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Titolo	2014 Spring Symposium : from lab to life : field based applications of MEMS & NEMS (MAMNA) : March 10, 2014, Baltimore MD. // IEEE
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Lingua di pubblicazione	Inglese
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Titolo	The state of play [[electronic resource]] : law, games, and virtual worlds // edited by Jack M. Balkin and Beth Simone Noveck
Pubbl/distr/stampa	New York, : New York University Press, c2006
ISBN	0-8147-3907-5
Descrizione fisica	1 online resource (320 p.)
Collana	Ex machina
Altri autori (Persone)	BalkinJ. M NoveckBeth Simone
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Soggetti	Video games - Law and legislation Virtual reality
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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. 289-290) and index.
Nota di contenuto	Introduction / Jack M. Balkin and Beth Simone Noveck -- Virtual worlds : a primer / F. Gregory Lastowka and Dan Hunter -- Virtual worldliness / Richard A. Bartle -- Declaring the rights of players / Raph Koster -- The right to play / Edward Castronova -- Law and liberty in virtual worlds / Jack M. Balkin -- Virtual crime / F. Gregory Lastowka and Dan Hunter -- Owned! Intellectual property in the age of eBayers, gold farmers, and other enemies of the virtual state / Julian Dibbell -- Virtual power politics / James Grimmelmann -- Escaping the gilded cage : user-created content and building the metaverse / Cory Ondrejka -- There is no spoon / Yochai Benkler -- Who killed Miss Norway? / Tracy Spaight -- Who's in charge of who I am? : identity and law online / Susan P. Crawford -- Privacy and data collection in virtual worlds / Tal Zarsky -- Virtual worlds, real rules : using virtual worlds to test legal rules / Caroline Bradley and A. Michael Froomkin -- The new visual literacy : how the screen affects the law / David R. Johnson -- Democracy-- the video game : virtual worlds and the future of collective action / Beth Simone Noveck.
Sommario/riassunto	The State of Play presents an essential first step in understanding how new digital worlds will change the future of our universe. Millions of people around the world inhabit virtual worlds: multiplayer online games where characters live, love, buy, trade, cheat, steal, and have every possible kind of adventure. Far more complicated and

sophisticated than early video games, people now spend countless hours in virtual universes like Second Life and Star Wars Galaxies not to shoot space invaders but to create new identities, fall in love, build cities, make rules, and break them. As digital worlds become increasingly powerful and lifelike, people will employ them for countless real-world purposes, including commerce, education, medicine, law enforcement, and military training. Inevitably, real-world law will regulate them. But should virtual worlds be fully integrated into our real-world legal system or should they be treated as separate jurisdictions with their own forms of dispute resolution? What rules should govern virtual communities? Should the law step in to protect property rights when virtual items are destroyed or stolen? These questions, and many more, are considered in *The State of Play*, where legal experts, game designers, and policymakers explore the boundaries of free speech, intellectual property, and creativity in virtual worlds. The essays explore both the emergence of law in multiplayer online games and how we can use virtual worlds to study real-world social interactions and test real-world laws. Contributors include: Jack M. Balkin, Richard A. Bartle, Yochai Benkler, Caroline Bradley, Edward Castranova, Susan P. Crawford, Julian Dibbell, A. Michael Froomkin, James Grimmelmann, David R. Johnson, Dan Hunter, Raph Koster, F. Gregory Lastowka, Beth Simone Noveck, Cory Ondrejka, Tracy Spaight, and Tal Zarsky.
