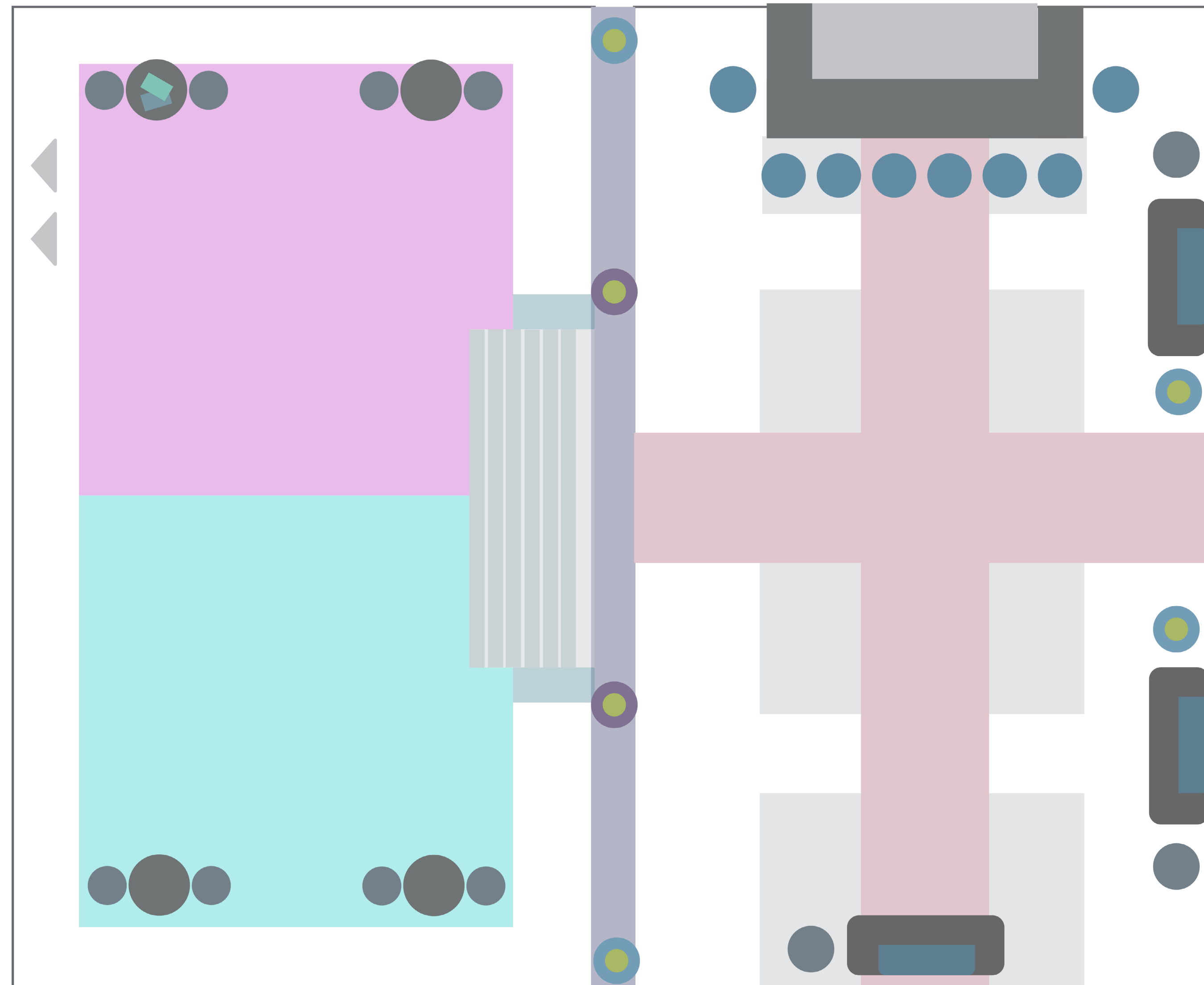
In the context of an online game, where the primary function is to socialise and entertain, how does this factor play into our interactions and patterns?

bonus question:

**“Does Covid-19 affect the way people use Habbo?”**

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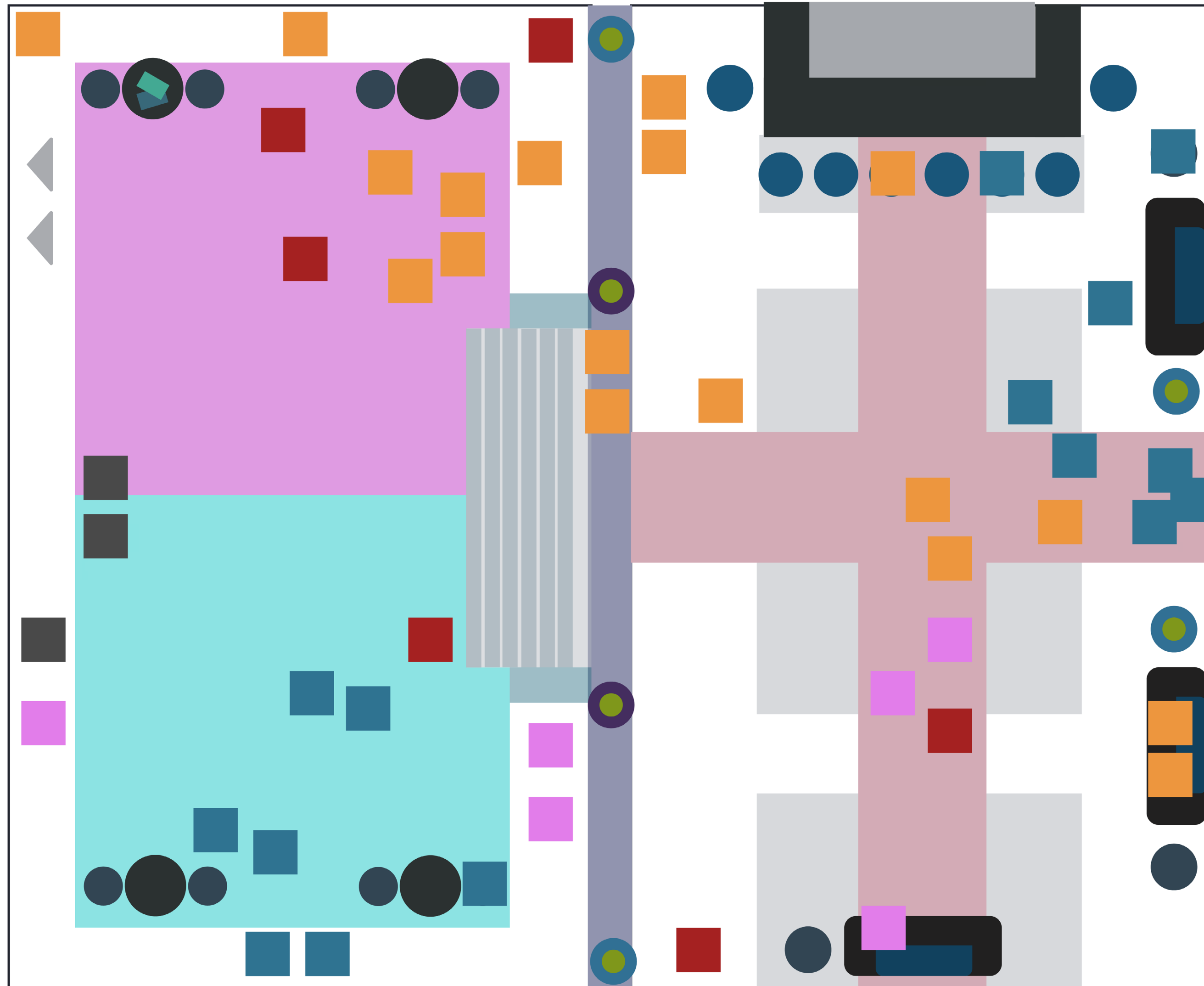


## Habbo Club NX



# HABBO HOTEL

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- cool
- goths
- cute
- street/punk
- normal

## Body movement in the space

I interviewed some people and a few of those questions were specifically about their movement and position in the space.

1. People walk into a room and either find a place at the side to stand or find a place to sit.
2. People will walk when they want to talk to someone specific. Unless the room is very empty.
3. People usually observe for a while until interacting with others or joining groups.



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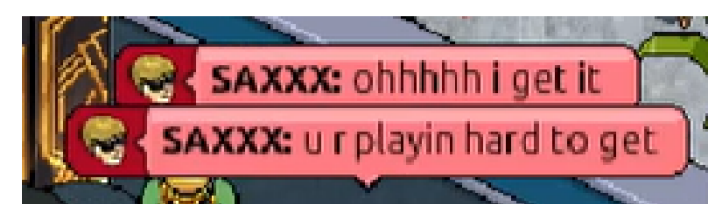
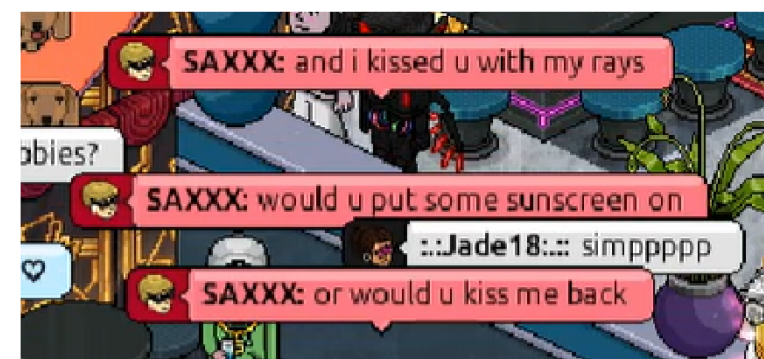
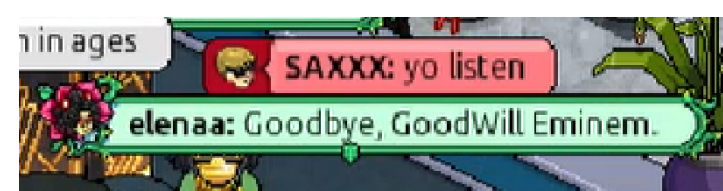
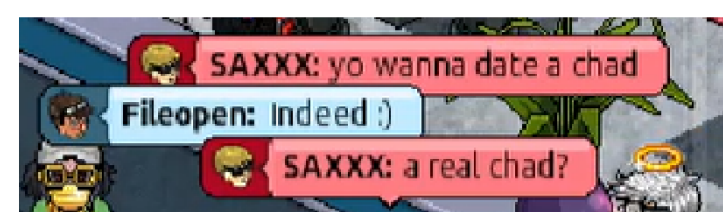
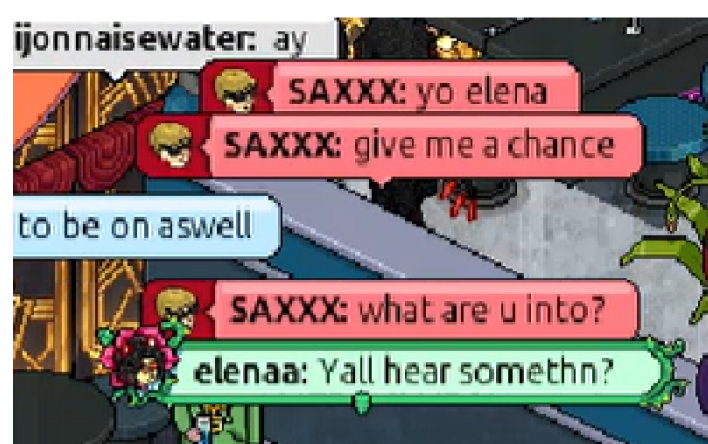
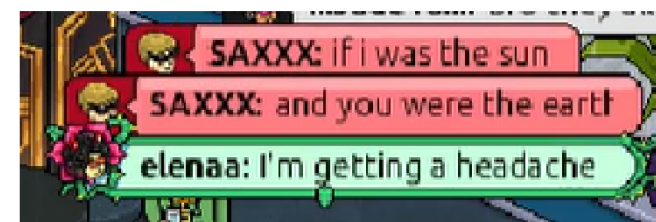
mapping a digital environment

## Mapping dialogue in the space

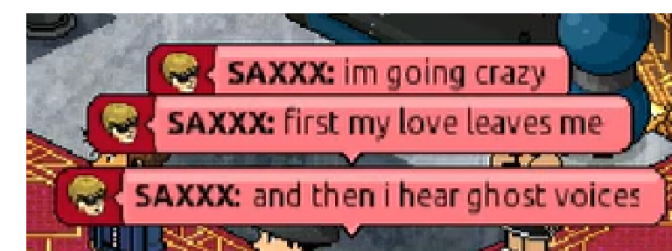
Location: Habbo Club NX

### NEGATIVE SITUATIONS

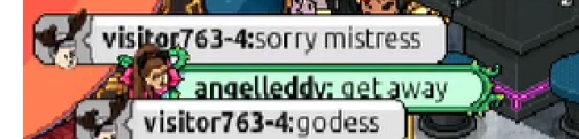
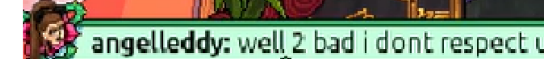
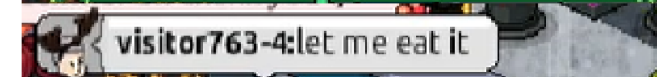
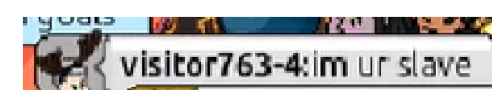
#### FLIRTING / REJECTIONS



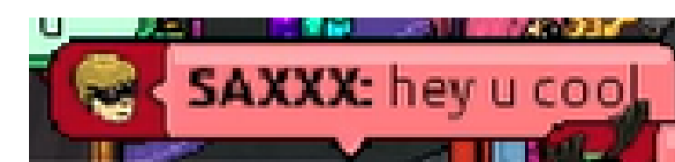
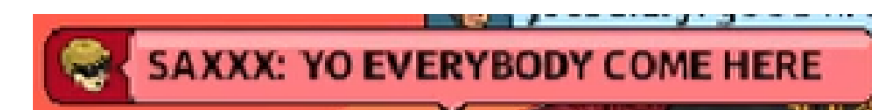
#### SAD FEELINGS



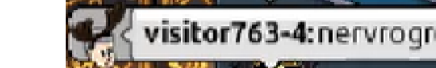
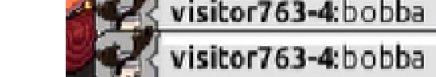
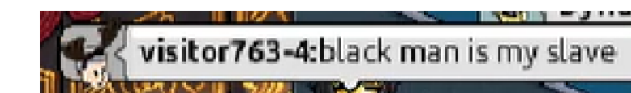
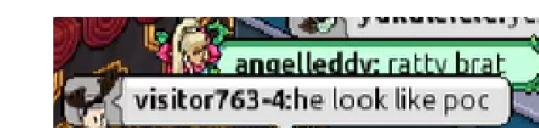
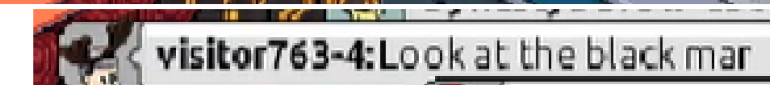
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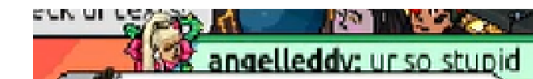
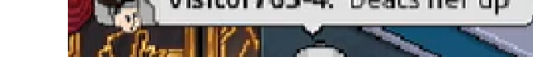
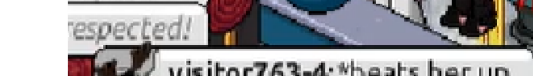
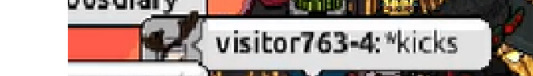
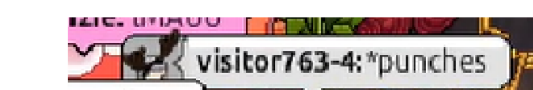
### POSITIVE SITUATIONS



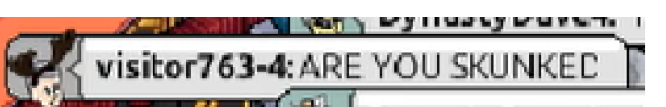
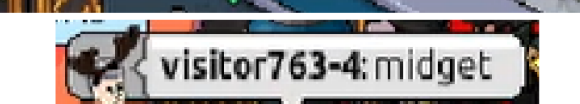
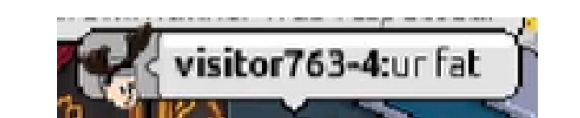
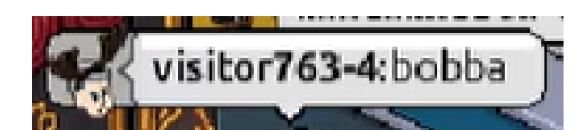
#### RACISM



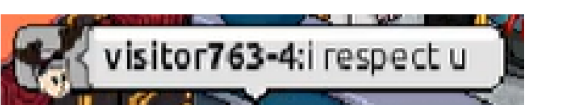
#### VIOLENCE



#### INSULTS



#### POSITIVE SITUATIONS





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## Interviewing Habbo users

I interviewed Habbo users and edited into one big video. It's on my website at <https://group13culturaldiversity.hotglue.me/?interviews>  
The list with the questions are also on that page.

## What did I learn from those users?

I feel like I learnt a lot from the last couple I interviewed. Other users really thought I was going to troll or scam them. The last two people actually really answered in depth and gave me all the time I needed.

What I learnt was that 'agencies' aka fake jobs, themes and roleplay are a really big thing on Habbo. The main goal of users is to socialise with people. A large amount of users actually pays for a membership or credits. The more expensive and rare an object you have is, the cooler you are. Habbo users also tell me that Habbo is very LGBTQ+ friendly and that you can really express yourself. Users with female avatars get a lot of weird attention from guys, but usually ignore them. Some people use that to manipulate guys into giving them gifts. A lot of users have internet girl/boyfriends.

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Who designed Habbo Hotel?

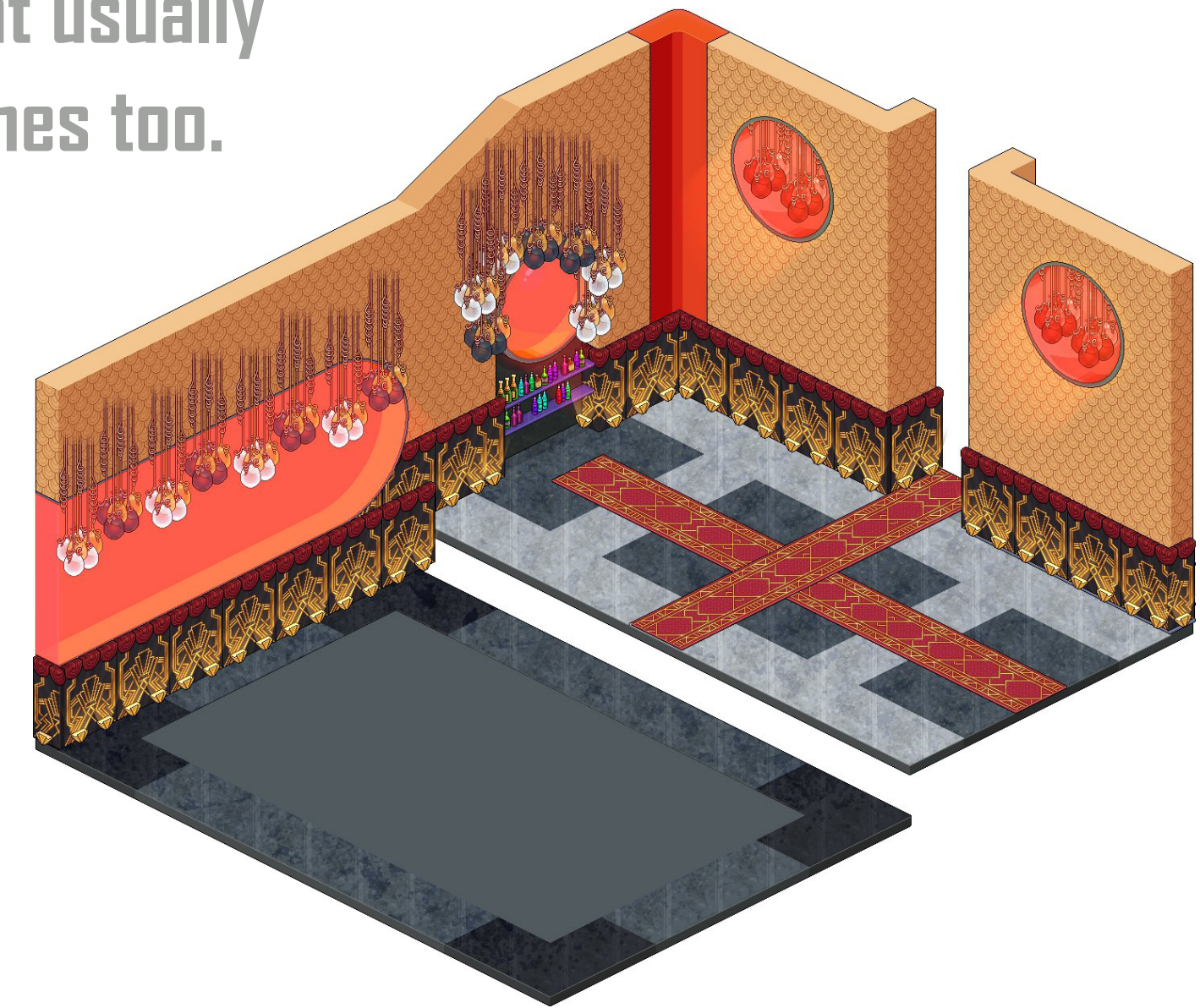
Sampo Karjalainen (born May 2, 1977, Finland)

Has Habbo Hotel changed over the years?

Yes. There have been several updates. They also add new things that usually have a theme (ex: Halloween, Christmas). Rooms change with themes too.



Habbo Club NX



Habbo Club NX  
20th anniversary



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## People's position in the space

The people in the Habbo club usually don't stand in the middle of the room. Most people stand clumped together in groups. You can often define those groups by their appearances.

People with a paid HC membership have better, more stylish clothes, hairstyles, colours and furniture. Those people often stand together, showing off their cool effects, like being on fire, driving a car or elevating.

The goths usually stand together in a corner and there are often groups of girls standing on the side of the dance floor.

People usually stand or dance in one place, unless they want to have a conversation with a specific person.

People only care about their own conversations.

## Your appearance matters and insults don't make any sense

You'll see people say things like 'You're short/fat' while literally everyone is the same height and bodytype in this game.

The way you look in game actually has effect on the kinds of interactions you'll get. When you wear revealing clothes, you'll instantly get friend requests as soon as you step in a big public room. The effect is even bigger if you wear HC clothes.

If you dress gothic style, you'll attract other gothic users.

People can be who they want to be and feel accepted.