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Sommario/riassunto

Race, Gender, and Deviance in Xbox Live: Theoretical Criminology from the Virtual Margins provides a much-needed theoretical framework for examining deviant behavior and deviant bodies within one of the largest virtual gaming communities-Xbox Live. Previous research on video games has focused mostly on violence and examining violent behavior resulting from consuming this medium. This limited scope has skewed criminologists' understanding of video games and video game culture. Xbox Live has proven to be more than just a gaming platform for users. It has evolved into a multimed
