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in the Shooter; 2.2 Racialized Representations Within Other Genres; 2.3 Hegemonic Imagery in Fighting Genres; 2.4 Gendered Depictions Within Video Games; 2.5 Conclusion; II: The Gaming Space; 3 Deviant Acts: Racism and Sexism in Virtual Gaming Communities; 3.1 Deviant Behavior in Virtual Communities; 3.1.1 Types of Gamers in Virtual Communities; 3.1.2 Griefing; 3.1.3 Flaming
3.2 Online Disinhibition3.2.1 Dissociative Anonymity; 3.2.2 Asynchronicity; 3.2.3 Solipsistic Introjection; 3.2.4 Dissociative Imagination; 3.2.5 Minimization of Status and Authority; 3.3 Linguistic Profiling: The Origin of Deviance in Xbox Live; 3.4 The Process Leading to Racism; 4 Deviant Bodies: Racism, Sexism, and Intersecting Oppressions; 4.1 Deviant Bodies, Racism, and Xbox Live; 4.2 Punishing Blackness in Popular Media; 4.2.1 The Resistant Masculinity Paradigm; 4.2.2 The Self-Made Masculinity Paradigm; 4.2.3 The Black Rage Paradigm; 4.2.4 The Plantation Patriarchy Paradigm
4.3 Intersecting Identities and Intersecting Oppressions4.3.1 Black Women and Intersectionality; 4.3.2 Latina and Chicana Identity Development and Oppression; III: The Solutions; 5 Deviant Bodies Resisting Deviant Acts; 5.1 Information Communication Technology and Women Organizing Online; 5.2 Examining the Organized Efforts of Women in Xbox Live; 5.2.1 Resource Mobilization Theory; 5.2.2 Applying Habitus to Marginalized Gamers in Xbox; 5.3 Conclusion; 6 Virtual Tools in the Virtual House?; 6.1 Black Feminist Thought in the Digital Era; 6.2 Effecting Change in Xbox Live; Bibliography
Video GameographyBibliography

Sommario/riassunto

Race, Gender, and Deviance in Xbox Live: Theoretical Criminology from the Virtual Margins provides a much-needed theoretical framework for examining deviant behavior and deviant bodies within one of the largest virtual gaming communities-Xbox Live. Previous research on video games has focused mostly on violence and examining violent behavior resulting from consuming this medium. This limited scope has skewed criminologists' understanding of video games and video game culture. Xbox Live has proven to be more than just a gaming platform for users. It has evolved into a multimed
