Introduction
In MMORPG, such as World of Warcraft user can perform various actions in the virtual world. We study the dependencies of specific actions and generated network traffic. The results may be applied, for example, when considering a design of a version of the game for mobile devices.

Objectives
Classify user action types and determine the relationship between a specific user action and generated network traffic.

Methodology and measurements
- Six players participated in a measurement/gaming session.
- Incoming/outgoing traffic was captured by using Wireshark (www.wireshark.org).
- Context specific data in terms of (type of) action performed was collected from the players.
- A total of 1.28 GB of action specific data gathered.
- We analysed bandwidth usage, payload size, number of packets per second, interarrival and interdeparture times and burstiness.

Results
Significant differences in network load were demonstrated for specific action types:

Summary of results:
- Trading has lowest requirements in all categories.
- PvP combat has highest demands on uplink connection.
- Raiding has highest demands on downlink connection.
- Questing has average results in all categories, mostly due the diversity of actions in this category.

Acknowledgements
Thanks to the characters of the EU Bladefist realm: Bothari, Aika, Belisarius, Divljak, and Naimed.
This work was carried out within the research project 036-0362027-1639 supported by the Ministry of Science, Education and Sports of the Republic of Croatia and Future Advanced Multimedia Service Enablers project of Ericsson Nikola Tesla, Croatia.