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Altri autori (Persone)	EmbrickDavid G WrightJ. Talmadge LukacsAndras
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Nota di contenuto	Contents; Acknowledgments; Introduction; Part I: Social-Psychological Implications of Virtual Play; 1 Marking the Territory; 2 Discursive Engagements in World of Warcraft; 3 The Intermediate Ego; 4 Producing Place and Play in Virtual Game Spaces; Part II: Social Inequalities in Video Game Spaces: Race, Gender, and Virtual Play; 5 Racism in Video Gaming; 6 Worlds of Whiteness; 7 Gendered Pleasures; 8 Sincere Fictions of Whiteness in Virtual Worlds; 9 The Goddess Paradox; Part III: Game Fans Speak Out; 10 World of Warcraft and "the World of Science"; 11 Cosmo-Play; 12 Beyond the Virtual Realm ConclusionIndex
Sommario/riassunto	This book represents cutting-edge research that addresses major issues of social exclusion, power and liberatory fantasies in virtual play. Specifically, the scope of the book examines three areas of concern:

social psychological implications of virtual gameplay; reproduction and contestation of social inequality in virtual realms.

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