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| Autore | Ludlow Peter <1957-> |
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| Descrizione fisica | 1 online resource (312 p.) |
| Altri autori (Persone) | WallaceM <1955-> (Mark) |
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| Soggetti | Second Life (Game) Avatars (Virtual reality) Tabloid newspapers - Computer programs Shared virtual environments Internet |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Bibliographic Level Mode of Issuance: Monograph |
| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | The death of Urizenus -- Inside the virtual world -- Slinging bolts at the robot factory -- A day in the life of a techno-pagan newsroom -- Dollars and cyberspace -- The case of the broken jaw -- Crossing the line: scamming, griefing, and real-world crime -- Down the rabbit hole -- "Cyber me, baby!": sex, love, and software in the virtual world -- Murdered! -- Behind the pixel curtain -- Taking it to the virtual streets -- Into the code: exploits, mods, and hacks -- The resurrection of Urizenus Sklar -- The power of the virtual press -- Ruling the metaverse -- The day the grid disappeared -- The metaverse is born. |