Abstract

Some factors for leadership emergence were examined in the context of online game. Online game provides a platform for players interacting with others and leaders are thus formed in online game. Although with similarity, virtual environment in online game differs from reality that limited non-verbal cues and visual feedbacks hindered the interaction between players. Personal characteristics of players and other factors related to game context for leadership emergence are required to examine in online game. This study explored how personality, interpersonal skills and game competence of the players were correlated with their leadership emergence. Self- report data was used to examine self-perceived leadership and other variables. The findings indicated that extraversion, conscientiousness, empathy, organization, game comprehension and gaming resources were associated with self-perceived leadership emergence in online game. Stronger linkage were observed between self-perceived leadership and organization when players had larger number of regular friends; while weaker linkage between self-perceived leadership and conscientiousness when players had larger number of regular friends. Suggestions were made in the discussion for future directions.