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Nota di contenuto	Being Virtual; Contents; Preface: New Beginnings; I: Identity Crisis; 1: Online Tribes; 2: Growing Up Online; 3: Enabling Technologies; 4: With This Click, I Thee Wed; 5: Gender Bending; 6: Age Matters; II: Being There; 7: Virtual Worlds, Real Lives; 8: Social Networks and Second Lives; III: Game Over; 9: Addicted to Murder; 10: Rape of an Avatar; 11: The Taboo Busters; 12: Age Play; IV: Logging Off; 13: The Google Effect; 14: Oh My God, They Stole Kenny!; V: So who ARE we online?; 15: The Collaborative You; Index
Sommario/riassunto	Thanks to the Internet, it has never been so easy to become the person of your wildest dreams. Immersive 3D worlds such as Second Life and THERE.com provide an escape route from the ordinary, into a virtual world where you have the power to mould your life in any way you please. Forget about walking, wheelchair users can fly. Pensioners wipe away the pains of age, discovering youthful exuberance and making young friends once more. No wonder it has become harder than ever to honestly answer the question: who am I? In Being Virtual, Davey Winder looks at how an increasing number of us are livi