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Nota di contenuto	Introduction: Playful Participatory Practices -- Institutions in Play: Practices of Legitimation in Games -- Intrinsic Research – a Practice-Based Approach to Computer Game Modding -- Editor Games: Digital Construction Kits at the Beginning and End of a Participatory Gaming Culture -- Ecologies of Friends: Boy Masters of Craft, Live-Streaming, and Pockets of Others -- Modding the Stage -- Digging Deep – Mud as Medium. Playful Encounters with the Soil -- Expanded Game Art and Neurointerfaces as Means of Producersage -- On Action.
Sommario/riassunto	The volume addresses the matter of participatory media practices as playful appropriations within current digital media culture and artistic research. The aim is to explore and trace the shifting boundaries between media production and media use, and to develop concepts and methodologies that work within participatory media cultures. Therefore the articles explore and establish nuanced approaches to the oftentimes playful practices associated with the appropriation of

technology. Contents Playful Participatory Practices.- Institutions in Play: Practices of Legitimation in Games.- Intrinsic Research: a Practice-Based Approach to Computer Game Modding.- Editor Games: Digital Construction Kits at the Beginning and End of a Participatory Gaming Culture.- Ecologies of Friends: Boy Masters of Craft, Live-Streaming, and Pockets of Others.- Modding the Stage.- Digging Deep - Mud as Medium: Playful Encounters with the Soil.- Expanded Game Art and Neurointerfaces as Means of Probusage.- On Action Target Groups

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