

Wander Type: Escape from Tarkov



by Minseob Lee

INTRO PAGE

"Escape From Tarkov" provided a uniquely digital backdrop for my research project, which delved into the theme of guns and the grim realities of war. As a player and researcher, I chose this location due to its intricate and realistic portrayal of conflict, allowing me to explore not just the mechanics of survival but the layered narratives that the game environment encapsulates. The decision to use Tarkov as a focal point stemmed from my fascination with how virtual realities can mirror the complexities of real-world issues, particularly the impact of firearms and warfare.

My research involved navigating through various maps in Tarkov, each presenting its own set of challenges and opportunities for specimen collection. The specimens in this context were not limited to physical items but extended to environmental details, character interactions, and the subtle storytelling embedded in the game's design. By visiting specific locations within the game, I gathered an array of specimens that illustrated the pervasive presence and consequences of conflict. This hands-on approach allowed me to immerse myself in the digital landscape, documenting the numerous elements that contribute to the game's gritty realism.

One of the most significant takeaways from my research was the number of specimens that exist within the game—many of which had previously gone unnoticed by me and likely by other players as well. This discovery highlighted the depth and detail incorporated into Tarkov's design, underscoring the game's potential as a rich source of study for those interested in virtual representations of warfare. This also raised an intriguing question: had anyone else considered examining in-game specimens in this manner, or was this a relatively untapped area of research?



INTRO PAGE

Throughout this process, several aspects both surprised and delighted me. The meticulous detail with which the game's environment and narratives are crafted was a continuous source of fascination. The challenges, however, were equally notable. Navigating the dangers posed by other players and AI enemies while trying to collect data required a balance of caution and boldness, mirroring the very themes of survival and conflict central to the game.

Conducting this research also brought to light some limitations. As the game is primarily in Russian and reflects certain cultural nuances, not being fully fluent in the language or culture posed a barrier to complete understanding. Despite these challenges, the project was an enriching experience, blending my interest in gaming with academic inquiry, and opening up new avenues for considering how virtual spaces can provide insight into real-world issues.

In conclusion, this research project not only deepened my appreciation for "Escape From Tarkov" but also highlighted the intricate ways in which games can be studied to better understand the darker aspects of human nature and conflict.





A has longer stroke than usual A. Also, since the stroke is longer, the bar of the A is placed on the upper part. This A has ear sticking out of it. This can be found inside the hideout if the player has unlocked the gym in the game.



5

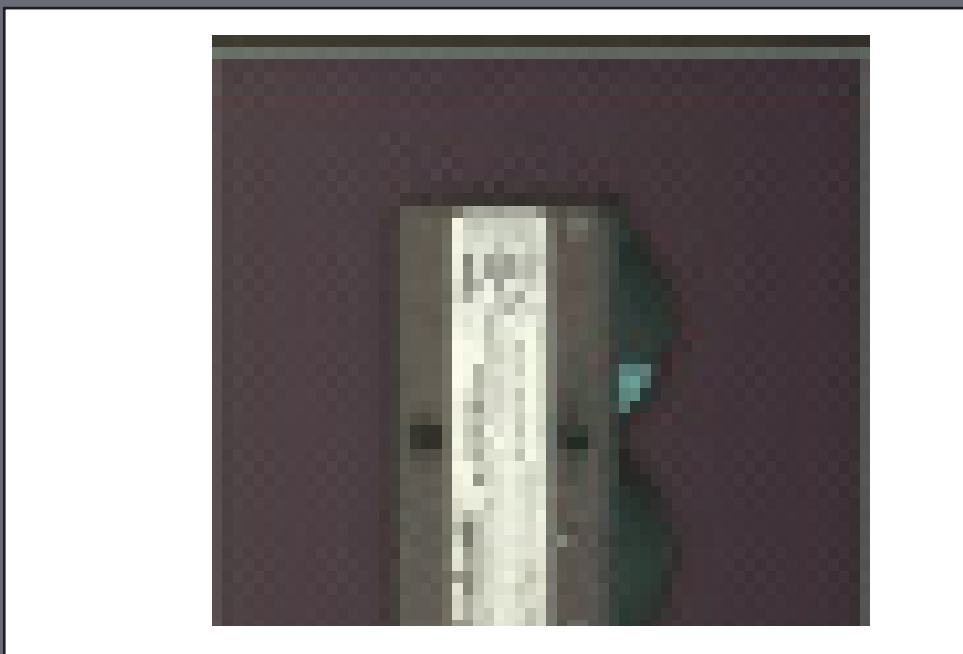


TTV-L3LBEE3D 9.81	Cyclon battery 충전지 재고량 1 구매할 상품 수 제한이 없습니다	60 000 P 한 번만 구매	
12NATU 5.44	Cyclon battery 충전지 재고량 1 구매할 상품 수 제한이 없습니다	60 000 P 한 번만 구매	
Kurtosz_Jebika 4.48	Cyclon battery 충전지 재고량 1 구매할 상품 수 제한이 없습니다	62 000 P 한 번만 구매	
lvDrEvilvt 23.71	Cyclon battery 충전지 재고량 2 구매할 상품 수 제한이 없습니다	65 888 P 한 번만 구매	
BuZn_TV 57.31	Cyclon battery 충전지 재고량 1 구매할 상품 수 제한이 없습니다	66 666 P 한 번만 구매	
VorovskyKarma 35.17	Cyclon battery 충전지 재고량 1 구매할 상품 수 제한이 없습니다	67 000 P 한 번만 구매	
1_2_0_0_0_0_0 4.45	Cyclon battery 충전지 재고량 1 구매할 상품 수 제한이 없습니다	67 998 P 한 번만 구매	
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Unlike other B, this B has bowl filled in with colors. Also, the top and bottom of the bowl are identical size. The stem is also thicker than usual. This can be found by searching Cyclon battery in the flee market after unlocking fleemarket.



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This C has short stress. It contains a long width of aperture and short length of it. This can be found in Ragman(merchant)'s shop at loyalty level 3

8



9





This D contains bowl that has lower part of it thicker and gets thinner as it goes up to the stem. Also, it has an extraordinary thin stem. This can be found in Reserve map



11





The top and bottom arm of this E are similar size. However, the middle arm is facing downwards. This E does not contain a swash. This can be found in Reserve map





Since the two arms and the stem were made with identical size of objects, the three of them are the same size. At the end of the stem, it contains a ascender-looking pin point at the end. This can be found in Lab map

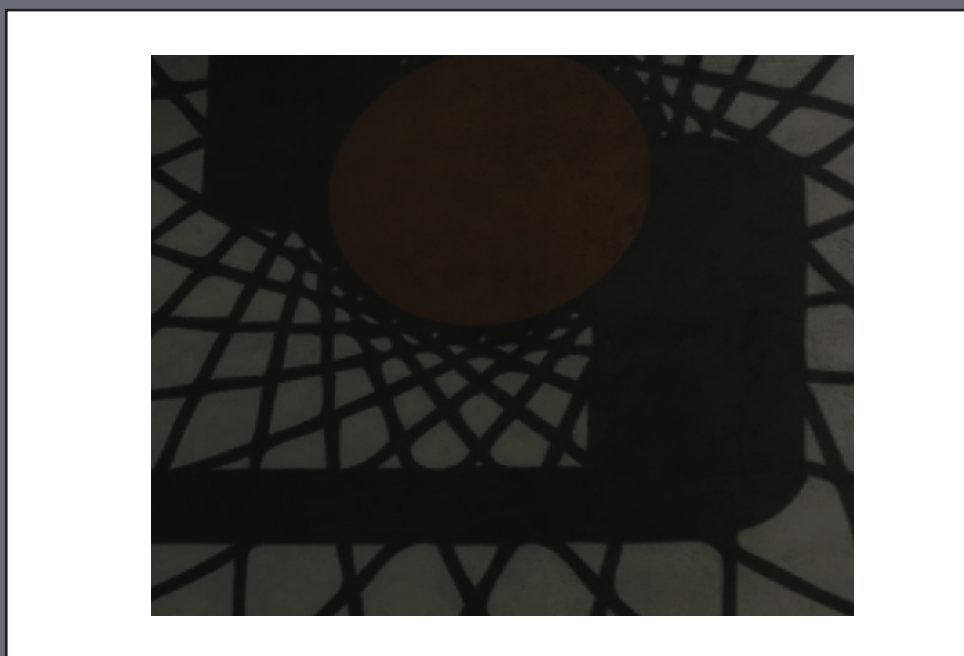




This G does not contain any loop, and the link looks like a straight stem. It also does not contain ear. The stem is made very thick and the counter has yellow color in it. This Can be found in Interchange map



17





The stem of H is separated into to with the bar between. Also, the top part of the stem is curved like the stress of C. The bar is thicker than usual H. This Can be found in Reserve map





This I have longer stem than usual I. Also, the top and bottom part of the arms are separated into opposite directions, facing diagonally. Also, the color of stem and arm is different. This Can be found in Lab map



21

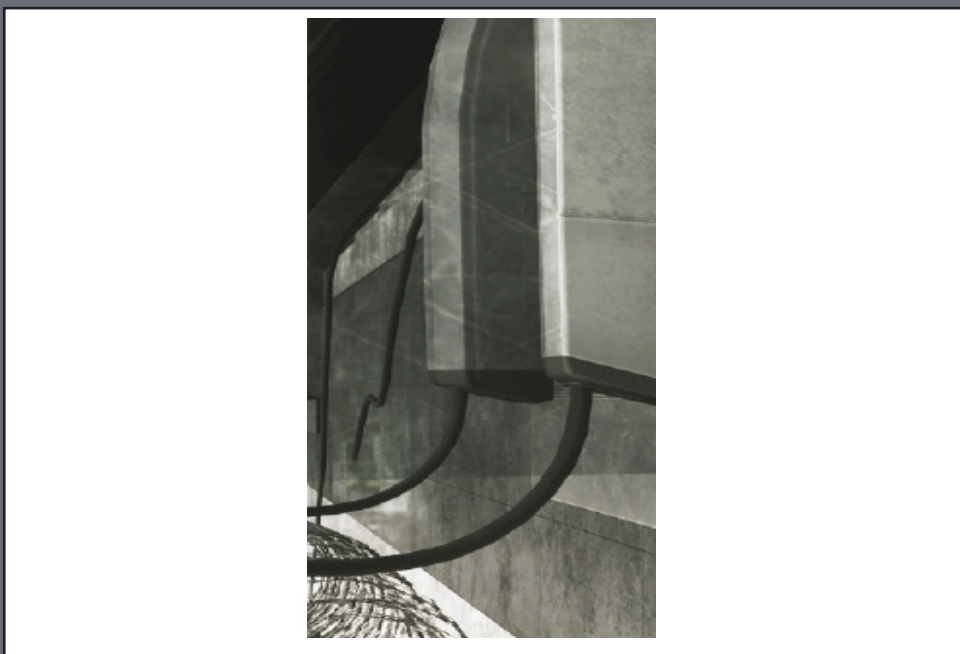




This J has long descender extended to left. The descender only has outline of it and is not filled with color. Left part of the stem is shifted diagonally to the right at the end. This can be found in Interchange map



23

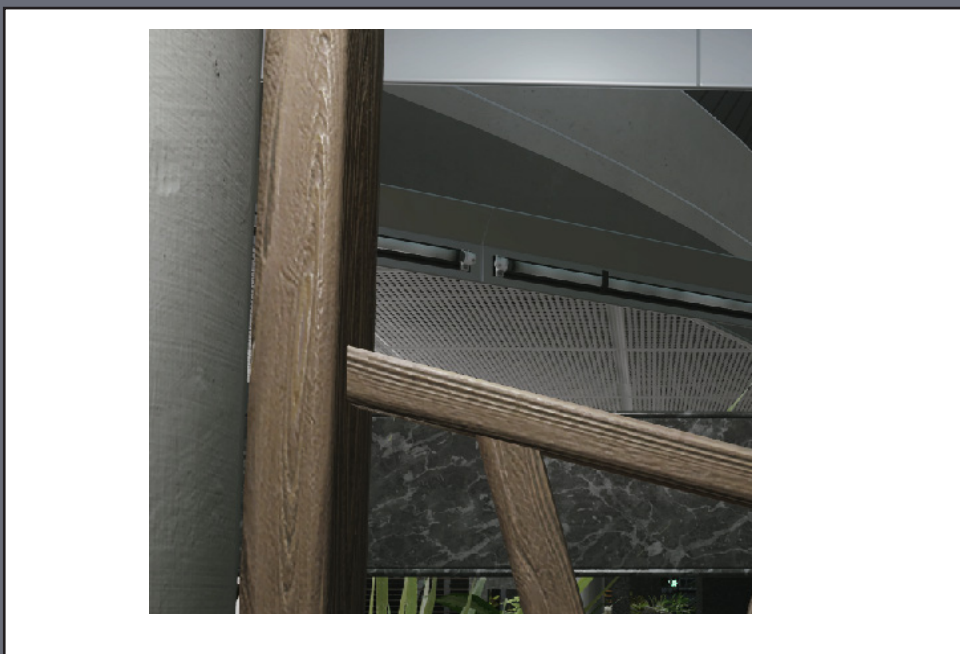




The arm of this K faces downward, connecting the descender in the middle of the arm. The arm of this K is placed in the middle of the stem too. This can be found in Lab map



25

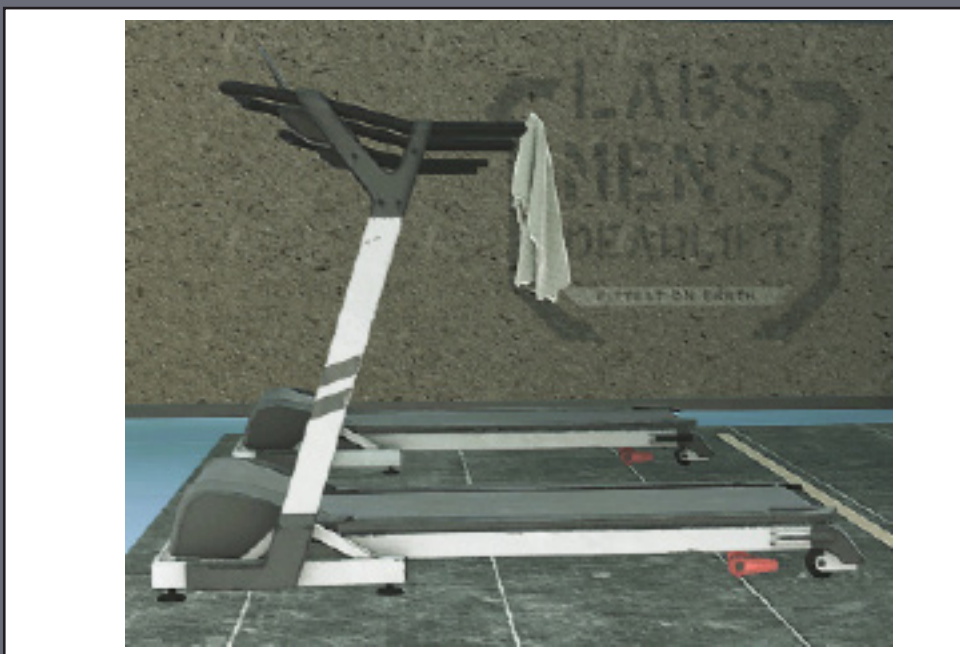




The Stem of this L goes down diagonally to the bottom arm. The length of the ascender is similar to that of the serif on the left side of the bottom arm. This can be found in Lab map



27



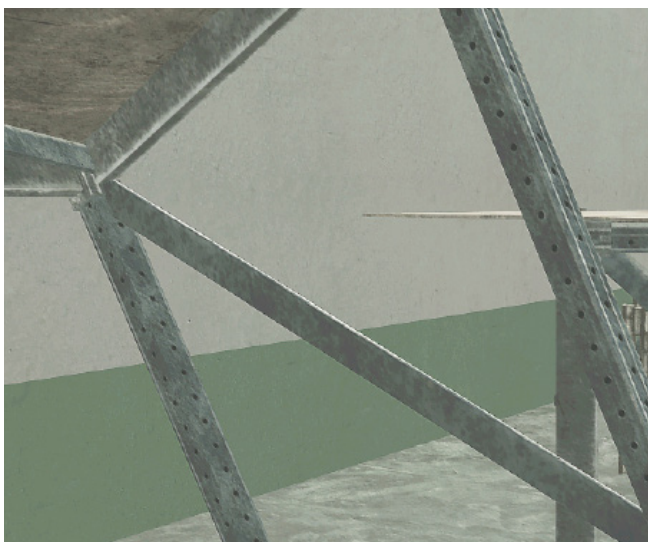


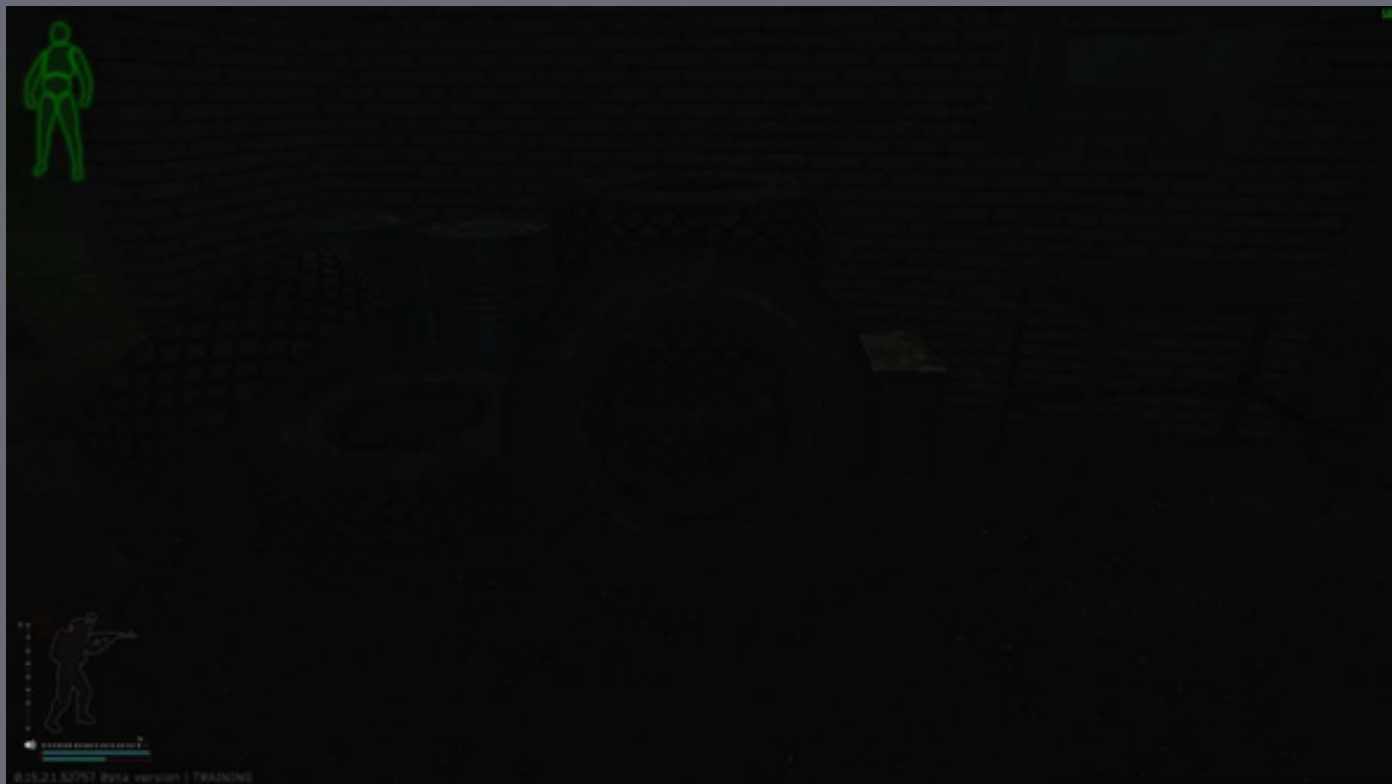
This M has black serif at the end of both arms and contains curved shape of the stroke. Also, both arms go down diagonally separately to the opposite side. This Can be found in Interchange map





Both left and right stems have design of dots at regular intervals. The stems have identical size, and the stroke does not have design of dots and connects two stems straightly. This Can be found in Interchange map





32

The counter of this O is not ellipse and has regular intervals. The intervals between cap line and baseline are identical to that of horizontal size. It does not contain any serifs. This Can be found in Reserve map





The bowl of this P is not bowl shaped and is angled. It does not contain serif or serif brackets. The length of the descender is short compared to the size of the bowl. This Can be found in Factory map



35





36

The tail of this Q stands out diagonally to the right. The counter of this Q is shaped as a hexagon and is filled with black color. The tail is not curved and is a straight line. This Can be found in Interchange map



37

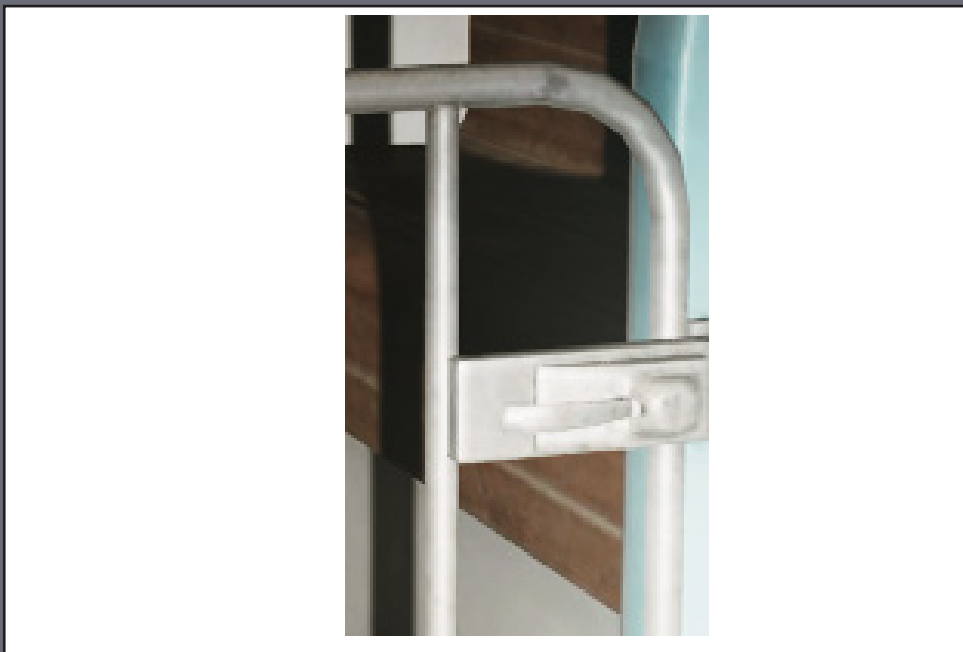




This R has a straight serif on the top. This R has a thick bar in the middle of two thin stems and an ear sticks out at the end of the bar. This Can be found in Interchange map



39





The spine of this S is not curved and is in straight lines. The overall shape of this S has straight lines and does not have any features of curves. This Can be found in interchange map





This T has a constant thickness of strokes. This T is a sans serif letterform and does not contain any serifs. The stem of this T is straight. This T has straight crossbar and stem. This Can be found in Lab map





This U is a sans serif letterform and does not contain any serifs. This U does not contain any ascender or descender. This U looks like the shape of a bowl, but the end of the top does not meet. This Can be found in Factory map



45





This V is a sans serif letterform and does not contain any serifs. This V has different size of arms between left and right. The right arm curves at the end like the ear of g. This Can be found in Reserve map





This W is a sans serif letterform and does not contain any serifs. This W is made of similar length of diagonal four arms. At the two intersections of arms on the bottom, it has a straight descender. This Can be found in Reserve map





This X is a sans serif letterform and does not contain any serifs. The two diagonal strokes have different lengths. The bottom stroke has shorter length than the top one. This Can be found in Reserve map





This Y is a sans serif letterform and does not contain any serifs. The thickness of the left arm is skinnier than the right arm and the stem of this Y is thicker than usual Y. This Can be found in Reserve map





This Z is a sans serif letterform and does not contain any serifs. This Z has a constant thickness of strokes. Also, the length between capline and baseline is constant.

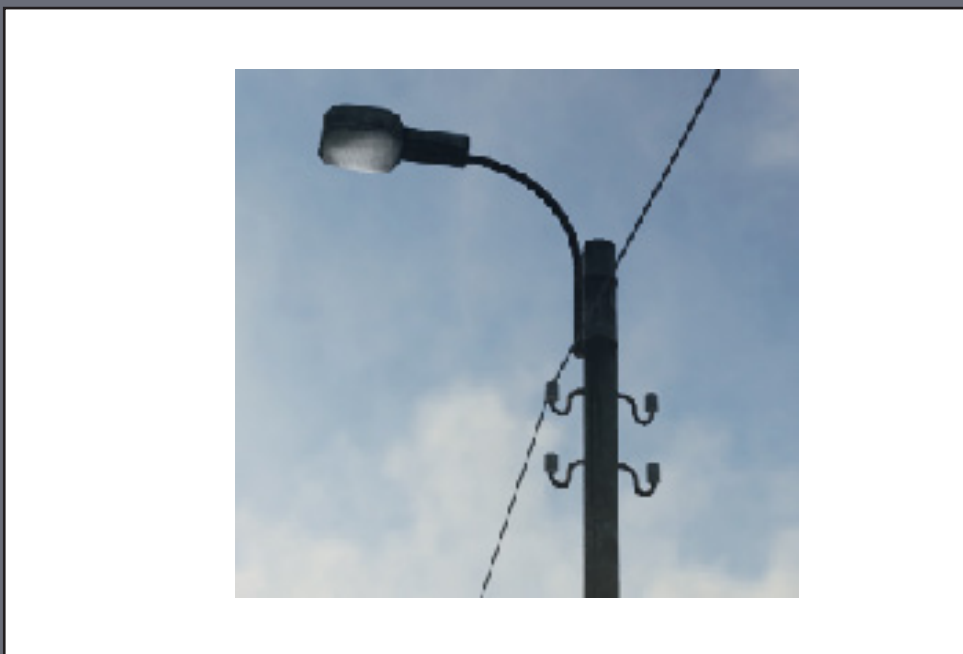




The connecting part of the horizontal stem in this and the vertical stem is curved and it has beak at the end of the horizontal stem. Also, the stroke of vertical stem is thicker than the horizontal stem. This Can be found in Reserve map



57





The size of the horizontal stem and the vertical stem is identical, and the stroke has a constant thickness. This does not contain any beak at the end of the vertical stem. This Can be found in Lab map





This vertical stem of this is skinnier than that of the two horizontal stems. The strokes of this is very straight. It does not have any descenders or ascenders. This Can be found in Reserve map





This is consisted with two vertical stems and two horizontal stems that have the identical length and thickness. The stroke of this has a constant and straight. This Can be found in Reserve map





The length between top line to the bar is longer than the length between bar and the baseline. The stroke of this is constant and straight and has same thickness. This Can be found in Reserve map



65



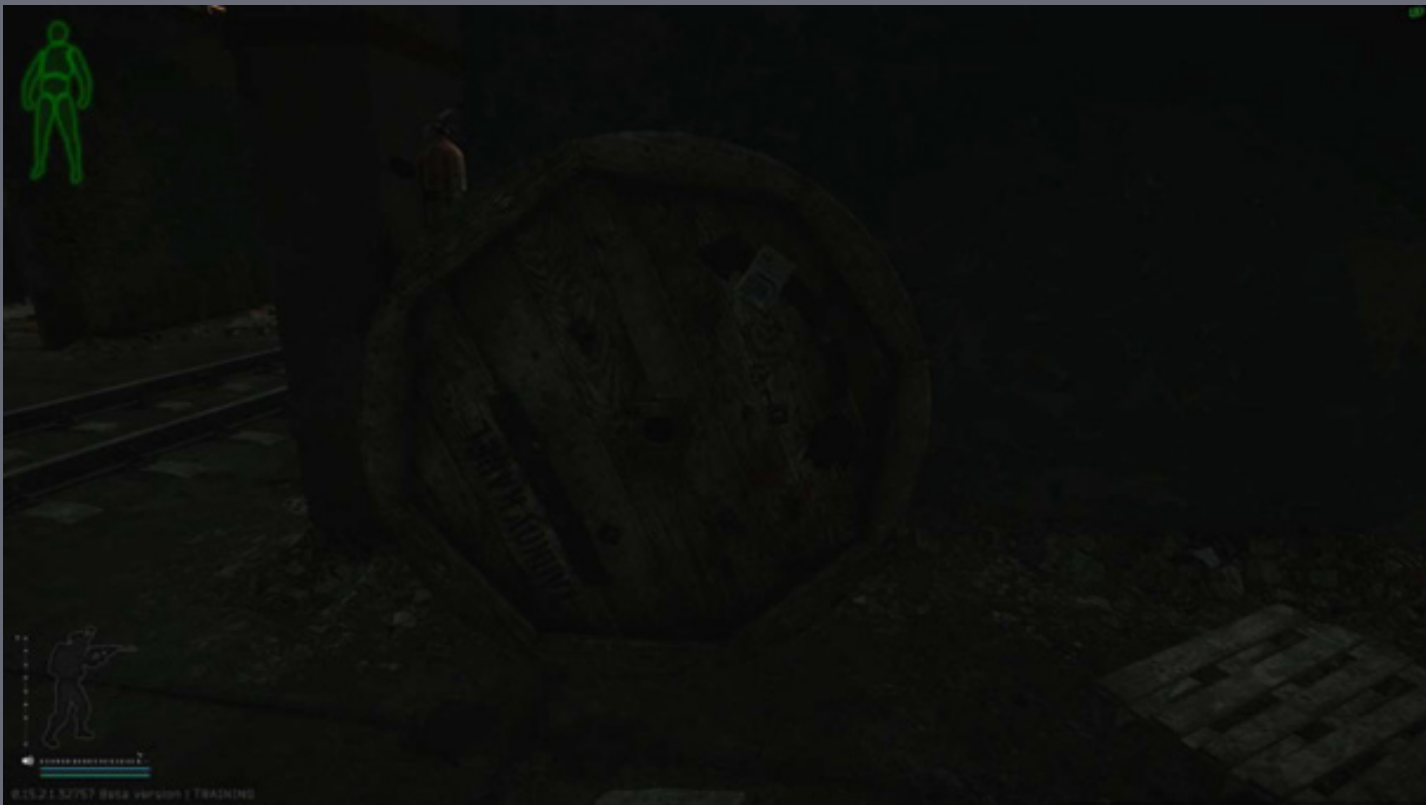


This does not contain any serif at the end of the vertical stem. The vertical stem of this is facing diagonally and has constant and straight stroke. This Can be found in Reserve map.



67





The counter of this is consisted of octagon shape, but the counter of this is in a perfect round shape. This does not contain any serifs and has constant stroke. This Can be found in Reserve map





This has straight horizontal stroke and two vertical stems coming out from the middle of the horizontal stroke in a diagonal direction towards the opposite side. This Can be found in Reserve map

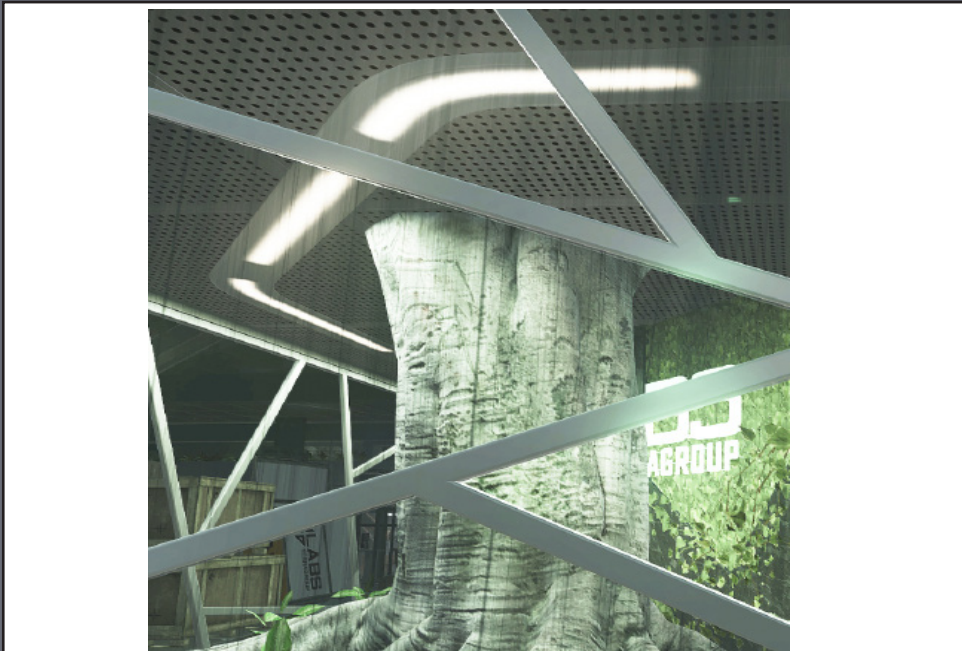


71





This has diagonal shaped horizontal stem. There is no vertex on this like normal. Instead, the vertex is changed to a straight line. This has constant stroke. This Can be found in Lab





This has two horizontal stem and the upper horizontal stem is shorter than the bottom horizontal stem unlike other which has similar length of horizontal stems. This Can be found in Lab



75





This has very short vertical stem, connecting the three horizontal stems in one dot in the middle. The top and bottom horizontal stems are turned diagonally. This Can be found in Interchange map



77





This contains two horizontal stems and two vertical stems connecting each other. This

has constant strokes and every anatomical characteristics are in straight lines. This can be found in lab.



79



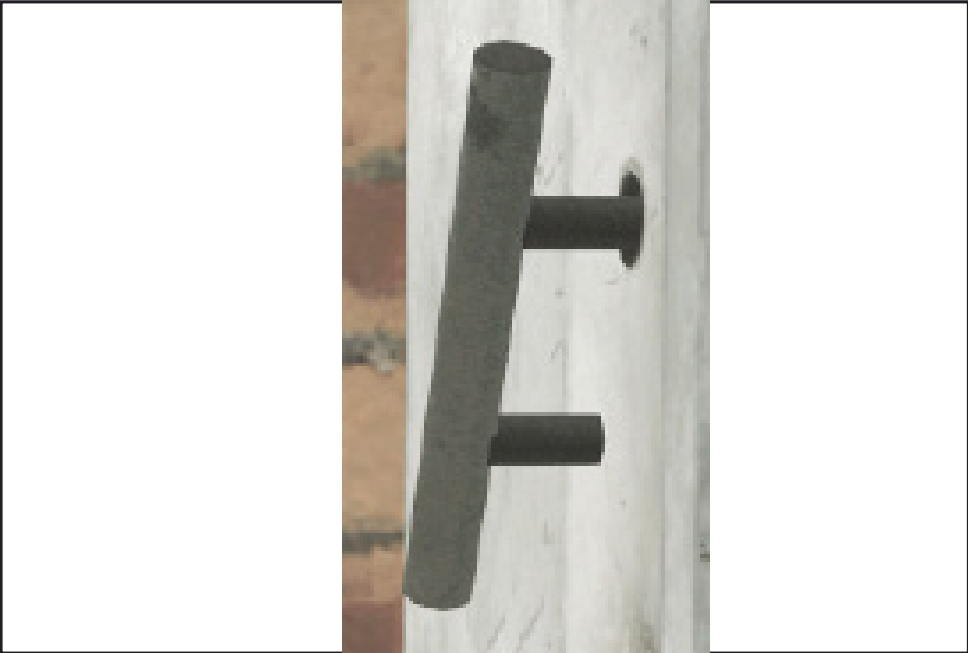


This has thick and round side stroke. This has beak at the end of the top stroke and the bottom part of the stem is longer than the top part. This can be found in lab





This has two identical sized short side strokes. Unlike usual . The stroke of this is consistent and has similar thickness in every anatomical characteristics. This can be found in reserve map.





This has one horizontal stroke in the middle of the vertical stem facing downwards diagonally. The stroke of this is consistent in straight lines connecting each other. This can be found in lab map.





This has short horizontal stroke and the gap between top line and horizontal stroke is much shorter than that of the gap between the two horizontal strokes. This can be found in lab map



87





This has one vertical stem in the middle of the baseline. The horizontal stroke in the bottom of faces diagonally from the middle of the vertical stem. This can be found in reserve map.



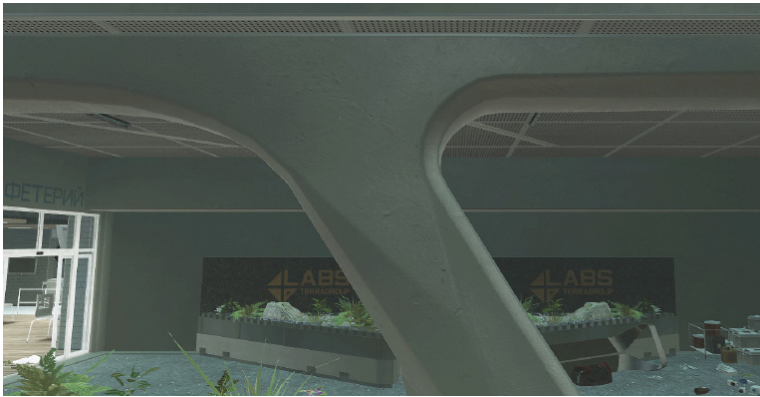


This has thicker horizontal stroke than usual . It does not have any serifs or beak at the end of the stems and at the end of the horizontal stroke. This can be found in lab map.





92





This contains a thin horizontal stroke on the top and the two vertical stems stick out from the horizontal stroke showing a unique beak design on the top of horizontal stroke. This can be found in lab map.





This has a consistent and straight stroke. It does not contain any serifs or beak at the end of the stem. It has the design of getting thicker as it goes down the stem. This can be found by searching on a flee market after level 15.



This booklet focuses on the typeface specimen found in the game, “Escape from Tarkov” made by the Battle State Games. All of the types of the pictures in the book can be found in specific areas in various maps playing the game. The booklet is consisted of two languages, English and Hangeul(Korean) including the consonants and the vowels. The descriptions of each letter is guided to places that can be found in the game.

Minseob Lee is a George Mason University Korea student who majors Computer Game Design and is in the second semester of the sophomore years. This booklet was made during the AVT 215 class instructed by Professor Ahmed.

Reference: <https://www.escapefromtarkov.com/>. (n.d.). Escape From Tarkov. <https://www.escapefromtarkov.com/>