

1. Record Nr.	UNINA9910583351603321
Titolo	Boundaries of self and reality online : implications of digitally constructed realities / / Jayne Gackenbach, Johnathan Bown, editors
Pubbl/distr/stampa	London, England : , : Academic Press, , 2017 ©2017
ISBN	0-12-804174-9
Descrizione fisica	1 online resource (310 pages) : illustrations
Disciplina	302.072
Soggetti	Social psychology - Research
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	; Chapter 1. Dimensions of cyberpsychology architecture / John Suler -- Section A: Self Online. ; Chapter 2. Understanding the self through the use of digitally constructed realities / Gino Yu -- ; Chapter 3. Flipping out: avatars and identity / Thomas A. Apperley and Justin Clemens -- ; Chapter 4. Avatar lives: narratives of transformation and identity / Denise Doyle -- ; Chapter 5. Internet use and self-development in Chinese culture / Zong-kui Zhou, Geng-feng Niu, Qing-qi Liu and Wu Chen -- ; Chapter 6. Beyond the boundaries of the game: the interplay between in-game phenomena, structural characteristics of video games, and game transfer phenomena / Angelica B. Ortiz de Gortari and Mark D. Griffiths -- ; Chapter 7. Self-other topology: the politics of (user) experience in the like economy / Tony D. Sampson -- ; Chapter 8. Shadow of technology: psyche, self, and life online / Michael A. Beier -- Section B: Simulation or Reality? ; Chapter 9. Video gaming frontier / Jayne Gackenbach, Dylan Wijeyaratnam and Carson Flockhart -- ; Chapter 10. Incarnated gamer: the theophoric quality of games, gaming, and gamers / Frank G. Bosman -- ; Chapter 11. Looking for the ultimate display: a brief history of virtual reality / Johnathan Bown, Elisa White and Akshya Boopalan -- ; Chapter 13. Virtual reality wave 3 / Michael R. Heim -- ; Chapter 14. Internet dreaming-is the web conscious? / J.F. Pagel -- ; Chapter 15. Information Age, virtual reality, and the bigger picture / Thomas Campbell.

"As technology continues to rapidly advance, individuals and society are profoundly changed. So too are the tools used to measure this universe and, therefore, our understanding of reality improves. Boundaries of Self and Reality Online examines the idea that technological advances associated with the Internet are moving us in multiple domains toward various "edges." These edges range from self, to society, to relationships, and even to the very nature of reality. Boundaries are dissolving and we are redefining the elements of identity. The book begins with explorations of the digitally constructed self and the relationship between the individual and technological reality. Then, the focus shifts to society at large and includes a contribution from Chinese researchers about the isolated Chinese Internet. The later chapters of the book explore digital reality at large, including discussions on virtual reality, Web consciousness, and digital physics."

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