

# **Gamer identity creation via loot boxes**

A study focussing on the discourses of Facebook groups about FIFA 19 and Fortnite

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### **Abstract**

In this study, the discourses surrounding two Facebook groups, the “*FIFA* community Vlaanderen/Nederland” and the “*Fortnite* community Vlaanderen/Nederland” are examined. The aim was to study how the gamer identity is created via loot boxes in these Facebook communities. Both communities are studied by conducting a hybrid analysis between corpus linguistics and critical discourse analysis, modelled after Masso’s (2012) research. Results showed that the identity creation via loot boxes is criticised by the community due to members’ misfortune in receiving satisfying items from them. In their emotions, users even threaten to never open a loot box again. The results also showed that there are differences in the discourses in two Facebook groups. Users of the *FIFA* community use more expressive and emotional language. An explanation can be that *Fortnite* users only receive cosmetic items, while in *FiFA 19*, users receive skilful items that could influence one’s chances of winning. Lastly, a difference in the usage of the front stage as purposed by Goffman (1959) was found. Users used the front stage, on the one hand, to help each other and, on the other hand, to criticise each other. In conclusion, users are satisfied if they pack something good, but it is questionable whether the times users pack something good, outweigh the times that they fail.

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## Introduction

All people have multiple identities connected not to how they feel on the inside, but to how they perform in society (Gee, 2000, p. 99). By arguing that people have no true self, Goffman (1959) agrees that humans behave differently in different situations. As performer or actor, one plays different roles. Gee (2000, p. 100) endorses Goffman's (1959) argument by stating that people have multiple identities for different performances in society. This would entail that people do not only have different identities in different situations in real life, but also online in virtual surroundings such as games.

In my thesis, I will focus mainly on the gamer identity. Gamer identity refers to the identity that gamers adopt when they come together and create a shared understanding (Crawford, 2012). In their gamer identity, gamers also employ what Gee (2003, p. 54-56) calls the real identity, which can be seen as the users playing the game. I am mainly interested in how gamers in their game identity talk about their projective identity. According to Gee (2003, p. 54-56), users' projective identity concerns how their character(s) are, how they want them to be and how they behave within the game. The gamer is for instance concerned with which clothes his character should wear because of the history that surrounds different sorts of clothing. The usage of this character in the game is then called the virtual identity (Gee, 2003, p. 54-56).

In my thesis, I will study two aspects that could facilitate gamer identity creation and construction in gaming: skins and skills. A skin is a virtual item that changes the appearance of in-game avatars, weapons, and equipment (Martinelli, 2017, p. 2). Skins have no effect on the actual gameplay, but have become a token of status and are incredibly valuable (Martinelli, 2017, p. 2). For a new skin in *Fortnite*, a player has to pay between ten and thirty euros. Peer pressure causes players to buy them anyway, so they can adjust their projective identity. Players who do not use a skin will be called a "noob" (Prins, 2019). Sometimes skins in *Fortnite* reach a high level of popularity and everybody wants to have them. Sometimes, players use skins that were only available for a limited amount of time and then it is their rarity that makes them desirable (Prins, 2019). In cases such as this, where a skin is available for a limited amount of time, users need to quickly decide whether they want this skin to represent their identity in the

game. However, not everyone uses skins. YouTuber Fe4RLess uses the default skin in *Fortnite* and is a so-called “no-skin”. Nevertheless, he is one of the most popular *Fortnite* streamers and has 4,2 million followers on his YouTube account. The fact that he does not use a skin does not mean that he does not have an identity. Not using a skin is the way Fe4rLess wants others to see him: Playing without a skin is part of his identity in *Fortnite*. Usually, there are three ways to acquire a skin in a game (Martinelli, 2017, p. 558-559). First, it can be obtained as a reward for playing the game. Second, it can be collected via virtual boxes which can be bought with real money and give the player a randomised skin. Third, skins can be traded with others on a virtual market. In my thesis, I will mainly focus on the second way to acquire a skin. When a player does not receive the virtual skin that he or she wanted to adjust his or her identity, it can create emotional reactions: “Once I received a skin I really did not want, after that I needed to cry” (Prins, 2019).

While cosmetic items from virtual boxes, such as skins, do not affect the gameplay, pay-to-win items do. When players open a loot box, which is a digital chest with unknown items such as a pack on *FIFA 19*'s ultimate team, they could, if they receive a good player, upgrade their team. Through this upgrade, players can both create a stronger identity and obtain skills they did not have before. This is also referred to as pay-to-win. Pay-to-win could improve players' chances of winning matches, whereas cosmetic items do not. For example, players in the top 100 of *FIFA 19* usually have a team consisting of so-called legends, which are the best players in the game. Nevertheless, pay-to win is not essential, as YouTuber Hashtag Harry made it into the top 100 players by using a bronze team, which consists of the worst players in *FIFA 19*. Similarly, Dutch *FIFA 19* player TygoKoen also reached the top 100 in *FIFA 19* by using non-special players.

Players could also increase their chance of winning matches by increasing their knowledge. The more a user would know about the effects of the loot box items, the larger his or her chance of creating a good team to win matches. When increasing their knowledge about a game, players increase their gaming capital and in turn their skills in the game. One could also choose to share this knowledge in (online) groups. The choice to share their knowledge gives users

not only a position of power, but also gives them a real world identity in the group (Gee, 2003). Consalvo (2009, p. 18) described gaming capital as all the knowledge, experience, and positions the gamer has already earned. She based this on Bourdieu's cultural capital, which was used to create a system to classify groups by class. Consalvo (2009, p. 18) argues that gaming capital shows how players interact with games, information about games and the game industry, and other gamers. It concerns being knowledgeable about games and passing that information on to others. While on the one hand, gaming capital can be used to explain the dynamics of player cultures and their relation to the game industry (Sotamaa & Karpil, 2010, p. 73), on the other hand, I believe that by sharing information with each other, players can learn new skills, for instance when watching Youtube videos of other players and learning from the way they play. This way, one could become more knowledgeable about certain aspects of a game and consequently enrich their gaming capital. By expanding one's gaming capital, he or she could also become more skilled in the game, due to practicing the gained knowledge. So by enriching their gaming capital, users are able to pass that information on to others and create an identity, but they can also use this gaming capital to adjust their identity in the game according to the gained knowledge.

Loot boxes can be seen as in-game, digital, randomised rewards that have to be bought with real money (Drummond & Sauer, 2018 p. 1). Due to the fact that loot boxes contain randomised items, they contain an element of chance. Caillos (2001) linked this form of chance to the concept of alea. He argued that gamers, by using alea, have no control over outcomes, which makes opening a loot box a game of chance. Hence, when users buy a loot box, they do not know which items they will receive to potentially adjust their identity in the game. Due to the factor of luck that is involved when users have no control over outcomes, they could be feel treated unfairly, when the loot box does not give them what they desire. Juul (2013, p. 79) argued that games of chance are fair, because they give all players an equal chance of winning. For my study, I will focus on two games that use loot boxes in a different way. In *Fortnite* (Epic Games, 2017), loot boxes are used to customise one's character with so-called skins, outfits, or dances. This is only a cosmetic option and does not provide the user with an

advantage while playing the game. Users receive items to change their look, which represents their identity in the game, but are unsure if this will be the skin they desire. In the second game I will focus on, *FIFA 19* (Electronic Arts, 2018), gamers can buy loot boxes to obtain better football players to improve their team and by doing so, they increase their chance of winning matches. This means that receiving a good football player from a loot box could provide a user with abilities that the user otherwise probably would not have obtained. This entails a pay-to-win situation in which abilities can be bought instead of trained. While users hope they will receive good players to change their team, the chances of changing their identity with the players they desire are very slim.

In my thesis, I will not focus on the technical part of loot boxes. I will rather study the discourse regarding these digital treasure chests. In studying this discourse, I will focus on identity creation via loot boxes. To study this discourse, I will focus on two Facebook groups about *FIFA 19* and *Fortnite: FIFA* community Vlaanderen/Nederland and *Fortnite* community Vlaanderen/Nederland. I will study how the users in these Facebook groups cope with creating, maintaining, and adjusting their gamer identity with content provided from the loot boxes and how they are negotiating this.

To study these discourses, the following research question will be investigated: What is the discourse surrounding the creation of the gamer identity via loot boxes in *FIFA 19* and *Fortnite*? Sub questions that will help answer this research question are: (1) What feeling do users have towards the creation of the gamer identity via loot boxes? (2) What are the differences in the discourse surrounding pay-to-win and cosmetic loot boxes in identity creation?

To study these questions, I will conduct a hybrid analysis, which combines the critical discourse analysis from Fairclough and Corpus linguistics as described by Masso (2012). This analysis will be performed on the messages that gamers have posted in the two Facebook groups about these games.

## **Theoretical framework**

### **Identity**

According to Goffman (1959, p. 10) the entire world is a stage, and all the men and women are only actors. They have their own exits and their own entrances, and every person in their life has played many parts. He argues that

actors display a series of masks to others, enacting roles, controlling, and staging when actors appear in those masks. Players constantly want to put themselves in the best light. Goffman (1959, p. 10) also argues that actors play different parts determined by the situations they appear in. Furthermore, he argues furthermore, that there is no true self, no identifiable performer, behind the roles and masks. The roles are the performer or actor (Goffman, 1959, p. 12). The multiple identities users engage in according to Goffman (1959), Ricoeur (1985), and Gee (2000, 2003) show that users not only play a different role in a Facebook group than in real life, but also could engage in different roles within the Facebook groups.

Furthermore, Goffman (1959, p. 13) argues that people have the need for two different ways of presenting themselves. First, there is a front stage on which actors are always “on” and try to present themselves as best as possible to their audience. Second, the back stage functions as a place for the actors to relax and present themselves in a more sincere way. This idea of front and back stages will be helpful to give a deeper understanding of how people behave in the different sorts of roles they play and how they, in combination with the fact that users use different sort of identities for different sorts of situations (Goffman, 1959; Ricoeur, 1985; Gee, 2000, 2003), are able to switch from front to back stage for different situations.

Gee (2003) makes, just as Goffman (1959) and Gee (2000), a distinction between different sorts of identity, but focuses more on digital identity. Gee distinguishes between a virtual, real, and projective identity. A virtual identity is described as one’s identity as a virtual character in the virtual world. Gee (2003, p. 54) argues that it is possible to modify one’s identity in the game by choosing a character for its abilities (for instance intelligence), and that it is possible to develop aspects for your character (for instance persuasiveness). The real world identity could be seen as the non-virtual person playing the videogame (Gee, 2003, p. 55). The gamer represents this identity by playing a game as a real-world character in real time. Gee (2003, p. 55-56) refers to the third identity as the projective identity. In this identity, the emphasis is on the interface between the interactions between the real world person and the virtual character. Gee elaborates by arguing: “In my projective identity I worry about what sort of



“person” I want my character to be and what type of history I want her to have had by the time I am done playing the game. I want this person to reflect my values” (2003, p. 56). Gee’s way of thinking about identity in games helps understanding how users create their online identity and why they choose particular items to represent their identities. It shows us how, on the one hand, users put effort in thinking what their character should look like, in their project identity, while, on the other hand, in the real world identity, the person playing the videogame buys a loot box to improve his well thought-through identity without knowing what he or she is exactly buying.

Murphy (2004, p. 224) argues that videogame identity can be seen as playing with a character or avatar. Furthermore, she states that videogame identity allows users give up control of themselves in order to play with their character (Murphy, 2004, p. 233). Kowert (2014) states that the self-identification of a gamer consists of one’s video game playing experiences, knowledge of classic games, participation in game related activities, and fashion preferences. However, the videogame identity is under a lot of pressure, not only from the outside world, but also from the gamers themselves (Kowert, 2014). While Parkin (2013) states that “if you love games you should refuse to be called a gamer”, Scimeca (2014) argues “I’m ready to give up my identity as a gamer”. While Parkin (2013) and Scimeca (2014) argue that the videogame identity is under pressure due to discriminatory behaviour, I think that nowadays it could also be under pressure because of spending money on loot boxes. It could well be that gamers argue that a gamer who receives good items from a loot box, and hence receives some form of skill, cannot be seen as much as a gamer as someone who receives their skills by practicing for a long time.

Furthermore, Gee (2003), argues similar to Goffman (1959) and Ricoeur (1985), that real world persons have multiple identities. Gee states that these identities are fixed together in certain ways. This elaborates on an earlier statement from Gee (2000) that an identity can change from context to context and that being acknowledged as a certain “kind of person” in a given context is called identity (Gee, 2003, p. 56).

### **Videogame culture**

Users engage in different sorts of identities in different sorts of contexts (Goffman, 1959; Gee, 2000; Crawford, 2012). Crawford (2012) suggested that gaming provides gamers with communities, which offer them a shared understanding. Nora (2003) and Murphy (2004) agree with this by arguing that a so-called videogame identity makes users part of larger group. Those who play videogames share certain knowledge and practices (Crawford, 2012). When this shared knowledge would be picked up by the developers to use in their games, a situation called playbour could emerge. Dibbell (2006, p. 294) explained this as a condition in which work is play and play is work. By playing together, users also develop a shared language and engage in shared rituals of play (Mayra, 2008). These shared languages could also appear in Facebook groups where users come together, because gamers often use a shared space, such as an online environment (Mayra, 2008). Users can enrich their knowledge and skillset of the game by talking about the game, having opinions, and sharing these with those involved (Sotamaa & Kappi, 2010, p. 73). When users would like to have discussions about which players to use in *FIFA 19*, a group with a shared cultures and understanding about those players would be needed. A Facebook group with peers could in this case offer a solution, to let users not only discuss the items they would use in-game, but also how they would use these. In that case, the Facebook groups could help the users adjusting and maintaining their identity through online discussions.

### **Gaming capital**

When users have such discussions, they are not only knowledgeable, but also pass information on to others: They enrich their gaming capital (Consalvo, 2009, p. 18). Gaming capital is based on Bourdieu's cultural capital, which is "a system of preferences and dispositions that ultimately serve to classify groups by class," (Consalvo, 2009, p. 4). Consalvo argues that gaming capital shows us a most useful manner to understand how players interact with games, information about games and the game industry, and other gamers. Furthermore, she explains that gaming capital of a gamer consists of all the knowledge, experience, and positions the gamer has already earned. Thus, because gaming capital exists of all the knowledge the gamer has, it shows how players interact with information surrounding the gamer and it could show how the discourse

surrounding videogame identities is constructed. Gaming capital can be further shaped by the gaming industry via game magazines, which help to develop gaming capital. I think this could have evolved further to the development of gaming capital via online peer discussions, instead of game magazines. Gaming capital highlights how gaming does not take place in a vacuum, but obtains its meaning in a larger cultural frame (Sotamaa & Karppi, 2010, p. 78), in this case the videogame culture.

The way Sotamaa and Karppi (2010) and Consalvo (2009) introduced gaming capital has some overlap with what Kowert (2014) called the self-identification as a gamer. She also wrote about the experience and the importance of knowledge and participation to call one self a gamer. Crawford (2012, p. 117) also questioned the use of gaming capital by criticising Consalvo's (2009) idea of gaming capital. He questions the need to add to Bourdieu's work and elaborates by arguing that Bourdieu's concepts of economic, cultural, social and symbolic capital are adequate to describe video game cultures (Crawford, 2012, p. 117). However, gaming capital is also concerned with game-related productive activities that are appreciated in the video game culture (Sotamaa and Karppi, 2010, p. 78). So it is not only the "specific social group", as Crawford (2012, p. 116) calls the video game culture, but also the activities besides the culture itself such as creating fan art or making fan fiction.

### **Customisation**

As shown by Sotamaa and Karppi (2010), users like to create their own elements around their favourite game. Turkle (1995) agrees by arguing that customisation options are important for gamers to create an own identity: "Nintendo has a good [game] where you can play four characters. But even though they are very cool, they are written up for you. They seem artificial" (Turkle, 1995, p. 4). This is also strongly tied to how *FIFA 19* and *Fortnite* seem to facilitate identity creation in the game. In *FIFA 19*, players cannot modify the players in the game, but they can create a team of the best possible players, which would not be possible in the real world. In *Fortnite*, players can modify their character and make it their own by using a limited edition skin for instance. However, users in *Fortnite* still need to use a skin that is designed by the developer. This limits the player in customisation options more than in *FIFA 19*.

Turkle states the following about having the ability to customise your character: “There is nothing written up. It feels free” (1995, p. 4). Murphy (2004, p. 225) connects the specific style in a game to different characters in a game, as she argues that in skate games it is not only the character Tony Hawk that determines that players feel a certain identity towards him, but it is also the style and skill. I think that the same basic idea could be applied to the games I will study. Gamers create a certain team in *FIFA 19*, because they think that these players form a solid team, have a nice style, or are highly skilled.

### **Paid-for-downloadable content**

To create a team in *FIFA 19*, gamers have the option to use loot boxes to upgrade their team. I want to argue that loot boxes seem to have a predecessor, which is referred to as paid-for-downloadable content (PDLC). PDLC can be seen, according to Nieborg, as additional material such as “new maps, songs, cars, or unlocks” (2011, p. 38). He also states about PDLC that the leading publishers aggressively use this strategy for their larger franchises. An example of Nieborgs statement contending loot boxes is Electronic Arts (EA). They use such a strategy for their game *FIFA 19*. At the end of the year, they release Team of the Year cards for their Ultimate Team mode. These can be obtained by buying packs in *FIFA 19*. With the items of these packs, users can modify their identity.

Nieborg (2011, p. 64) also writes about free DLC. He sees free DLC as a way to extend the longevity of a multiplayer title, to maintain customer loyalty, or to evoke players’ enthusiasm when the DLC is used in combination with advertisements. Furthermore, he states that giving free DLC rewards players for good behaviour, which is in this case buying the game (Nieborg, 2011, p. 38). It is possible that nowadays loot boxes with changing items over time extend the longevity of a multiplayer title, because both *FIFA 19* and *Fortnite* constantly add new content, which is put into loot boxes. The constant flow of new content also gives users the opportunity to keep improving their identity and to keep presenting themselves in new ways. Nieborg (2011, p. 61) also argues that PDLC is integrated into every aspect of the Triple-A experience via marketing, PR, and the in-game integration of additional content. I think that the marketing of loot boxes is not only integrated into every aspect of the game itself, but also into the Facebook groups I will study. It is possible that the posts and pictures posted in

the Facebook groups explain users' desire to constantly adjust their identity with every new player or skin that can be achieved via loot boxes.

### **Political economy**

These discussions about for instance team improvements usually arise when new players are announced. These announcements could be seen as a part of what Nieborg (2011) calls PDLC strategies. He states that leading publishers aggressively use PDLC on their larger franchises (Nieborg, 2011, p. 61). Electronic Arts (EA) uses a similar strategy for *FIFA 19*. At the end of the year, they release Team of the Year cards for their Ultimate Team mode. These can be obtained by buying packs in *FIFA 19*. In order to promote these special players, EA creates a large-scale marketing event. They do so by advertising in game stores, in *FIFA 19*, on Youtube, and on social media such as Facebook and Instagram. Nieborg also argues that with marketing strategies on predetermined times, developers "signal to gamers that it is time to invest just a little bit more to keep enjoying the 'full game'" (2011, p. 61).

The constant flow of new content constantly reminds users that it is time to invest in loot boxes. This could be seen as a form of political economy, as it is critically engaging the business practices and business models of EA with the needs of the users to invest in their identity (Nieborg, 2011, p. 8). Mansell (2004, p. 4) elaborates on this in his discussion of political economy in new media. He argues that any political economy of new media should be concerned with symbolic form, meaning, and action as it is with structures of power and institutions. Mansell (2004, p. 5) also argues that the production and consumption of new media in a commodity form means that some form of scarcity has to be created. This can be achieved for instance by the use of copyright and by controlling who has access. Nieborg (2011, p. 63) takes this one step further and states that games are a cultural commodity at first. He argues that this entails that videogames as cultural commodities are defined by their value to exchange, their suggested retail price, and also by the value of games as art. Nieborg ends his argument by stating "the commodities developed and published within the wider cultural industries have taken on new forms and meaning" (2011, p. 63). I think the perspective of this statement could also be applied to loot boxes, because PDLC also has taken on new forms and meanings.

When we study the development of PDLC closely we see that it has changed from being a static environment which tells players exactly what they will receive to a lottery which has a much more troublesome influence on the players' identity creation. Because when users open a loot box with real money, they do not know upfront what they will receive. When users consistently do not receive rewards worth their money, they could stop investing in their identity.

The desire to change one's identity through loot boxes can be seen as a game of chance, due to the lack of clarity of the items one will receive. According to Caillos (2001, p. 12) chance is one of the four characteristics for game classification. He calls these *agôn* (competition), *alea* (chance), *mimicry* (simulation) and *ilinx* (vertigo). For my study, *alea* will be particularly interesting, because *alea* means that players have no control over game outcomes. *Alea* eliminates or reduces the skill that *agôn* promotes (Caillos, 2001, p. 14). This means that pay-to-win loot boxes, such as in *FIFA 19*, could be seen as *alea* as they could reduce the skill to win a match. This does not mean that cosmetic loot boxes such as in *Fortnite* could not be seen as *alea*. Cosmetic loot boxes do not reduce skill, but are still "a surrender to destiny" (Caillos, 2001, p. 18). Chance determines the gift players receive and "the players play what blind luck has assigned to them as best as they can" (Caillos, 2001, p. 18).

### **Rewards**

Wang and Sun (2011, p. 3-5) propose eight forms of gifts and rewards in games. These forms of gifts and rewards are score systems (keeping track of wins and losses), experience points (levelling), item granting system rewards (receiving virtual items by exploring), resources (e.g., wood or stone), achievements (receiving rewards for completing tasks), feedback messages (receiving a compliment for correct actions), animations and pictures, and lastly, unlocking mechanisms (receiving access to game content). In *FIFA 19* and *Fortnite*, the score systems are most common, because both games keep track of the wins, losses, and ties of the player. However, *FIFA 19* and *Fortnite* also use animations and pictures. In *FIFA 19*, a footballer celebrates scoring a goal and in *Fortnite*, the players' character dances after making a kill or getting a "victory royale". The player can modify these forms of identity in *FIFA 19* and *Fortnite*. Lastly, both games use achievements to reward players for achieving solid

results. Winning more matches results in receiving more items and this allows players to adjust their identity more often.

Wang and Sun (2011, p. 5-6) also explain four characteristics of reward systems of which two are important for my study. The first characteristic is social value. The authors argue that the social value is suitable for comparison purposes or social interactions. Wang and Sun (2011, p. 5-6) state that for this, gamers invite others to their homes to show off their skills or leader boards. I think that nowadays gamers show this online, for instance via the Facebook groups which I will study. The second important characteristic is how rewards affect gameplay. This can range from no direct effect, to helping advance a game, or providing new content. In *FIFA 19*, good rewards will help players advance in the game and lets their identity evolve more easily by giving them good football players. However, in *Fortnite*, rewards do not affect the gameplay, because there is no advantage in weapons or clothing.

### **Method**

For my study, I will conduct a hybrid analysis, which combines a critical discourse analysis (CDA) as described by Fairclough and Corpus linguistics. This hybrid form is described by Masso (2012) to study games as texts. Masso (2012) studied how game makers use language and images to represent female characters in games. Masso (2012) made two corpora, one with texts and one with images of the texts. She conducted two analyses: one concordance analysis and one internal analysis based on Fairclough's CDA.

### **Corpus**

For my study, I will focus on two Facebook groups, which will be my corpora: *FIFA* community Vlaanderen/Nederland and *Fortnite* community Vlaanderen/Nederland. Both Facebook groups consist of approximately 2000 members and are moderated and sponsored by videogame store GameMania. I will analyse the messages in the Facebook group posted by the members and the reactions to these messages posted by other members. The messages in the *FIFA* group usually consist of a screenshot of the player's team with a question of how to improve the team. In the *Fortnite* group, players mostly post messages and pictures of the outfit and dances of their character and ask what other members think of it.

I will study the messages posted between Christmas evening and New Year, because in this period, both games had special items in loot boxes which could only be obtained for a limited amount of time. Due to these special items, more messages were posted at these Facebook groups. Another reason why there were more posts between Christmas and New Year is the fact that both online games are mostly played by adolescents who had a Christmas break in that period.

### **Conceptualisation**

According to Fairclough, a CDA not only takes the role of discourse in constructing the social world into account, but also distinguishes between discourse and non-discourse. An important concept, which I will use while conducting the analysis, is intertextuality. Jorgensen and Philips describe this as “how an individual text draws on elements and discourses of other texts” (2002, p. 7). Masso agrees with this in his research: “Intertextuality in this context is the modification, alteration, and adaption of the meaning of a text by other texts. The text itself is something beyond the two: it can be seen as a conversation between the text itself and previous texts, a vehicle for meaning making by the readers themselves” (2012, p. 154). With the concept of intertextuality, I will be able to study how the reactions in the corpus build upon each other and build upon the question or statement stated by the message poster. Furthermore, it will help me understand how words or phrases are adopted from other discourses into the discourses that I am studying, because it could well be that users take words or phrases they have used in other social groups and introduce them to their peers in the Facebook groups.

Masso (2012) argues the importance of the three types of assumptions that Fairclough (2003) identified: existential assumptions (which are concerned with what already is), factual assumptions (which is concerned with what is or can be, or will be the case), and value assumptions (which are concerned with what is good or desirable). These assumptions will help me studying how gamers use their gaming capital about a game to enrich others’ gaming capital. This could show which role the users play in their virtual identity. Do they for instance use a value assumption to show which players or skins are good or desirable to the assumptions the player has?



When conducting a CDA, the power relations within the groups form another important aspect. By conducting a CDA, I will be able to analyse the Facebook posts and reactions. Subsequently, I will be able to determine the power relations between the users. This could help me show that, as an evolution of what Consalvo (2009, p. 4) states about players using game magazines and guides to determine what is cool, players use each others' opinions in online discourses. These power relations could also show relations between the different roles that users play within the groups. This could show what sorts of identity they engage in. Do they show themselves as an adviser who helps others, or are they more engaged in a backstage identity in which they talk more sincere?

Furthermore, Fairclough (2003, p. 24) states that texts as elements of social events can be seen as order of discourse. An order of discourse is a network of social practices as a language aspect. The elements of this order are not nouns and sentences, but discourse, genres, and styles. Furthermore, Fairclough (2003, p. 41), explains five orientations of difference: 1) openness to, acceptance of, or recognition of difference in open dialogue, 2) accentuation of difference, conflict, or struggle over meaning, norms, or power, 3) attempts to resolve or overcome difference, 4) a bracketing of difference or a focus on solidarity, 5) consensus, normalisation, or acceptance of difference of power. Studying these orientations of difference and coding them in the computer program NVivo will help me differentiate the different sorts of reactions that are posted within the Facebook groups. When I know which sorts of reactions are used, I will be able to study which roles are played by the users in the Facebook groups.

### **Approach**

Masso (2012) argued that CDA is an appropriate method for studying games, because games exist in a social context, which have operations of power in them. She argued that because of this, the field of CDA has something to offer to the field of game studies (Masso, 2012, p. 152). Similar to Masso (2012), I will conduct a combination of corpus linguistics, which is "the use of large collections of text available in machine-readable form" (Svartik, 1992, p. 7) and CDA.

For the corpus linguistics part, I will conduct a concordance analysis for which I will use the computer program AntConc 3.5.8. I will create two different corpora, one of the messages and reactions of the *FIFA* community and one from messages and reactions of the *Fortnite* community. Both corpora will be loaded separately into the concordance. The concordancer will show a “keyword in context”, which means that it will show the context, in which the given keyword was used. This will help me to understand how the keywords are used in the discourse and which words they usually enclose. The keywords I will use for analysing the text in the *Fortnite* community are the words “skin”, “dance”, and “outfit”, as well as their synonyms and declensions. These words are chosen because those three are the items one could receive from the loot boxes. For the text in the *FIFA* community, I will use the words “player”, “pack” (both as verb and noun), and “improve”, as well as their synonyms and declensions and conjugations. These keywords are chosen, because users could receive players from loot boxes, another word for loot boxes in *FIFA 19* is pack, and a “good packed player” can be an improvement for the user’s team. The results will help me understand how these words are used in the community. It could for instance be that the word ‘pack’ is used a lot with the word ‘luck’. This could mean that users see packs as some sort of fortune wheel that gives them something by pure luck of where the wheel does end.

For the second part, I will conduct a critical discourse analysis. For this analysis, I will focus on two different aspects. First, I will analyse and code both corpora in the computer program NVivo. I will use Fairclough’s purposed orientations of differences to receive a clear view of the intentions of the reactions and the common way of talking to one another in the Facebook groups. This will show how users speak to one another and it could present how reactions build upon on each other. Second, I will use Fairclough’s types of assumptions to understand the ideas behind the reactions. These assumptions could also show me which aspects of the loot boxes users are mostly concerned with and how they try to approach these aspects.

By conducting these two types of analyses, I am able to obtain a clearer overview of the discourses surrounding the creation of the gamer identity via loot boxes. The analyses will show me how users cope with their projective

identity in the game and how they discuss this by using their game identity. Then, it will be clear how users cope with adjusting their identity and how they use loot boxes for these adjustments. The concordance analysis will help me understand in which context the keywords are mostly used, while the CDA will help me understand the assumptions gamers have, the differences they talk about, and how they react to each other.

### **Ethical considerations**

To understand the ethical considerations regarding my research, I will use the DEDA tool (Schäfer & Franzke, 2018). The DEDA tool consists of a set of questions regarding ethics, which could help understand the ethical problems one could face regarding research.

The fact that I will use two Facebook groups for my research means that the Facebook algorithm could form a threat for my research. Because even when I will set the display settings of the Facebook groups at “from newest to oldest” it will still be possible that some messages get lost due to malfunctions in the algorithm. Furthermore, I need to anonymise the messages and reactions in the Facebook groups. This means that I will, when using pictures of the messages in my thesis, delete the profile images and remove the names of the users. When paraphrasing parts of the messages in my thesis, I will need to make sure that the messages are not recognisable. When names of others are mentioned in the posts, I will also need to erase those. I will minimise the privacy issues by using non-personal data and by anonymising the posts and messages.

Furthermore, with regard to access to the Facebook group, it is worth mentioning that everyone can become a member and that messages of the groups are visible for everyone. The access and messages are monitored by game shop GameMania. As a company that sells games and merchandise, they could have other interests than just providing a platform for gamers to discuss their favourite games. This could have implications for deleted messages I might miss, because of their interests as a game shop rather than as a gamer.

### **Analysis**

A concordance analysis and critical discourse analysis were conducted on 87 Facebook posts: 47 of the *FIFA* community and forty of the *Fortnite* community. I studied the posts and the comments placed by other community

members in response to them. Four key subjects surrounding identity were identified when the posts and reactions were coded and sorted in the computer program NVivo: identity and economic value, identity and sharing experience, identity and language, and identity and chance. In the following section, the four subjects will be discussed further and examples of the data are provided.

### **Identity and economic value**

To create their identity in games, users spend real money to buy packs, loot boxes in *FIFA 19*, or lamas, loot boxes in *Fortnite*, to receive items. They also help each other to gain money to spend in the game. An example is when a member in the *Fortnite* community stated the following: “Zoek die scizzorz hijs nu bezig mrt 2.0 en staat een bedrag van 3000 dollar voor snelste tijd”. Here we see users trying to find options to keep investing in the game to enjoy the full game as Nieborg (2011) states. However, they try to find new ways to do it as cheaply as possible. It is arguable that it is necessary to keep investing in the game. On the one hand, when you do not invest, you are not able to keep enhancing your gaming capital by gaining knowledge about new skins. For example, a user reacted “Ik ben te skeer”, indicating he had no money to buy loot boxes, to a post of another user in which this other user showed he packed a valuable player. Because the reactor does not have the resources to open loot boxes, he will not be able to pack this player and consequently, he will not be able to enrich his gaming capital. On the other hand it, not investing in the game affects your availability to show your identity in the spotlight on the front stage. An example is a discussion about one of the best keepers in *FIFA 19*. One user argued that he was not all that good, whereas the rest argued that he was.

The problem of not being able to financially invest in your identity became visible in the concordance analysis when the word “pack” was analysed. Results showed that in almost half of the times an insinuation to money was made within the next two words in the sentence. This would mean that for users the words ‘pack’ and an affiliation with money are strongly tied together, which shows at least that users are aware of the real costs of loot boxes.

Users who are not able to spend (more) money on loot boxes could come into conflict about this aspect with their peers, as shown by the following quotes in the *Fortnite* community regarding questions about skins: “Broke boy”,

“Waarschijnlijk al teveel geld aan mammi en pappie gevraagd xDxD”, and “Hij heeft geld genoeg doekoes bro!”. We see here that when users do not have the resources to spend money on loot boxes, they get comments on this in the front stage where users are always “on” as Goffman (1959) put it. The users put themselves in a light to show their opinion to the outside world, which is in this front stage case not as nuanced and sincere as it would have been in the back stage.

Users also urge each other to spend money in *FIFA 19* and *Fortnite* “Gewoon veel geld in stoppen dan gunt EA je af en toe wel iets..”. We also see users advertise for the game so others could invest more in them. An example of this is the sentence “The new Fish Food Gear is available now in packs!” Advertisements like these are probably not part of the publishers’ PDLC strategy (Nieborg, 2011) for loot boxes, but give users options to not only put themselves in a bright light for their peers, but also for the publishers as being concerned and active in the community. Also by promoting the new items in online communities, users rather than developers try to extend the longevity of the game (Nieborg, 2011). These promotions of new items happen more in the *Fortnite* community than in the *FIFA 19* community.

However, not all users are as positive about spending money on loot boxes. Some even try to warn others that investing in the game (Nieborg, 2011, p. 8) is not the way to play *FIFA 19*. Hence, they possibly undermine the economic system created by EA and Epic: “Geen geld uitgeven man. Je kan het enkel beklagen...”. If more posts of this type would be posted, it could affect the morale in the group towards loot boxes. However, some users are already aware of the economic system of loot boxes and this mostly benefits the publishers rather than the users: “Haha money machine EA”. Nevertheless, this awareness does not seem to withhold users from buying loot boxes.

### **Identity and sharing experience**

Users also share their experiences about the players and skins they use with others, so they could adjust their identity accordingly if they want to. If users want help adjusting their identity, they do this by asking “tips”. In almost half of the cases, the word “tips” was closely used with the word “mijn” and “skin” or “team” which would entail that users want help from others in making

decisions about which items to use in the game. To study the sharing of experiences more deeply, I will now focus on more qualitative examples.

When users are asked for their help, they try to answer as best as possible from their own experience, because with helping each other, they put themselves in a bright light and take on another role. They are not only gamers, but also take on the role of an adviser when they motivate their argument from their own experience and use their gaming capital (Consalvo, 2009; Sotamaa & Karppi, 2010). Examples of this of the *FIFA* community are the following: “Ja wss wel 1 van de beste cdm in mijn ogen altijd goed om te gebruiken” and “Nee men maat van mij gebruikt en maakt elke game minstens 1 blunder en heb hem ook gepackt”. Here we see users take on a role as an adviser instead of just the role of gamer, as they advise the other about what to do and what not to do regarding a particular player or skin.

Users also share their experiences about opening loot boxes with each other. When users warn each other for packs they suspect to only contain bad items, they put themselves as protector in a positive light. Examples of this in the *FIFA* community are: “Heb er ook al 10 gepackt zonder success haha” and “Koop je 3x een 100k pack en het hoogste wat je krijgt is Mahrez normale kaart 85 reated...”. Users try to protect others from misfortune. They tell others that this is not the moment to invest in the game, but that it would be better to wait a couple of days. We can see this as the gamer identity: A collective front trying to protect each other from losing, and beat the leading hegemony of the publishers, or as Crawford (2012) called it, the sharing of certain knowledge and practices. By trying to boycott the publisher for releasing bad special items, they hope to turn fortune more to their side.

When users react to a post for help, their answers build upon the question asked. We could argue that this is a form of intertextuality (Jorgensen & Philips, 2002, p. 7) in which all the answers build upon a first question and form a collective answer or debate. However, some questions build upon messages from the game developer such as “Iemand tips om mijn gepackte Lala te gebruiken?”. In this case the question of the user builds upon a footballer in *FIFA 19* he just packed. The user also included a picture of the player he packed in his post. So the question the user asked deliberates upon the gameplay picture, and the

answers posted by other users relate to the question and the gameplay picture. The answers also build upon the gameplay of *FIFA 19*, because when more users share the same opinion about an item, the general opinion about the item could change. Developers can in their turn use this information to suit special items more to the needs of the players on the one hand, and the practical usability on the other hand. This would create playbour (Dibbell, 2006, p. 294) in which the way users play can be picked up by the developers as if they worked for them.

The users' answers sometimes also build upon each other. An example in the *Fortnite* community is the following: "Als je de bovenste 2 rijen van 3 hebt ingedrukt dan moet je daarna weer op rondje drukken" and "Oke ga het nogmaals proberen moet dan eerst grijs maken en dan weer rondje als ik het goed begrijp". Here the first sentence builds upon the question of a user regarding the gameplay of *Fortnite*. The second sentence builds upon the first sentence, in the sense that it is a confirmation on the first sentence. Again, the gamer identity collective is a front to help each other, not only in sharing gaming capital, but also in making each other successful in the game and reaching victories. When this could be accomplished, the advisor would be in a very bright light on the front stage (Goffman, 1959) due to his help.

When users dislike new announced items in loot boxes they also show their dissatisfaction "Lelijkste skin die ze ooit gemaakt hebben" and "Kan je net zo goed geen skin doen" are examples of this. When a lot of users show their dislike about items in loot boxes, it could affect the sales of loot boxes temporarily. Thus, when users tell each other that items in loot boxes are worse than usual, they could stop investing in the game and stop adjusting their identity. An example of this was a situation in which in *FIFA 19* the Team of the Week (TOTW) contained worse players than usual. Users told each other to stop buying packs for this week because the special players in the packs were not that good. They told other to wait until the next week, because the Team of the Week would probably be better. This is how Crawford (2012) suggested that gaming provides gamers with communities. They try to create shared understanding about certain aspects about the game, which in this case was a collective dissatisfaction about the Team of the Week. For companies, these opinions of users could be very valuable, because it could help them determine how to

create a good set of special items to put into loot boxes. It will be a challenge for companies to on the one hand satisfy users' needs for special items, but to keep them hungry for new special items on the other hand. The special items need to be just tempting enough for the user to fulfil only their current needs.

### **Identity and language**

When users want to express themselves online, the language they use could influence how others look at them and how seriously their advice will be taken into consideration. The use of swearwords for instance is unlikely to have an influence on their identity in the game, but it could have an impact on their identity as an adviser. Users could take them less serious. Examples are “icon \*\*\*  
domme kut” and “Wa ne kakkemutte”. The use of words like these could also frame the choice of words of other members of the group. It could frame the message in a certain way, which could make the real meaning look different for outsiders than it is for members. When members then use these words outside the community, they could spread it to a wider audience. This would be another form of intertextuality in which users use the language they read online in everyday life. Words as mentioned above also create a general opinion, as Parkin (2013) and Scimeca (2014) stated they do not want to be called a gamer anymore, due to the swear words that are used.

Furthermore, users related this sort of language also to their own experiences regarding loot boxes “Ik pack altijd kut spelers”. When reactions like this would be posted often, they could impact the economic system of *FIFA 19* and *Fortnite* negatively. When lots of players say they do not just pack “bad players” but, “kut players” others users may be frightened to open loot boxes and this might reflect on the sales of loot boxes by seeing that this is not the time to invest in the game (Nieborg, 2011).

The language used in the Facebook groups also exists of abbreviations used by the community. An example of this is the usage the letter “K” as an amount for euro's times thousand, so 350k means 350.000 euro's. The letter “K” as an annotation for thousand is derived from the Greek word Kilo that means thousand. These abbreviations do not originate from the *FIFA* and *Fortnite* community, but they have included it in their daily vocabulary within the community. Thus, whereas it does not originate from the communities, the



community members help to spread it, and hence the communities have the ability to frame the language of its members.

Furthermore, the abbreviations “IF” and “TOTY” are used to talk about special cards. IF means Inform and TOTY refers to Team Of The Year. These abbreviations are copied by *FIFA 19* developer EA in their advertisements of new cards on Twitter, Instagram, and Facebook. They use these popular abbreviations in their communities for their PDLC strategy. On the one hand, this could make the game and its campaign more recognisable for their communities. When users recognise that the developer of their favourite game uses the abbreviations they use in their community to promote the loot boxes in the game they play, they could be triggered to spend more money on loot boxes. *FIFA 19* would then be put in a bright light in the eyes of the community, because it would look like developer EA listens to the community, whereas in fact they make it part of, as Nieborg (2011) calls it, their PDLC strategy. However, on the other hand, when the abbreviations would be used wrongly, users could stop taking the developer seriously or even not be felt taken seriously by the developer, which could have a negative influence on the loot box sales. This entails that it is a thin line for the developers to cross. They need to keep track of which abbreviations are used most often, which become less popular, and even try to introduce new abbreviations from time to time to increase bounding with the community. *FIFA 19* developer EA tries to this by introducing new cards every season and by this expands their strategy with more cards every year. In *FIFA 19*, they started with special Champions League Road to the Finals cards for the matches after the group stage in the Champions League. These cards were given the hashtag “RTTF” by *FIFA 19* on Instagram and the community also started to use this abbreviation for these cards. This indicates that EA already started with including abbreviations in their PDLC strategy (Nieborg, 2011).

Furthermore, users who open loot boxes in *FIFA 19* tend to use more emotional language. In the emotional language, swearwords are used frequently. In *Fortnite* however, users argue that they do not have “*pack luck*”, but do not use emotional language. This emotional language also causes more conflicts between users in the *FIFA* community in comparison to the *Fortnite* community. This could be explained through the fact that the items that users receive in loot boxes

in *FIFA 19* make a difference within the gameplay and the items in the loot boxes in *Fortnite* do not, which is the difference between skills and skins. Hence, it could stir up the usage of emotional language when a user packs something not worth his money and sees that someone else does.

### **Identity and chance**

When users talk about the rewards the loot boxes they opened gave them, they often talk about having or missing “*pack luck*”. In sentences in which pack and luck appeared, users often talked about how fortunate they were with the loot boxes they opened, as it gave them a valuable player or skin. An example of this is “Wat een pack luck in 1 pack lucky!!”. When users place messages like these they admit to what blind luck, in this case the loot box, has assigned for them, as Caillos (2001, p. 18) would say. We could argue this, because the users open a pack without knowing its content and cheer afterwards when the contents are positive. However, users also complain when they do not have “*pack luck*” “Ik pack altijd kutspelers”. Here, the user is not pleased with the contents of his loot boxes, as the word “altijd” insinuates that the user feels that he is never lucky and others probably always are. Although according to Juul (2013), games of chance are fair, because they give all players an equal chance of winning. Users who, in their opinion, never pack something good, could on the one hand be frightened to open new loot boxes due to the same result, but on the other hand could keep opening loot boxes because eventually luck will be in their favour.

Some users even openly ask why everybody else has “*pack luck*”. An example of this is “Hoezo hebben jullie allemaal pack luck?”. With the usage of the word “jullie” the user creates two groups: himself, the one that has no “*pack luck*”, and the others, the ones that have “*pack luck*”. However, we could even question whether “*pack luck*” exists, because as Juul (2013) argued, when opening the next pack, everybody has the same chance of receiving something good. Would it be better to call it “pack chance”, due to the fact that users always have the chance of packing something good? The difference here between “pack luck” and “pack chance” would be that “pack luck” can be either bad or good and “pack chance” would be the rational reality of outcomes in the real world. Thus, we could argue that for users themselves, “pack luck” could be the better

understanding, but that for the outside world, “pack chance” would be the better way of studying this.

Users who have “*pack luck*” do not always know what to do with their received items. An example of this is “Eindelijk pack luck! Verkopen of houden?”. Here the user does not know what to do with the received item, which is interesting, because this indicates that good items are not always useful items for someone’s projective identity, otherwise the users would not ask this question. Instead of directly adjusting his projective identity (Gee, 2003) in the game with the received item, the user wants to use the gaming capital of the community to gather more information about the item. For the user, packing something good, does not necessarily mean packing something he or she wanted. For instance in *FIFA 19*, a user can pack a good and valuable player, but it may not be the player he or she wanted for his or her team. Thus, when the packed player does not fit into the users team, the good player is not the desired player. For users this means that packing something good is difficult, but packing something you want would be even harder.

## **Conclusion and discussion**

### **Conclusion**

In this study, the discourse surrounding game identities has been studied in a hybrid analysis as described by Masso (2012). The research question in this study was the following: What is the discourse surrounding the creation of game identities via loot boxes in *FIFA 19* and *Fortnite*?

The analysis shows that there are differences in the discourse between the loot boxes in *FIFA 19* and *Fortnite*. Members of the *FIFA* community tend to be more expressive and emotional in their language. An explanation for this can be found in the items of the loot boxes. Due to the fact that items in loot boxes in *FIFA 19* can improve one’s skills, members are more disappointed or excited when they fail or succeed to pack something good. In *Fortnite*, loot boxes do not give someone skill item, only cosmetic items are provided here.

The analysis showed furthermore that the front stage (Goffman, 1959) was used via two different ways. First, it is used as a way to be an adviser to others, besides being a member, and to help them with their questions. Second, it is a way to comment on others when they do not have the resources to buy loot

boxes. This means that the front stage is used both positively to advise others and negatively to criticise others. Thus, users engage in multiple identities (Goffman, 1959; Ricoeur, 1985; Gee, 2000; Gee 2003) within these Facebook groups: as user who can ask questions, but also as a user who can help or criticise others.

Users express different things when they open loot boxes. Logically, when they receive good items, they are happy and when they receive bad items they are angry or sad. However, even when they receive good items, they could complain that someone else got something better or that it does not fit into the collection of items they already possess. With their gamer identity, they than expressed their feelings about the new items for their projective identity.

The analysis also showed that the discourse could help developers to determine what sort of items are popular and they could adjust the upcoming special items accordingly. By adjusting the special items partly to the community's wishes, a part of the dissatisfaction could be tackled. While the communities could still argue that they fail to pack enough good players, they would not be able to create a gamer identity collective of dissatisfaction due to the lack of good items.

In conclusion, we could state that the discourses surrounding identity creation via loot boxes are criticised by the communities due to their misfortune in receiving satisfying items from them. Users argue with others and threaten not to open loot boxes, which could inflict with the revenue of the developers. Users are satisfied if they pack something good, but it is questionable whether the times users pack something good, outweigh the times that they fail.

### **Limitations**

There are some limitations to take into account when interpreting the results of this study. Whereas I did pay attention to the other agents that are part of these communities, more attention could have been paid. Not only game store and community sponsor GameMania could play an important role in regulating the posted messages on the groups, but also Facebook itself could have deleted messages that could have been important for this study. If interesting messages were deleted without my knowledge, the created overview of the discourse could be incomplete.

Lastly, only one researcher performed the coding. Therefore, codes could not be discussed with other researchers and hence, the codes and their interpretation could have been slightly different if more researchers had been involved.

### **Future research**

For future research on this topic, it would be interesting to not only focus on the posted messages in the communities, but to also interview the members of these communities. These members could then explain their reactions and motivations, which could lead to more in-depth understanding of how identity is created through loot boxes.

In addition, it would be interesting to expand to more communities from different countries, for instance countries where the government is less concerned with the usage of loot boxes in games. It could well be that when the government is less concerned about loot boxes, users are less concerned with the fairness aspects of loot boxes, because it is not as much present in the media.

In conclusion, the chosen hybrid analysis showed some promising and interesting results. Future research into this topic could lead to more understanding about why identity is created through loot boxes in *FIFA 19* and *Fortnite*.

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## Plagiarism form



Universiteit Utrecht

Faculteit Geesteswetenschappen  
Versie september 2014

### VERKLARING KENNISNEMING REGELS M.B.T. PLAGIAAT

#### Fraude en plagiaat

Wetenschappelijke integriteit vormt de basis van het academisch bedrijf. De Universiteit Utrecht vat iedere vorm van wetenschappelijke misleiding daarom op als een zeer ernstig vergrijp. De Universiteit Utrecht verwacht dat elke student de normen en waarden inzake wetenschappelijke integriteit kent en in acht neemt.

De belangrijkste vormen van misleiding die deze integriteit aantasten zijn fraude en plagiaat. Plagiaat is het overnemen van andermans werk zonder behoorlijke verwijzing en is een vorm van fraude. Hieronder volgt nadere uitleg wat er onder fraude en plagiaat wordt verstaan en een aantal concrete voorbeelden daarvan. Let wel: dit is geen uitputtende lijst!

Bij constatering van fraude of plagiaat kan de examencommissie van de opleiding sancties opleggen. De sterkste sanctie die de examencommissie kan opleggen is het indienen van een verzoek aan het College van Bestuur om een student van de opleiding te laten verwijderen.

#### Plagiaat

Plagiaat is het overnemen van stukken, gedachten, redeneringen van anderen en deze laten doorgaan voor eigen werk. Je moet altijd nauwkeurig aangeven aan wie ideeën en inzichten zijn ontleend, en voortdurend bedacht zijn op het verschil tussen citeren, parafaseren en plagieren. Niet alleen bij het gebruik van gedrukte bronnen, maar zeker ook bij het gebruik van informatie die van het internet wordt gehaald, dien je zorgvuldig te werk te gaan bij het vermelden van de informatiebronnen.

De volgende zaken worden in elk geval als plagiaat aangemerkt:

- het knippen en plakken van tekst van digitale bronnen zoals encyclopedieën of digitale tijdschriften zonder aanhalingstekens en verwijzing;
- het knippen en plakken van teksten van het internet zonder aanhalingstekens en verwijzing;
- het overnemen van gedrukt materiaal zoals boeken, tijdschriften of encyclopedieën zonder aanhalingstekens en verwijzing;
- het opnemen van een vertaling van bovengenoemde teksten zonder aanhalingstekens en verwijzing;
- het parafaseren van bovengenoemde teksten zonder (deugdelijke) verwijzing; parafrazen moeten als zodanig gemarkeerd zijn (door de tekst uitdrukkelijk te verbinden met de oorspronkelijke auteur in tekst of noot), zodat niet de indruk wordt gewekt dat het gaat om eigen gedachtengoed van de student;
- het overnemen van beeld-, geluids- of testmateriaal van anderen zonder verwijzing en zodoende laten doorgaan voor eigen werk;
- het zonder bronvermelding opnieuw inleveren van eerder door de student gemaakt eigen werk en dit laten doorgaan voor in het kader van de cursus vervaardigd oorspronkelijk werk, tenzij dit in de cursus of door de docent uitdrukkelijk is toegestaan;
- het overnemen van werk van andere studenten en dit laten doorgaan voor eigen werk. Indien dit gebeurt met toestemming van de andere student is de laatste medeplichtig aan plagiaat;
- ook wanneer in een gezamenlijk werkstuk door een van de auteurs plagiaat wordt gepleegd, zijn de andere auteurs medeplichtig aan plagiaat, indien zij hadden kunnen of moeten weten dat de ander plagiaat pleegde;
- het indienen van werkstukken die verworven zijn van een commerciële instelling (zoals een internetsite met uittreksels of papers) of die al dan niet tegen betaling door iemand anders zijn geschreven.

De plagiaatregels gelden ook voor concepten van papers of (hoofdstukken van) scripties die voor feedback aan een docent worden toegezonden, voorzover de mogelijkheid voor het insturen van concepten en het krijgen van feedback in de cursushandleiding of scriptieregeling is vermeld.






Universiteit Utrecht

In de Onderwijs- en Examenregeling (artikel 5.15) is vastgelegd wat de formele gang van zaken is als er een vermoeden van fraude/plagiaat is, en welke sancties er opgelegd kunnen worden.

Onwetendheid is geen excuus. Je bent verantwoordelijk voor je eigen gedrag. De Universiteit Utrecht gaat ervan uit dat je weet wat fraude en plagiaat zijn. Van haar kant zorgt de Universiteit Utrecht ervoor dat je zo vroeg mogelijk in je opleiding de principes van wetenschapsbeoefening bijgebracht krijgt en op de hoogte wordt gebracht van wat de instelling als fraude en plagiaat beschouwt, zodat je weet aan welke normen je je moeten houden.

|   |   |
|---|---|
| Hierbij verklaar ik bovenstaande tekst gelezen en begrepen te hebben. |   |
| Naam:   | Kylian Weppner  |
| Studentnummer:  | 5730538   |
| Datum en handtekening:  |  15-4-2019 |

Dit formulier lever je bij je begeleider in als je start met je bacheloreindwerkstuk of je master scriptie.

Het niet indienen of ondertekenen van het formulier betekent overigens niet dat er geen sancties kunnen worden genomen als blijkt dat er sprake is van plagiaat in het werkstuk.

## Corpus

### Corpus *FIFA* community Vlaanderen/Nederland

--- = nieuwe reactie

-- = reactie op de vorige reactie

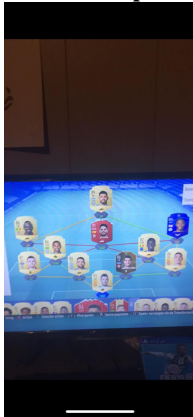
doorgetrokken streep = einde post

@... is noemen naam vorige reactie

### Corpus FIFA Community

24-12

#### Post 1: Tips



---

Sane if

Roberston chlmp1

Valencia if

(is rm maar maakt ni uit)

Fabinho Cvm

--

Merci

---

Nieuwe tv

---

Of Futmas Valencia

---

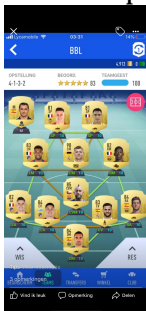
Futmas Alli ipv Isco

---

Ander Herrera (UCL) ipv Gueye en Azsplicueta naast Bellerin

---

#### Post2: Tips



---

Www.futbin.com en even kijken bij speler. Op elke positie is er wel een upgrade te krijgen zo'n beetje namelijk.

---

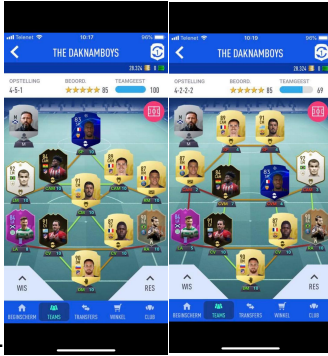
if Dembele speelt zalig

---

if Ben Yedder ipv gewone

---

Post3: Tips?



---

Suarez wissel na sp en sp na cm??

--

Jaa

--

Zo ingzme

--

Ja welk nut heeft dat?

--

@.. Zodat Godin en Umtiti op full chemistry staan

---

Wat is de reden dat Suarez niet in de spits staat?

--

Zodat Godin en Umtiti op full chemistry staan

--

Ligt et aan mij of hebben ze andersom ook full chem?

---

Team is goed alleen je naam valt tegen zeg.

--

Hahah

---

Sparen voor Varane ipv Godin en dan Kondogbia omwisselen met Suarez

---

La Marcelo

--

Kvind Tierney echt goed

---

Varane en Courtois sparen vr Umtiti en Oblak

---

Pique UCL live en Courtois

---

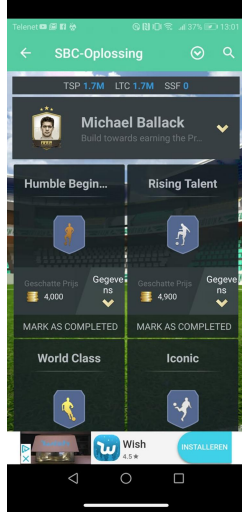
88 Rijkaard

---

88 Rijkaard

---

Post4: Is hij het waard?



---

Probeer lenenkaart eerst

---

Jazeker

---

Nee koop dan gewoon zijn normale kaart die geloof ik 1.9 mil is. Dan kun je hem weer verkopen wanneer je hem niet fijn vindt iig.

--

@.. Zit me Keane onverhandelbaar zou graag andere willen.

--

@.. Waarom heb je Keane gedaan?

--

@.. Had teveel onverhandelbare spelers en heeft me maar 100 k gekost.

--

@.. Wel meer dus want je hebt veel onbehandelbare spelers gebruikt voor een speler die je niet wilt gebruiken dus en nu wil je nog een 2<sup>e</sup> sbc doen voor nog een speler. Niet zo'n slimme beslissing. Maar goed zou even wachten tot vanavond of morgen verwacht dat EA met kerst nog wel meer icons in pack uitbrengt dus kun je beter even kijken of je miss iets packt.

--

@.. Ok thx voor de tip

---

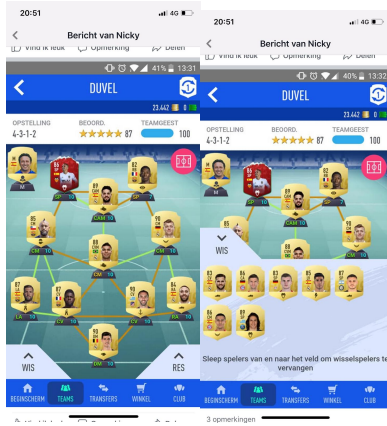
No answer needed zeker xd

---

Voe 10k niet twijfelen!

---

Post5: Tips zijn welkom, budget is maar 20k atm



---  
Zijn de spelers op de bank tradable?

--

Ja die zijn allemaal tradable

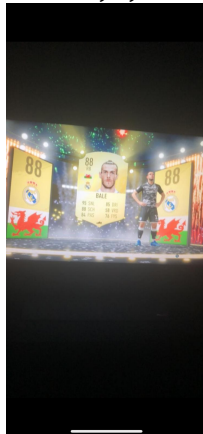
--

Santi Mina, Angel of Alberto Morena inform

--

En verkoop uw bank! Kunt ge Modric nog gaan halen :D

Post6: JAJAAAAAAAAAAAA!!!!



---

Das flink bale man

--

@.. jajaaaa

---

Netjes

--

Jah

---

Had gister acion gepack, 2,5 mil

--

Netjes

--

Jahh

--

Lekker welke acion? Ken geen een acion :O

--

Je weet wat ik bedoel

--

Ja wss wel maar wel benieuwd wie

---

Acion xD

--

xD xD

--

Man oe dom kuje zien

--

icon \*\*\* domme kut

--

Is ni eens tegen jou

---

Welke pack?

---

Kerstmis cadeau

--

jaa

---

Smerig

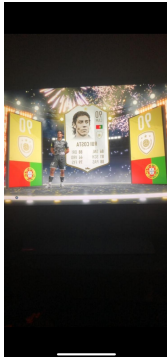
---

Bullshit 125k gin border en futmis ook gin border dusja stront spil

---

Post7:

Pack luck!



---

Uit wa voor pack?

--

Hvl bde eraan uitgegeven?

--

700k

--

Nice

Post8:

Yes yes Gotcha



---

Me2

--

Echt een goede kaart!

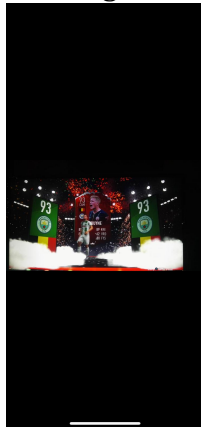
--

ja idd 5star 5star

---

Post9:

Wie nog meer?



---

Ik ben te skeer heb maar 30k nu

--

Skeere tijden ik 3k da's skeer xD

--

Skere boy

--

Je kent men eh

---

Ik ook xD

--

Lekker teampke

--

Stel u ni aan xD

---

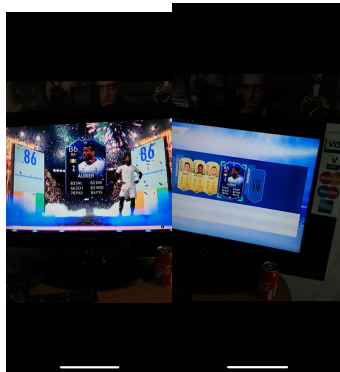
Ge moet er teveel voor doen, voor die packs.

---

25-12

Post10:

lekker hoor



---

Zeker lekker!

---

Welke packs?

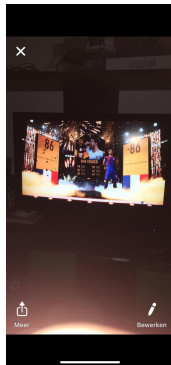
--

50k pakket

---

Post11:

Kerstcadeautje van EA :)



---

Die word veel waard

--

Nu al 450k :O

--

Ik ga hem houden hij stijgt sws.

--

Ja wss wel 1 van de beste cdm in mijn ogen altijd goed om te gebruiken

--

Hij was gisteren 600 dus weet het niet

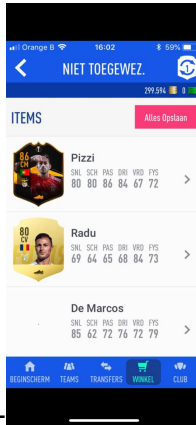
--

Ja dat is wel zo idd.

---

En dan ik de slechtste ☹





Sterkte

--

Bedankt fijne feestdagen

--

Voor u ook!

---

Mbappe uit gekregen :P

---

Hoe klein is die kans dan dat je die packt..

--

Wa ne kakkemutte

---

Ik had Ben yedder

---

Post 12:

Waar de f\*ck zijn de futmas packs? ☹️

---

Volgens mij is christmas voorbij. Gisteren de laatste

--

Er staat dat het tot de 31<sup>e</sup> is.

--

De icons lopen zeker nog door?

--

With daily player packs.

--

Ok dan waar blijven ze?

--

Sorry hoor maar het is vandaag kerst hoor.

---

Allez gij

---

Was tot en met gisteren toen kwam de laatste.

---

Niet vloeken

---

Gisteren was de laatste kutje

---

Er gaat niks meer komen denk ik, de weekly objectives lopen nog door tot 30-12 en that's it..

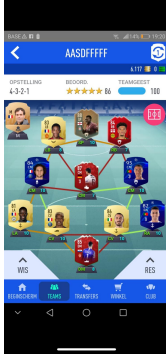
---

Er komen wss nog totw packs.

---

Post13:

Mening?



---

Matig tot slecht?

--

Prettige feestdagen.

--

Voor u hetzelfde bierbuik.

--

Wat valt er te lachen?

--

Haha deze kindjes..

--

Brah jullie komen letterlijk net uit de baarmoeder allez ma bon ik ga ier mijne tijd ni insteken ze

--

Mijn vader is Jezus.. stop met ruzie maken allemaal.

--

God zegent u mijn kind.

---

Vervang Rabiot voor Pogba als je aanvallend wil en Kante als je verdedigend wil.

---

Post14:

Eindelijk pack luck! Verkopen of houden?



---

Wa een fucking pack :P

---

Welk pack?

--

Mega pack denk 30k

--

Nice

---

1 speler is niet genoeg omg voor 2M coinssss

---

Dat noem ik nu eens een mooie pack

---

Cavani gwn houden voor de upgrades die hij ga krijgen ma verkoop Viera

---

Boeeee!!!!

---

Wat een pack luck in 1 pack lucky!!

--

Sws de vuilbak hahaha

--

Hoho zer das de moeite

---

Ja das geen slecht pakketje!

---

Pfff wss zo een pack die ge krijgt van doelstellingen...

---

Had ik da ma zo geluk..

--

Doe ni heilig

---

Wtffff

---

Welk pakketje??

--

Mega pack

---

En weet je wat ik pack?

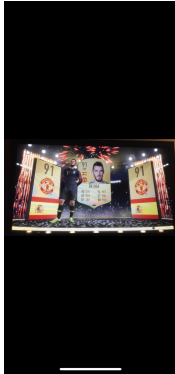
--

Een ban voor helemaal niets!

---

Post 15:

Kerstcadeautje van EA! Dankje. Packje van 55.000 wel gekocht.



---

Hij is echt shit

--

Je lult shit..

--

Nee men maat van mij gebruikt en maakt elke game minstens 1 blunder en heb hem ook gepackt.

--

Niet elke match maar wel redelijk wat. Maar Bij veel keepers. Ze kunnen geen bal vasthouden en of pakken.

--

Klopt, heb zelf 92 de gea, wat een kut keeper is dat...

--

Zelfde hier. Is om u haren van uit te trekken.

---

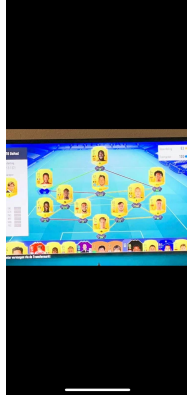
Ja

---

26 -12

Post16:

Tips voor 70K?



---

Lukaku en martial weg Immobile en douglas costa en met geld Lukaku kunde dan AkexSandro kopen

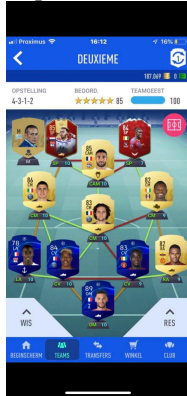
--

Ik hou graag Lukaku loopt 1 op 1

---

Post 17:

Tips?



---

Alex Sandro op LA

---

Dybala cam

Koulibaly if kope

Chiellini kope

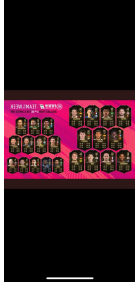
---

1 team maken?

---

Post 18:

TOTW15#



---

Als ik die Pogba pack trakteer ik je op n broodje worst

--

Deal!

---

Is Lala weeral Totw?

---

Ja zoals je kan zien..

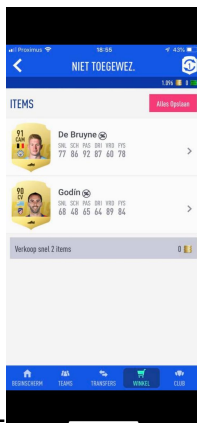
---

Zal wel weer 2 81 packen...

---

Post 19:

Dit kan slechter hahaha (gouden upgrade pack)



---

Omgg

--

Wtf drm

---

FIFA zou mij een 81 rated gunnen..

--

Hahah drm

---

Hoe doe je dat bij mij komt er altijd de grootste nest uit xD

--

Heb er ook al 10 geopend zonder succes haha

--

11<sup>e</sup> keer een goeie dan hahaha

---

Wtfff wel kut dat het untradeble is.. Welke comp heb je?

--

Momenteel bundesliga maar dat gaat wel nu wel veranderen :D

--

Da denk ik ook!

---

Zoo dann, ik had vanmiddag 2x 75 rated gepacked. Maar ook vaak geluk uit zo'n upgrade pack, zijn echte aanraders.

---

Jaa....

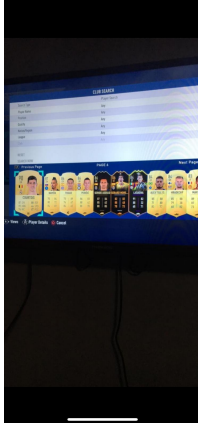
---

Speciaal omdat jij dit packt ga ik er nu ook 1 packen.

---

Post20:

Mijn pack luck valt toch redelijk me als ik naar men untrades kijk



---

Op hoeveel packs... want zo goed is da nu ook weer ni he?

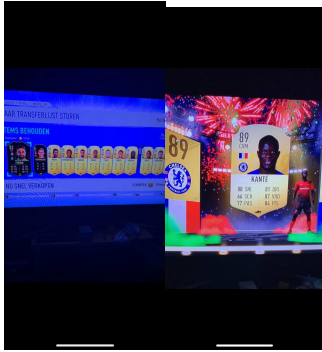
--

Ni zo veel meestal zeldzaam goud.

---

Post21:

Topdag!!



---

Waar heeft u deze foto's gevonden?

--

Zelf gemaakt met zijn gsm das speciaal he?

--

Dat kan je dan over iedereen zijn foto's zeggen.

--

Ja bro

--

Check wat ik packte hahaha

--

Is dit een pack van in de week geweest?

--

Hahahaha

---

Is dit van fut champs? Tradeable?

--

Dit zijn 100k pakketten

--

Nee dit waren 2 100k packs met coins open gedaan na elkaar.

--

Sick

---

Wtf pfff

--

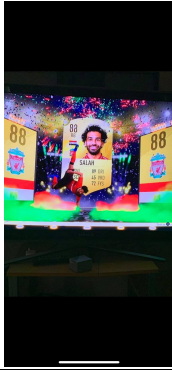
Jammer..

---

27-12

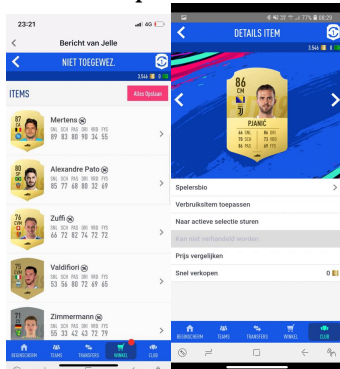
Post22:

Mooi ☺



Post23:

Meneer opent ook 1x untradable packs hoor



---



Hahaha lol

---

Maakt toch nie uit toch. Gebruik en verkoop je gewoone. Ik packte zo Marcelo..

--

Ben niet ontevreden hoor maar als ik tradable koos kreeg ik niks haha..

---

Wauw Karsdorp!

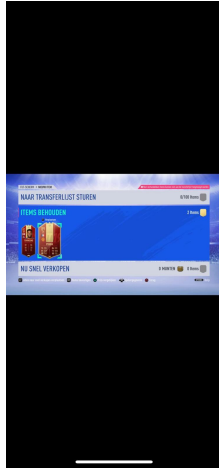
--

Ja beste speler ter wereld!

Post 24:

#GOLD3 Packs #Luck





---

T gaat erover eh, tsss

---

Das wen eerste se

--

hahaha stopt er al ma mee

---

Zou nie slecht staan in mijn team haha

--

In mijn wel niks te zoeken daar

---

Nee gold 3 ik packte Grimaldo en Townsend

---

Ik maar 1 player pack en die 84 Foster dus CV

---

Ik ben ook goud 3 pack hopelijk heb ik ook pack luck

--

Hopelijk

---

Ni content precies?

--

Jawel haha

---

Mijn hoogste was 84

---

OMG Townsend

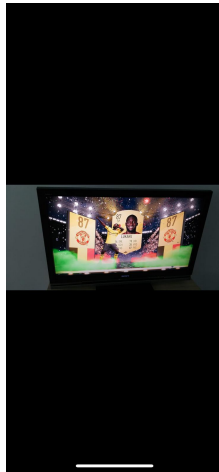
--

Ja was zelf ook verbaast hahaha

---

Post25:

Toch nog iets leuks gehad wel onverhandelbaar maar toch wel dikke pack luck



Post 26:



De kerstman geeft mij pack luck!

---

Welke pack? En dan nog tradable

--

50k pack

--

Wtf niceeee

---

Lol ik had dat bij Ronaldo. Krijg je er zo'n waardeloze speler bij.

---

Weejooohhh gy heb gewoon Oyekuru

---

Rebic is een goede spits xD!

Post27:



Iemand tips om mijn gepackte Lala te gebruiken?

---

Wjw dikke player packs

---

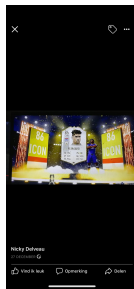
Ik zou Lala gebruiken voor supersub

---

Ik pack altijd kutspelers... 😞

---

Post28:



Verkopen of houden?

---

Verkopen en mij een 200K geven =D

--

Nee kmag ook eens iets packen :D

---

Speel WL ermee en verkoop em dan

---

Post29:



Weekendleague packs zitten ook eens mee!

---

Shit

Master thesis Kylian Weppner 5730538

--

Ik roep hier voor gans mijn huis.

--

Hahaha

---

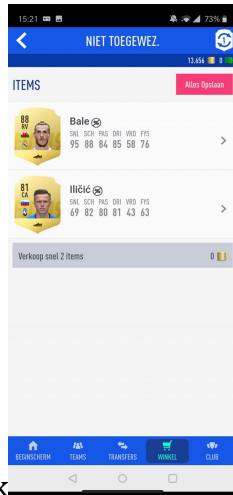
Hoezo hebben jullie allemaal pack luck?

---

Omdat ik elke week koop en nu past 1<sup>e</sup> keer geluk heb

---

Post30:



Gouden upgrade pack

---

Das Balen xD

---

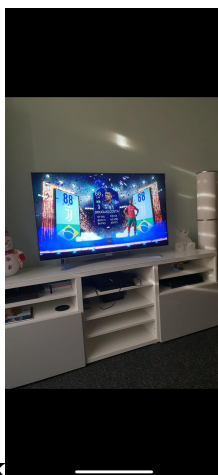
Ik Aguero eruit gehaald :P

--

Gij toch ietske meer

---

Post31:



Onverhandelbaar pack

---

Hahahahaha allebei untradabale

---

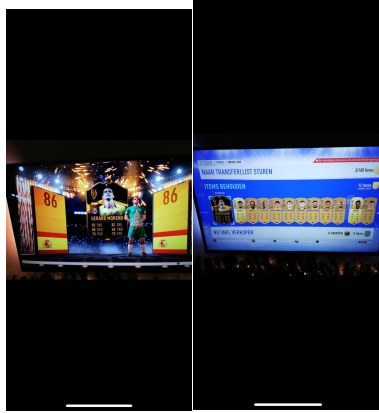
Ik heb hem verhandelbaar gepackt luck hahaha

---

28-12

Post32:

Lang leve de Lala Liga premium packs! In avond toch ff 400K in the pockted  
Mooie afsluiters van het jaar zo!!!!



Post33:



Uit Laliga pack gehaald :D

---

Hvl x gedaan?

--

1x

--

meeh nice hahaha!

--

Yep pack luck haha!

Post34:

Pack luck all the way!!!

Deze week:

Ben yedder rttf

Van dijk Rttf

Mertens

Walker

Azpi

:D:D:D:D

---

Mijne was ook heel goed namelijk eum

Shit

Shit

Shit

Shit

Shit

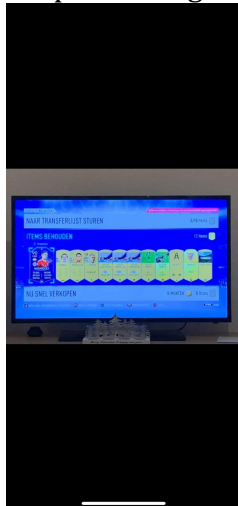
En rtf Gerard Moreno waar ik niet mee ben..

---

29-12

Post35:

Uit premium goud pakket thanks EA :D



---

Wtf

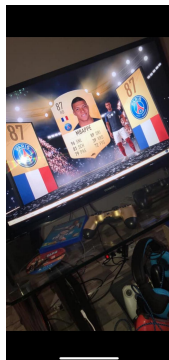
--

Facking luck bro!

---

Post36:

Uit Atlanta v Sassuolo pack



---

Ik kreeg uit marquee match ups pack road to the finals Kondogbia



--

Zott

--

Ja mann

--

Ik vorige week uit 25 Marquess KDB en Douglas Costa RTTF bij mekaar

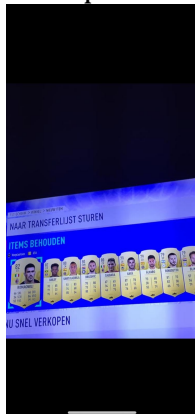
--

Ge meent het

Post 37:

---

100k pack ☹️



---

Leuke pack, ik pack nooit iets..

--

Icon gerrard hjb

--

En ik pack alleen maar Salah en Son wa voor bulshit

--

Ja echt dikke bullshit daja salah zen 90 inform kaart packt suckt dik man..

--

Hij de Bruyne

--

En Son ook toch ofni

---

Feel ya

---

Haha money machine EA.

---

Master thesis Kylian Weppner 5730538

Heb ze alle 5 gekocht 1 walkout, 86 perisic.

--

Geen geld aanuitgeven man. Je kan het enkel beklagen..

--

Tenzij je te veel geld hebt..

--

Hij geeft geld genoeg doekoes bro!

---

Juist snap wat je bedoeld had er net 3 geopend niks eruit...

---

Pff dit is dus mijn pack luck eehh...

---

Post38:

Koop je 3x een 100k pack en het hoogste wat je krijgt is Mahrez normale kaart 85 rated... Waar gaat dat naartoe tegenwoordig met FIFA? Niet eens een walkout joh...

---

Dat is het risico van gokken he..

--

Ja maar dat het altijd dezelfde zijn die geluk hebben valt wel op..

--

Heb jaren dezelfde pech gehad. Tot dit jaar toen ik Messi en Ronaldo packte..

--

Jaa het gaat echt nergens meer over he alles laten aanpassen in huis voor me internetverbinding en nog niks echt een nep kut spel aant worden..

--

Leg hem aub uit dat internet niks te maken heeft met pack luck xD...

--

Gewoon veel geld in stoppen dat gunt EA je af en toe wel iets..

--

hahahhaha

--

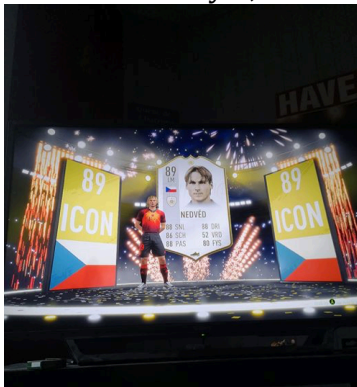
100% gokje wagen prijsje winnen! :D

---

30-12

Post 39:

Eerst Prime Puyol, nu Nedved :D



---

Tis jo gegund!

---



Welke packs?

--

Ultimate!

---

Pic :O

--

agla

--

agla



---

Kan toch nemeer he :O

--

Ongelofelijk :P

---

jajajaja we weten het ☺

--

gaat er zo weer over eh

--

Ben ik blij met een jesus ofz

--

Tzal wel

--

Wss ne noob vn div 7

--

Ken der nog zo

---

Uit hoeveel k pack?

--

150 k

--

Thanks!

---

Post 40:

We doen een brons pack voor 400 coins open. Zat er dit in en nog een brons aan 7k. En dat voor een zondagavond



---  
Ik had laatst uit MM een silver rare van 18k haha

---  
Nice!

---

Post41:  
Wanneer komen de TOTY pakketten online?

---  
Volg

---  
Half januari denk ik

---  
7 januari

--  
Echt?

--  
Normaal gezien wel ja

---  
Wanneer het toty is gereleased. Vorig jaar was dit best laat in januari dus zou daar vanuit gaan.

---  
Maandag #pack #luck #never

---

Post42:  
Thanks fifa om me eindelijk iets te gunnen 🙏🙏 uit 2 packs gehaald



---  
Mweh



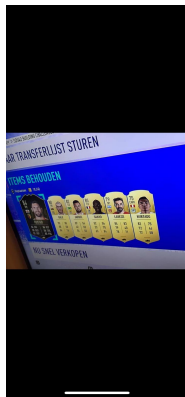
---

Het leven is geen ponykamp

---

31-12

Post 43:



---

Uit welke pack?

--

Da was van ne vriend ik zeg zo daar zit sws walcout achter en kijk.

--

25k pack

---

11 k ofzo waard

--

Hij laat eerder Bale zien denkik..

--

Oh die :P

--

Ja jonge kijk dan goed!

--

Echt he

--

Bakkkes knorretje

--

Genius ij bedoeld die ernaast

--

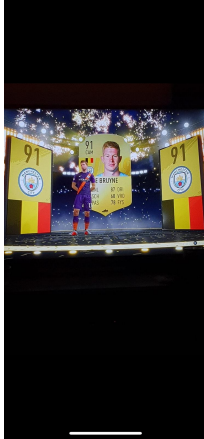
En nu int nederlands?

---

1-1-19

Post44:

Untradable uit de PL packs maar vind em niet echt zo vlot spelen... jullie ervaring met hem?



---

Ik heb hem gekocht voor 350k maar meteen weer verkocht vond hem niet fijn spelen...

--

En vorig jaar vond ik hem zo goed spelen maar deze kaart stelt echt teleur..

---

Ik heb zijn 93 is echt een fenomeen, je moet echt proberen die te packen!

--

Same!

---

Post45:

Wat vinden jullie van pogba welke positie is hij het beste



---

Als wissel xD

---

Ik vind Pogba het beste als CM of CVM, maar iig niet als CAM. Maar dat is gewoon mijn mening eeh.

--

Thanks ik ga het proberen

Post46:

Welke voorlinie raden jullie me aan? Bijna 700K ter beschikking. Mag ook iets meer zijn :P



---

Bale Griezman Coutinho of inf Dembele

--

Net hetzelfde in gedachten, we zien wel wat er nog komt :P



--

Sick team

---

Inf Dembele Suarez & Bale

---

Lemar 30K Griezman 300K Bale 300K

--

Lemar ipv Dembele?

--

Ik weet niet vind ze allebei wel goed spelen

---

Wrm geen varane of inf hernandez?

--

Dat komt zeker nog, eerst mijn voorhoede :P

---

if dembele, if ben yedder, en terwijl je spaart voor bale Malcolm

--

Ik zou Bale afraden

--

Reden? En wie in de plaats?

---

Ik heb coutinho – suarez – bale

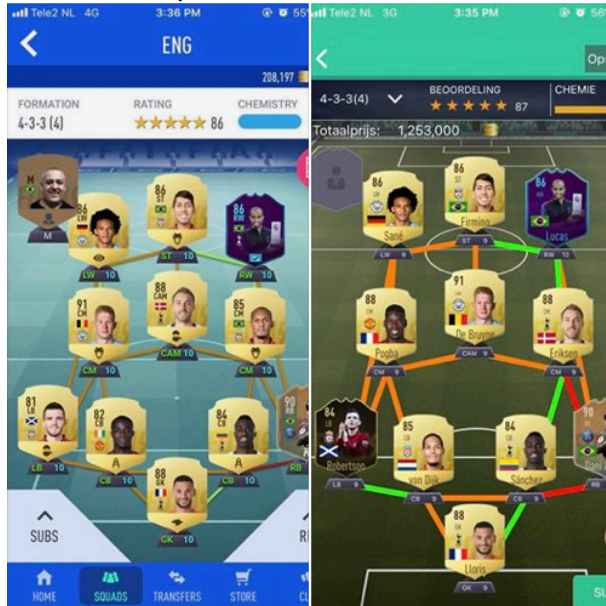
---

Post47:

Twijfel of het goed is om Pogba te gaan halen.

Heb nu Fabinho omdat hij linkt met Alves. Maar brengt naast verdedigen niks extra.

Wat denken jullie



---

Dat verandert toch niks aan de chemistry?

--

@ ... nee klopt. Maar als spelers wat meer linken miss wel handig. 6 en 8 is ook wel een verschil

Beheren

--

@ ... da is door de loyalty en manager Dani Alves zal ik jouw team ook 8 chemistry halen

---

Ik speel nu zelf zo



---

### Corpus *Fortnite* community Vlaanderen/Nederland

--- = nieuwe reactie

-- = reactie op de vorige reactie

doorgetrokken streep = einde post

@... is noemen naam vorige reactie

#### Corpus Fortnite Community

24-12

Post1:

Vraagje wie kan mij helpen het lukt mij niet bij save de world een laag muurtje te bouwen wie heeft er tips voor mij aub?

---

Het is op de PS4

---

Bovenste 6 vierkantjes weg doen

---

Je muur editen en alleen de drie ondersten moeten overblijven

---

Heb da geprobeerd maar het lukt me niet.

---

Als je de bovenste 2 rijen van 3 hebt ingedrukt dan moet je daarna weer op rondje drukken

---

Oke ga het nogmaals proberen moet ze dan eerst grijs maken en dan weer rondje doen als ik het goed begrijp?

---

ja zeker

---

Gelukt?

---

Jep thxx

---

Post2:

Hoeveel lama's zijn er in disco domination te verdienen? Ik heb er vier gevonden

--

Ik had er 3 achter elkaar gevonden. Wat heb je eruit gepackt?

---

Post3:

Heb d deluxe founders pack gekocht voor m'n zoon maar waar kan hij dit nu allemaal vinden? Thx

---

STW openen! Dan krijg je 2 rewards ipv 1, extra lama's vind je waar je de lama's ook kunt kopen!

---

Normaal heb je ook speciale scemetics

---

Drumroll pistol?

---

Nocturno

---

Durf ik niet te zeggen, ik heb die packs toen in het begint gekocht toen alles net uit was. Het kan zijn dat deze al n je backpack zitten, anders komen ze er via de gekochten lama's uit en vind je ze daarna in je backpack

---

Nocturno nog niet. Hiervoor moet je eerst nog eens limited packs kopen en erna die ultimate pack. maar die pistol zou je normaal wel moeten hebben. Je krijgt ook 5 upgrade lama's en 5 golden upgrade lama's waarin je nog eens meer dan genoeg coins kan krijgen voor 10 winter lama's. Ik vind het echt de moeite waard ze te kopen.

---

Post4:

Krijg je op Samsung Galaxy S9 de galaxy skin?

---

Note 9

--

Ok

--

Snap je er iets van ik heb de 8e dat klaar van Fortnite en krijg niks.

--

Nee sorry ik heb Galaxy skin gekocht in lama pack dus weet van niets

--

3 potjes spelen op je telefoon en dan zou je em binnen enkele uren/dagen krijgen

--

Ik krijg niet eens rewards

--

Je hebt note 9 nodig

---

Tis al te laat om em nu te krijgen

--

Ik eb em net

--

Je krijgt het nog altijd

--

Nee toch? 24 september kon je het niet meer krijgen

--

Jawel hoor als je een S9, S9+ of een note 9 koopt krijg je de galaxy skin.

---

Post5:



Wat zijn jullie favoriete skins? De mijne de Aerial Assault Triioer al heb ik die niet.

---

Drift

Merry marauder

Sun Strider

Graffiti set

Sprakle Specialist

Dark Voyager

Panda team leader

Omega

Had ik maar V-bucks xD

--

Same

--

Ik heb die skins behalve panda team leader

---

1- Renegade raider

2- Recon Expert

3- Jungle scout

4- Nog Ops

5- Ghoul trooper

Mijn top 5

---

Sgt winter lynx senith merry marauder ginger gunner

---

Post6:

Rawest fish

The new Fish Food Gear is available now in packs!



---

EPIC WRM xD

---

Wtf

---

F\*ckng lelijk hahah xD

---

Lelijkste skin die ze ooit gemaakt hebben

---

Jep lelijker kan bijna niet

---

Dit wil je toch niet packen xD

---

Dees is eig legit een van de beste skins ooit, gewoon omdat hij zo dom is.

---

Doe de floss met deze love it xD

---

Post7:

Is er ergens een website waar je kan kijken wanneer bepaalde skins voor het laatst in shop in packs kwamen?

---

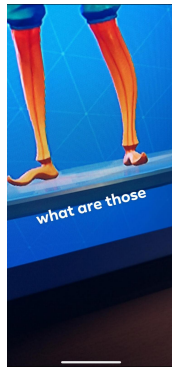
Kan op stomdshield.com

---

Oke thx

---

Post8:



---

Tentakels volgens mij

--

Weet ik maar das te grappig xd

--

One does not get the meme :P

---

Doet me denken aan salad fingers

---

They are my croqs

---

The lelijkste skinn ooit dat dat is dat

---

Vin schoenen hahaha

---

Benee ken em sws gekocht hij is kapot cool haha

---

Ali-a beentjes

--

hahahaha

---

Post9:

Kunnen we elkaar een skin geven want heb maar 1 skin

---

Ebje geen battle packs?

---

LMFAO

---

Sorry! Maar je zegt kunnen we elkaar een skin geven? Want je hebt maar 1 skinn maar jij je skinn ruilt dan heb je nog steeds maar 1 skin ea!

---

10 euro kost battle packs

---

Je kunt geen skins geven. Het kon wel maar het is er na een week uitgehaald en een battle pack kost een tientje

---

Waarschijnlijk al teveel geld aan mammi en pappie gevraagd xD xD

--

Hier voelt ook ene hem grappig zer

--

Doe een keer rustig dwerg

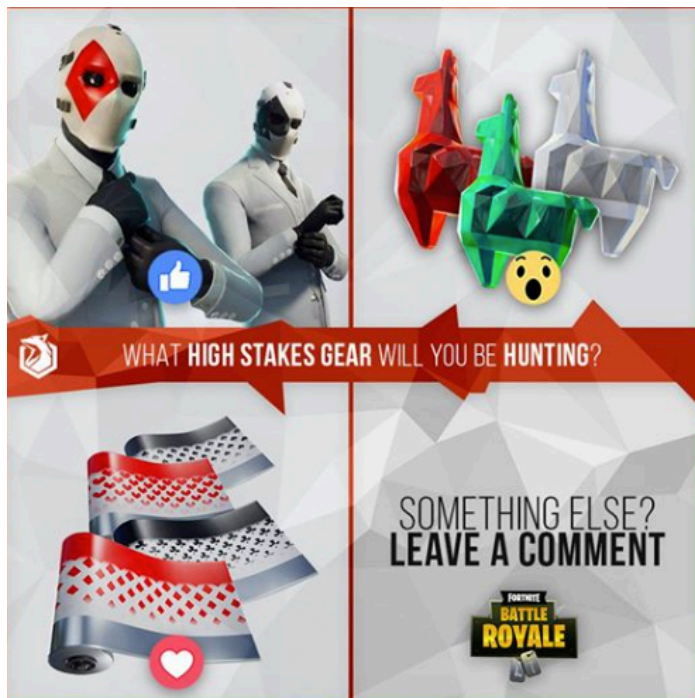
--

Ge hoopt teveel hahaha

---

Post10:

Ik had altijd zo een rug llama nodig ☹️



---

Ja man die hd ik ook altijd nodig die lama's ☹️

--

Shit man

---

Post11:

Nieuwe Boom Box item is nu te vinden in de game



---

Oh nice kan je ook je zelf damage?

--

Dat niet maar wel je eigen building als je dicht bij bouwt

--

Oh nice bedankt!

---

Yes uit de lama gekregen, heerlijk ding is t!

---

Rip build battles

---

Yes heb hem gekregen #luck! ik zeg bye bye tegen die BOB de bouwertjes

--

Dat klopt ding is wel geinig je kan bouwen wat je wilt maar het helpt niet.

--

Blijft hij dan een poosje actief? Of zoals een boogie bomb gooien en weg?

--

Nee 20 seconden ongeveer

---

Post12:

Is deze rare?? En hebben jullie hem. Want ik zie hem nooit.



---

Ik heb hem maar hij is wel rare

---

Ik heb em

--

@... welke heb Gy niet? xD

--

hahaha eerlijk haha seves spelen ps is gemaakt haha

---

Nie super rare hoor

---

Heb em ook

---

Staat common dus niet rare

---

Post13:

:D:D:D:D



---

Basicly yeah haha

---

Ik snap u volledig hahaha

---

Ik op Fortnite haha

---

Exposed!

---

Zelfs de skins heb ik niet 😞 😞😞

---

Met je og skins hahahah

---

Post14 :

See no evil. The new Cloaked Shadow outfit is in boxes!



---

Toch jammer dat ge em toch nooit uit de lama zult trekken.

---

Post15:

Ola beste mensen ik heb nu al een hele tijd dat ik na het plaatsen van een trap/campfire/launchpad daarna last heb dat mijn controller ene eigen leven heeft. Hij begint random te slaan of bij het vasthouden van een wapen te schieten, Ik kan daarna ook niet meer rennen. Iemand hier ook ervaring mee?

---

Fout in Fortnite ook soms last van gewoon naar bouwen gaan en tis over.

---

Heb ik ook al 2 seizoenen last van

---

Connection time-out??

---

Post16:

Wrm kan nog die eerste starter pack kopen is dit een glitch?

---

Is iets tat je alleen op mobile kan

---

Neen das alleen op ios

---

Wat is er al jou bedragen zijn veranderd

--

Nee op mobile is dat anders. Stom he

---

Koop hem dan gaatie wegg

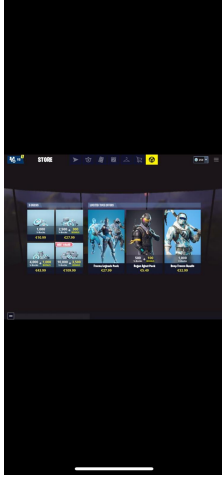
---

Ik zou hem kopen das de mooiste starter pack voor beste luck

---

Post17:

Hallo allemaal, op IOS en android is de rogue agent starter pack te koop maar op console niet. Als ik inlog op mijn account op de tablet en de starter pack koop, heb ik skins die ik die kan pack ook op de playstation?



---

Is het op het zelfde acc?

--

Hetzelfde account ja

--

Dan normaal staat die op je console tussen je skins

--

Ja het zou wel moeten dan. Als het eenmaal in je locker zit moet het ook beschikbaar zijn op je playstation. Ik wil het gewoon zeker weten voor ik er 5,50 aan verspil want ik speel het bijna nooit op de ipad.

--

Oh zo try it man

--

Ja die skin is er alleen op ios hebben ze gezegd dus als je die koopt heb je die skin niet verkrijgbaar op console

--

Dus op de Ipad zit het in mijn locker maar op Playstation is het verdwenen?

--

Nee normaal niet je kunt hem alleen packen op ios en dan heb je hem op alle platforms

--

Maar een vriend van mij heet wel de Galaxy skin naar Xbox one hoe kan dat dan?

--

Ja precies als het met de Galaxy van Note 9 wel kan dan moet het hiermee ook lukken

---

Ik hoop dat ik mijn gepackte skins terugvind op de Playstation anders heb ik 5,50 weggeoooid ☹️

---

Post18:

Vergeet niet mee te doen aan mijn v-bucks give away!

---

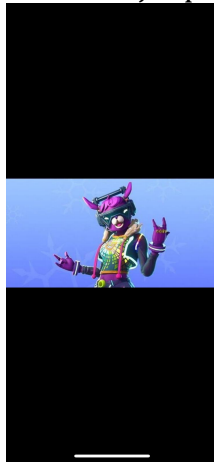




---

Post19:

Nieuwe DjBop Skin is nu in de shop packs!



---

Post20:

Komt deze skin nog terug?



---

Nee ben blij dat ik hem wel gepackt heb 😊

---

Kijk keer in u glazen bol

--

Rond 17 maart

--

Fckng leaker maat

--

Hahahha

--

Ik werk bij Epic hahahah

---

Ie is er al geweest

--

In Season 2 ja

--

Sinds vorig jaar season 2 is ie niet meer teruggekomen.

---

Waarschijnlijk wel miss eind dit jaar zodat hij rare is en veel mensen hem willen pakken

--

Er zijn een aantal rare skins

---

Nee

---

Post 21:

Voor de mensen die het nog niet wisten dat de Clinger is gevault in packs. Hierbij wet je dat nu :P F for Clinger ☹

---

Al lang toch?

--

clinger zijn echt al lang uit de game ze

--

Ik vind dynamiet beter dan grenades

---

Post22:

Is er iemand da hier een parkour heeft in creative dak mss eens mag uitproberen?

---

Zoek op yt of Google de code van mongraal of van een andere parcours keuze genoeg en ik kan zeggen dat de meeste goed zijn

---

Zoek die van scizzorz hijs nu bezig mrt2.0 en staat een bedrag van 3000 dollar voor snelste tijd

--

srs

---

Post23:

STW vraagje Als je ut deluxe pack koopt hoe snel heb je dan 300 vbucks weer terug verdient?

---

Je moet even doorbijten op stw maar vbucks komen vlot binnen in het begin

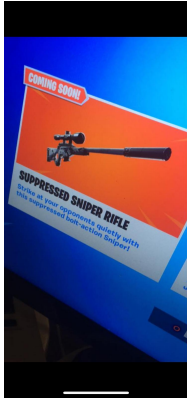
---

Ja ik begrijp da STW spelen leuk oplevert voor vbucks in BR toch? k wil niet elke keer losse vbucks kopen voor die paar packs die ik open in de shop xD

---

Post24:

Serieus?



---  
Ja

---  
Looooool

---  
Nee vroege 1 April grap

---  
Jaa kan niet wachten

---  
Tf hebt ge daar zelfs aan

---  
Lekker makkelijk campen

--  
Snipers campen niet

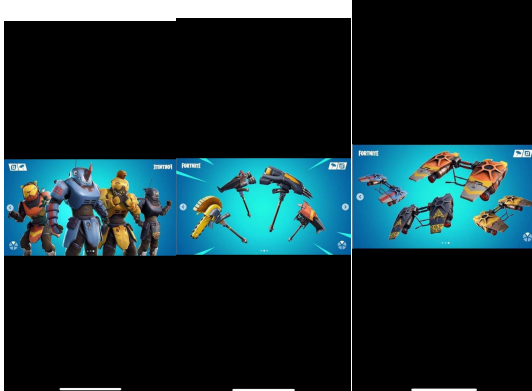
--  
Gelukkig ist maar een spel

---

Post25:

Lions and rhinos and jackals ohmy!

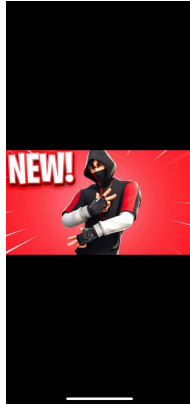
The new beastmode outfit, Mauler Pickaxe and Fuel Glider are available in pack now. Each item features four selectable styles



---

Post26:

Nieuwe skin 1000 euro voor een nieuwe Galaxy S10 ofzo wist jullie dit al?



---

Samsun S10+ geeft gratis skin

--

“gratis”

---

Nee wist ik nog niet maar top heb die telefoon in bestelling staan :D

--

Speel jij Fortnite dan?

--

Jazeker

--

Bestel je de S10plus alleen voor de skin of om echt te gebruiken? Als je het niet doet voor de skin kan je beter de Galaxy Fold halen als je die kan betalen. Zoveel beter

---

Hahaha wat een gare skin No way dat die bij de S10 zit. Galaxy blijft toch wel de beste.

---

Aaaa nee ik dus blij omdat ik gisteren de Note 9 heb gehaald. Nou dan kan ik terug naar de winkel zo. Nee ma serieus deze skin is niet eens gek man. En wouw als je een tel speciaal voor een Fortnite skin koopt ben je gek.

--

Galaxy is veel beter dan deze wees blij

---

Post 27:

Heeft iemand deze skin? #luck?



---

Ik denk de helft van de mensen hier man

---

Ik heb gem gepacked

--

Jullie zij bazen

---

Ik

---

Ik

---

Ik ook

---

Ja duuh

---

Yes

---

Yep

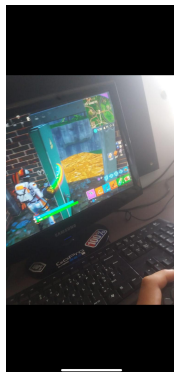
---

Wie nu nie

---

Post28:

Is de Ski Skin en de Pot o gold zeldzaam?



---

De skin weet ik niet maar de pickaxe heel zeldzaam en serieus PS3 controller?

--

Als je goed kijkt dan zie je heel goed dat het om Playstation 4 controller gaat. Hoe kan jij hier een controller van een 3 in zien?

---

Camper xD

--

Hij moest een foto maken dus moet hij eerst aan veiligheid denken

--

Weetk drm die lachende gezichtjes

---

Ski skin is lang in packs geweest ma de pickaxe is zeldzaam want die was maar 1 dag.

---

De pickaxe is niet zeldzaam al 3x in packs geweest.

---

Skin zeldzaam

---

Die skin is zal zo fucking lang niet meer in de packs geweest

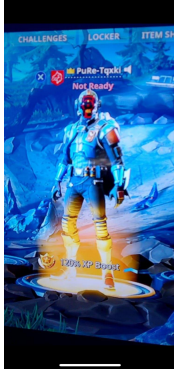
---

Aangezien elke skin terugkomt is er geen 1 zeldzaam

---

Post29:

Mijn blockbuster skin



---

Jeft gelukt xD

---

Idd bro

---

Heb em ook al en ster

---

Hahaha ik zal em altijd met een smile aandoen eeh

---

Gelukzak ik zit in examens en mag niet spelen

--

Dan zal je na u examens nog zoveel plezier hebben ;)

--

Eerst zal ik erdoor moeten zijn ☹

---

Wtf

---

Nice!

---

Ik heb hem ook al een paar uur!

---

Post30:

Skin packs of season 8 battlepass?

---

Season 8 bp

---

Battlepass

---

Sws battlepas

---

Zwaar twijfeling

---

Of allebei

---

Season 8

---

Skin pack

---

Bp

---

Broke boy

--

Look in tha mirror

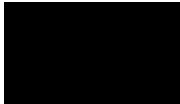
---

Both idiot

---

Post31:

De Secret skin!



---

Hoe krijg je die?

---

7 weken Challenge voltooien of packen

---

Weer lelijk

---

Afschuwelijk

--

Mottig

---

Lijkt op men broodrooster

--

Brabantia hahaha

---

Dit had ik niet verwacht 😊

---

Kapot lelijk kijk een tostiapparaat als skin

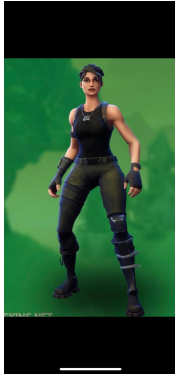
---

Lame

---

Post32:

Is deze skin worth packen?



---

Neeeeee

---

Jhaa

---

Ja

---

Kan je net zo goed geen skin doen

--

Is leuk om mensen mee te trollen

---

Lijkt op default skin

---

Ja ik heb hem ook gepacked

--

Hoe noemt die?

--

Commando

---

Ik heb hem ook en als je black shield hebt past hij er echt perfect bij.

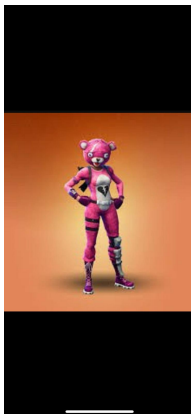
---

Ja met de fate pickaxe

---

Post33:

Zou deze skin terugkomen?



---

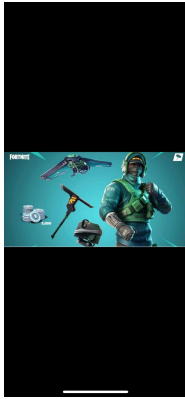
Niemand weet dit ik sluit dit topic

---

Post34:



Weet iemand van deze skin bundle pack?



---

Wat is er een nieuwe bundel?

---

Bundel bij een graphics card van Nvidia dacht ik, is geen nieuwe bundel in de store.

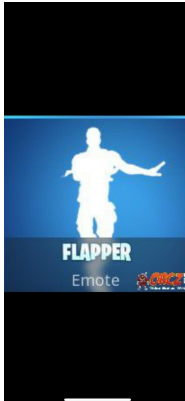
---

Krijg e bij de nieuwe gtx1080, 1070ti 1070 en 1060 krijg je code erbij.

---

Post35:

Weet iemand of deze dansje nog terug komt of niet stuur mij een bericht aub



---

Nooit meer

---

Ik denk da alle dansjes terug kome ze

---

Tis blauw.. tuurlijk komt et terug. Ligt er alleen aan wnnr. zou gewoon item packs in de gaten houden.

---

Dat weet niemand is gewoon random

---

Ja hoor komt sws terug

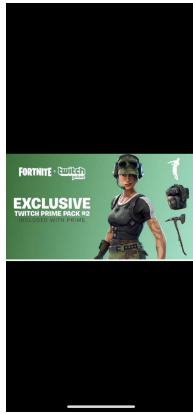
---

Haaa ik heb hem lekker allang!

---

Post 36:

Voor de Twitch prime subscribers: vanaf morgen nieuwe loot te pakken



---

Nou nou poeh poeh

---

Hoe word gij da kost da geld?

---

Yes heb ze gepacked Thanks deze skin is zo nice!

--

Mij ook gelukt dansje en skin zijn geweldig

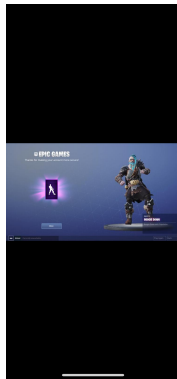
--

Ja idd heel erg tof :D

---

Post37:

Wie heeft dit dansje al? :D



---

Lukt bij mij nie

---

Bro hoe krijg je die?

---

Ik

---

Ik

---

Hoe krijg je dat?

--

Stuur mij morge zal u uit lege

--

Thx man haah

---

Kan je da ook op PS4 hebben?

--

Ja

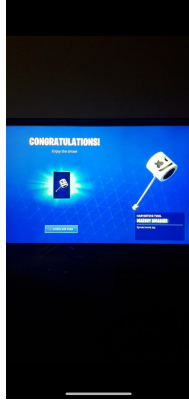
--

Aight en gwn PS4?

---

Post38:

Wie heeft hem :D



---

Nog niet maar heb wel de glider uit de shop gepacked best wel een goede skin set.

--

Idd dat wel

---

Wat moet je doen voor die pickaxe?

--

Ge moe met het dansje uit de vorige pack challenge bij een ijswinkel, bevroren meer en een garage bord dansen en dan krijg je hem.

---

Post39:

Ik hoop echt dat de refund functie/optie terug komt vandaag want ik wil wat dingen verkopen en beide bunny skins proberen te packen wanneer ik thuis kwam van school was die functie al weg.

---

die komt terug maar er was een glitch waardoor ze hem momenteel verwijderd hebben.

--

Wann komt dat terug ik heb een dansje gepacked die ik niet leuk vond.

---

Je kunt wel maar 3 dingen verkopen.

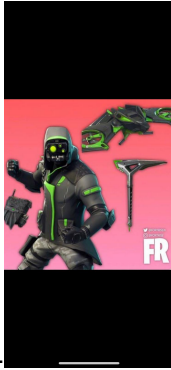
---

Das kut ik heb al dingen refunden :P

---

Post40:

Dit het volgend twitch prima pack #3 wat vinden jullie?



---  
Wanneer komt deze?

--

Volgende week vrijdag

---

Deze staat gewoon in de packs voor komend weekend volgens mij

--

Want ik wil die glider graag packen.

--

Ja je gaat deze wel kunnen halen dit weekend vd leaks is alles al in de shop geweest buiten 3 skins, 2 ervan gaan sws als een setje komen en dan blijft deze nog over voor andere dag.

--



---

## Output concordance analysis

### *FIFA 19*

- 1 pack nooit iets.. -- Icon gerrard hjb -- En ik pack alleen maar Salah en Son wa voor bulshit -- Fifa corpus.txt
- 2 ks --- Ik zou Lala gebruiken voor supersub --- Ik pack altijd kutspelelers\xC9 :( Post28: Verkopen of hou Fifa corpus.txt
- 3 coinssss --- Dat noem ik nu eens een mooie pack --- Cavani gwn houden voor de upgrades die hij Fifa corpus.txt
- 4 en is geen ponykamp 31-12 Post 43: --- Uit welke pack? -- Da was van ne vriend ik zeg zo Fifa corpus.txt
- 5 past 1e keer geluk heb Post30: Gouden upgrade pack --- Das Balen xD --- Ik Aguero eruit gehaald :P Fifa corpus.txt
- 6 --- Wa een fucking pack :P --- Welk pack? -- Mega pack denk 30k -- Nice --- 1 speler is niet genoeg omg Fifa corpus.txt
- 7 das geen slecht pakketje! --- Pfff wss zo een pack die ge krijgt van doelstellingen\xC9 --- Had ik Fifa corpus.txt

8 pakketje?? -- Mega pack --- En weet je wat ik pack? -- Een ban voor  
helemaal niets! Post 15: Kerstc Fifa corpus.txt  
9 t 26: De kerstman geeft mij pack luck! --- Welke pack? En dan nog  
tradable -- 50k pack -- Wtf niceee -- Fifa corpus.txt  
10 packte Grimaldo en Townsend --- Ik maar 1 player pack en die 84  
Foster dus CV --- Ik ben ook Fifa corpus.txt  
11 eeh\xC9 Post38: Koop je 3x een100k pack en het hoogste wat je  
krijgt is Mahrez Fifa corpus.txt  
12 ni heilig --- Wtffff --- Welk pakketje?? -- Mega pack --- En weet je wat  
ik pack? -- Een ban Fifa corpus.txt  
13 fsluiters van het jaar zo!!!! Post33: Uit Laliga pack gehaald :D --- Hvl x  
gedaan? -- 1x -- meeh nice Fifa corpus.txt  
14 -- Gij toch ietske meer Post31: Onverhandelbaar pack ---  
Hahahahaha allebei untradabale --- Ik heb hem Fifa corpus.txt  
15 die 84 Foster dus CV --- Ik ben ook goud 3 pack hopelijk heb ik ook  
pack luck -- Hopelijk --- Ni Fifa corpus.txt  
16 stront spil Post7: Pack luck! --- Uit wa voor pack? -- Hvl bde eraan  
uitgegeven? -- 700k -- Nice Pos Fifa corpus.txt  
17 Facking luck bro! Post36: Uit Atlanta v Sassulo pack --- Ik kreeg uit  
marquee match ups pack road Fifa corpus.txt  
18 -- Ge meent het Post 37: 100k pack :( --- Leuke pack, ik pack nooit iets..  
-- Icon gerrard hjb -- En Fifa corpus.txt  
19 daar zit sws walcout achter en kijk. -- 25k pack --- 11 k ofzo waard  
-- Hij laat eerder Bale zien Fifa corpus.txt  
20 div 7 -- Ken der nog zo --- Uit hoeveel k pack? -- 150 k -- Thanks! Post  
40: We doen een brons p Fifa corpus.txt  
21 \*\*\* domme kut -- Is ni eens tegen jou --- Welke pack? --- Kerstmis  
cadeau -- jaa --- Smerig --- Bullsh Fifa corpus.txt  
22 RTTF bij mekaar -- Ge meent het Post 37: 100k pack :( --- Leuke pack, ik  
pack nooit iets.. -- Icon Fifa corpus.txt  
23 meeh nice hahaha! -- Yep pack luck haha! Post34: Pack luck all the  
way!!! Deze week: Ben yedder Fifa corpus.txt  
24 niks eruit\xC9 --- Pff dit is dus mijn pack luck eeh\xC9 Post38:  
Koop je 3x een100 Fifa corpus.txt  
25 - Hvl x gedaan? -- 1x -- meeh nice hahaha! -- Yep pack luck haha! Post34:  
Pack luck all the way!!! Fifa corpus.txt  
26 ben ook goud 3 pack hopelijk heb ik ook pack luck -- Hopelijk --- Ni  
content precies? -- Jawel Fifa corpus.txt  
27 ijgen ma verkoop Viera --- Boeeee!!!! --- Wat een pack luck in 1 pack  
lucky!! -- Sws de vuilbak hahha -- Fifa corpus.txt  
28 in januari dus zou daar vanuit gaan. --- Maandag # pack #luck  
#never Post42: Thanks fifa om me eindelijk Fifa corpus.txt  
29 huis. -- Hahaha --- Hoezo hebben jullie allemaal pack luck? --- Omdat ik  
elke week koop en nu Fifa corpus.txt  
30 uks gehad wel onverhandelbaar maar toch wel dikke pack luck Post  
26: De kerstman geeft mij pack luck! Fifa corpus.txt  
31 futmis ook gin border dusja stront spil Post7: Pack luck! --- Uit wa  
voor pack? -- Hvl bde eraan Fifa corpus.txt

32 ga ik er nu ook 1 packen. Post20: Mijn pack luck valt toch redelijk me  
als ik naar Fifa corpus.txt

33 n Kante als je verdedigend wil. Post14: Eindelijk pack luck! Verkopen of  
houden? --- Wa een fucking pac Fifa corpus.txt

34 dikke pack luck Post 26: De kerstman geeft mij pack luck! --- Welke  
pack? En dan nog tradable -- 50k Fifa corpus.txt

35 uit dat internet niks te maken heeft met pack luck xD\xC9 -- Gewoon  
veel geld in stoppen Fifa corpus.txt

36 p Viera --- Boeeee!!!! --- Wat een pack luck in 1 pack lucky!! -- Sws de  
vuilbak hahaha -- Hoho zer das Fifa corpus.txt

37 of houden? --- Wa een fucking pack :P --- Welk pack? -- Mega pack denk  
30k -- Nice --- 1 speler is ni Fifa corpus.txt

38 nt het Post 37: 100k pack :( --- Leuke pack, ik pack nooit iets.. -- Icon  
gerrard hjb -- En ik pack Fifa corpus.txt

39 Post 19: Dit kan slechter hahaha (gouden upgrade pack) --- Omfg --  
Wtf drm --- FIFA zou mij een 81 ratFifa corpus.txt

40 ack luck! Verkopen of houden? --- Wa een fucking pack :P --- Welk  
pack? -- Mega pack denk 30k -- Nice - Fifa corpus.txt

41 Sassulo pack --- Ik kreeg uit marquee match ups pack road to the  
finals Kondogbia -- Zott -- Ja mann Fifa corpus.txt

42 am maken? Post 18: TOTW15# --- Als ik die Pogba pack trakteer ik  
je op n broodje worst -- Deal! --- Fifa corpus.txt

43 EA met kerst nog wel meer icons in pack uitbrengt dus kun je beter  
even kijken of Fifa corpus.txt

44 -- Check wat ik packte hahaha -- Is dit een pack van in de week  
geweest? -- Hahahaha --- Is dit Fifa corpus.txt

45 k? -- 150 k -- Thanks! Post 40: We doen een brons pack voor 400  
coins open. Zat er dit in en Fifa corpus.txt

46 luck! --- Welke pack? En dan nog tradable -- 50k pack -- Wtf  
niceee --- Lol ik had dat bij Ronaldo. Fifa corpus.txt

47 ook vaak geluk uit zo\xD5n upgrade pack, zijn echte aanraders. ---  
Jaa\xC9. --- Speciaal Fifa corpus.txt

### **Fortnite**

1 r twijfeling --- Of allebei --- Season 8 --- Skin pack --- Bp --- Broke boy  
-- Look in tha mirror --- Bo Fortnite Corpus.txt

2 ? -- Ge moe met het dansje uit de vorige pack challenge bij een  
ijswinkel, bevroren meer en een Fortnite Corpus.txt

3 sorry ik heb Galaxy skin gekocht in lama pack dus weet van niets -- 3  
potjes spelen op je Fortnite Corpus.txt

4 je eruit gepackt? Post3: Heb d deluxe founders pack gekocht voor  
m\xD5n zoon maar waar Fortnite Corpus.txt

5 mijn account op de tablet en de starter pack koop, heb ik skins die ik  
die kan Fortnite Corpus.txt

6 -- srs Post23: STW vraagje Als je ut deluxe pack koopt hoe snel heb  
je dan 300 vbucks weer Fortnite Corpus.txt

7 -out?? Post16: Wrm kan nog die eerste starter pack kopen is dit een  
glitch? --- Is iets tat Fortnite Corpus.txt

- 8 er na een week uitgehaald en een battle pack kost een tientje ---  
Waarschijnlijk al teveel ge Fortnite Corpus.txt
- 9 eens limited packs kopen en erna die ultimate pack. maar die pistol zou  
je normaal wel moeten Fortnite Corpus.txt
- 10 , Mauler Pickaxe and Fuel Glider are available in pack now. Each item  
features four selectable styles Fortnite Corpus.txt
- 11 koop, heb ik skins die ik die kan pack ook op de playstation? --- Is het  
op het Fortnite Corpus.txt
- 12 IOS en android is de rogue agent starter pack te koop maar op console  
niet. Als ik Fortnite Corpus.txt
- 13 --- Ik zou hem kopen das de mooiste starter pack voor beste luck  
Post17: Hallo allemaal, op IOS Fortnite Corpus.txt
- 14 topic Post34: Weet iemand van deze skin bundle pack? --- Wat is  
er een nieuwe bundel? --- Bundel bij Fortnite Corpus.txt
- 15 refunden :P Post40: Dit het volgend twitch prima pack #3 wat  
vinden jullie? --- Wanneer komt deze? -- V Fortnite Corpus.txt