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Titolo	Playing with religion in digital games / / edited by Heidi A. Campbell and Gregory Price Grieve
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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Introduction : what playing with religion offers digital game studies / Heidi A. Campbell and Gregory Price Grieve -- Dreidels to Dante's Inferno : toward a typology of religious games / Jason Anthony -- Locating the pixelated Jew : a multimodal method for exploring Judaism in The Shivah / Isamar Carrillo Masso and Nathan Abrams -- The global mediatization of Hinduism through digital games : representation versus simulation in Hanuman : boy warrior / Xenia Zeiler -- Silent Hill and Fatal Frame : finding transcendent horror in and beyond the Haunted Magic Circle / Brenda S. Gardenour Walter -- From Kuma\War to Quraish : representation of Islam in Arab and American video games / Vit [S,HAC]isler -- Citing the medieval : using religion as world-building infrastructure in fantasy MMORPGs / Rabia Gregory -- Hardcore Christian gamers : how religion shapes evangelical play / Shanny Luft -- Filtering cultural feedback : religion, censorship, and localization in Actraiser and other mainstream video games / Peter Likarish -- The importance of playing in earnest / Rachel Wagner -- "God modes" and "God moods" : what does a digital game need to be spiritually effective? / Oliver Steffen -- Bridging multiple realities : religion, play, and Alfred Schutz's theory of the life-world / Michael Waltemathe -- They kill mystery : the mechanistic bias of video game representations of religion and spirituality / Kevin Schut.

## Sommario/riassunto

Shaman, paragon, God-mode: modern video games are heavily coded with religious undertones. From the Shinto-inspired Japanese video game Okami to the internationally popular The Legend of Zelda and Halo, many video games rely on religious themes and symbols to drive the narrative and frame the storyline. Playing with Religion in Digital Games explores the increasingly complex relationship between gaming and global religious practices. For example, how does religion help organize the communities in MMORPGs such as World of Warcraft? What role has censorship played in localizing games like Act

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