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Nota di contenuto	Frontmatter -- Contents -- Introduction -- Part I - Role- Play and Spirituality -- The Epiphany Experiment -- Play to Find Yourself -- The Hunter Will Take You -- Part IIa - Practice: Game Design -- Conjuring The Witch's Way -- Practicing Dying -- Part IIb - Practice: Research -- Exploring Applications of Videogame Magic through Tumblr's Pop Culture Witchcraft -- Where the Magic is -- Part IIIa -Videogames: Experience -- I Believe in Videogames -- Fittingly Violent -- Part IIIb - Videogames: Perspective -- Spes Ultracombinatoria -- Sacred Places and Spatial Design in Fantasy- themed Isometric cRPGs -- Franchised Esotericism -- Part IIIc - Videogames: From the East -- Ex Anankes -- "At the Same Time ... Both Truth and Fiction" -- Religion and Spirituality in NieR: Automata -- Part IIId - Videogames: The Case Study of Dragon Age -- Negotiating Spiritual Uncertainty through the Lens of Videogames -- Religion According to Bioware -- Light, Blood, Stone, and Order -- Part IV - Concluding thoughts -- Unlocking the Spiritual Potential of Games
Sommario/riassunto	Fictional Practices of Spirituality provides critical insight into the implementation of belief, mysticism, religion, and spirituality into worlds of fiction, be it interactive or non-interactive. This first volume focuses on interactive, virtual worlds - may that be the digital realms of videogames and VR applications or the imaginary spaces of life action role-playing and soul-searching practices. It features analyses of

spirituality as gameplay facilitator, sacred spaces and architecture in videogame geography, religion in videogames and spiritual acts and their dramaturgic function in videogames, tabletop, or LARP, among other topics. The contributors offer a first-time ever comprehensive overview of play-rites as spiritual incentives and playful spirituality in various medial incarnations.

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