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Altri autori (Persone)	EnsslinAstrid MuseEben J
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Nota di contenuto	Introduction / Eben Muse and Astrid Ensslin -- Creating second communities. Liberate your avatar: the revolution will be socially networked / Paul Sermon and Charlotte Gould -- An imagined community of avatars : a theoretical interrogation of "Second life" as nation through the lens of Benedict Anderson's imagined communities / Kevin Miguel Sherman -- Programming processes: controlling "second lives" / Elizabeth Burgess -- Creating second identities. Embodiment and gender identity in virtual worlds: reconfiguring our "volatile bodies" / Sonia Fizek and Monika Wasilewska -- The body of the avatar: constructing human presence in virtual worlds / Denise Doyle -- The grips of fantasy: the construction of female characters in and beyond virtual game worlds / Isamar Carrillo Masso -- Creating

second spaces. Second chances: depictions of the natural world in "Second life" / Joseph S. Clark -- Avatar needs and the remediation of architecture in "Second life" / Astrid Ensslin -- The event of space: defining place in a virtual landscape / Eben Muse -- Afterword / Tom Boellstorff.

Sommario/riassunto

This book aims to provide insights into how 'second lives' in the sense of virtual identities and communities are constructed textually, semiotically and discursively, specifically in the online environment Second Life and Massively Multiplayer Online Games such as World of Warcraft. The book's philosophy is multi-disciplinary and its goal is to explore the question of how we as gamers and residents of virtual worlds construct alternative online realities in a variety of ways. Of particular significance to this endeavour are conceptions of the body in cyberspace and of spatiality, which man
