

1. Record Nr.	UNINA9910451927203321
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Titolo	Play between worlds [[electronic resource]] : exploring online game culture // T.L. Taylor
Pubbl/distr/stampa	Cambridge, Mass., : MIT Press, c2006
ISBN	1-282-10089-0 9786612100895 0-262-28471-5 1-4237-7457-4
Descrizione fisica	1 online resource (206 p.)
Disciplina	794.8
Soggetti	Internet games - Social aspects Fantasy games - Social aspects Role playing - Social aspects Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references (p. [165]-192) and index.
Sommario/riassunto	"In Play Between Worlds, T.L. Taylor examines multiplayer gaming life as it is lived on the borders, in the gaps - as players slip in and out of complex social networks that cross online and offline space. Taylor questions the common assumption that playing computer games is an isolating and alienating activity indulged in by solitary teenage boys. Massively multiplayer online games (MMOGs), in which thousands of players participate in a virtual game world in real time, are in fact actively designed for sociability. Games like the popular EverQuest, she argues, are fundamentally social spaces."--Jacket.