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Autore	Miller Kiri
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Introduction: Playing Along; PART ONE: Playing Along with Grand Theft Auto; 1. Straight Outta Ganton: Virtual Tourism, Fieldwork, and Performance; 2. Jacking the Dial: Radio, Race, and Place in San Andreas; PART TWO: Playing Along with Guitar Hero and Rock Band; 3. How Musical Is Guitar Hero?; 4. Just Add Performance: Staging Schizophonia; PART THREE: Playing Along with Communities of Practice; 5. Music Lessons 2.0; 6. Amateur-to-Amateur; Endgame; Notes; References; Index; A; B; C; D; E; F; G; H; I; J; K; L; M; N; O; P; R; S; T; V; WY

Sommario/riassunto

Why don't Guitar Hero players just pick up real guitars? What happens when millions of people play the role of a young black gang member in Grand Theft Auto: San Andreas? How are YouTube-based music lessons changing the nature of amateur musicianship? This book is about play, performance, and participatory culture in the digital age. Miller shows how video games and social media are bridging virtual and visceral experience, creating dispersed communities who forge meaningful connections by ""playing along"" with popular culture. Playing Along reveals how digital media are brought to bear in th
