Fortnite, the Black Hole of Waiting. Humour, camaraderie and emotional flux while waiting

Maria del Mar Pàmies
Universitat Rovira i Virgili
Othmane Aride
Universitat Rovira i Virgili
Gerard Ryan
Universitat Rovira i Virgili
Deepika Sharma
Universitat Rovira i Virgili

Acknowledgements:

This work was supported by Ministerio de Ciencia, Innovación y Universidades (PID2020-115743GB-I00).

Cite as:

Pàmies Maria del Mar, Aride Othmane, Ryan Gerard, Sharma Deepika (2025), Fortnite, the Black Hole of Waiting. Humour, camaraderie and emotional flux while waiting. *Proceedings of the European Marketing Academy*, 54th, (124937)

Paper from the 54th Annual EMAC Conference, Madrid, Spain, May 25-30, 2025



Fortnite, the Black Hole of Waiting: Challenging Assumptions about

Waiting

Abstract

Waiting has long been viewed as a negative aspect of service experiences, with widely held

beliefs suggesting longer waits inevitably lead to more negative emotional reactions. This study

empirically examines these assumptions in a naturalistic setting, analyzing a 37-hour

orchestrated wait during the Fortnite Black Hole event. Reflecting the evolving digitized

servicescape, the event involved communal engagement via live streaming and real-time

interactions, offering a unique context to explore how emotions evolve during prolonged waits.

Using qualitative and quantitative methods, we analyzed over 28,000 live-stream chatroom

entries. Grounded theory identified key emotional trajectories, while sentiment analysis and

temporal segmentation quantified emotional shifts, measuring the polarity and intensity of

reactions over time. Findings reveal that emotional responses fluctuate, with curiosity, humor,

and camaraderie dominating early stages, and frustration and boredom increasing later.

Community engagement and humor moderated negative emotions, challenging assumptions

about waiting and highlighting the importance of social factors in shaping emotional

experiences.

Keywords: Waiting in services, emotions, consumer behaviour

Track: Consumer Behaviour