

1. Record Nr.	UNINA9910820072303321
Titolo	Online gaming in context : the social and cultural significance of online games // edited by Garry Crawford, Victoria K. Gosling and Ben Light
Pubbl/distr/stampa	Abingdon, Oxon ; ; New York, : Routledge, 2011
ISBN	1-135-27504-1 0-415-71497-4 1-283-44206-X 9786613442062 1-135-27505-X 0-203-86959-1
Edizione	[1st ed.]
Descrizione fisica	1 online resource (313 p.)
Collana	Routledge advances in sociology ; ; 56
Classificazione	SOC000000SOC026000
Altri autori (Persone)	CrawfordGarry GoslingVictoria K LightBen
Disciplina	306.482
Soggetti	Internet games - Social aspects Electronic games - Social aspects
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Front Cover; Online Gaming in Context; Copyright Page; Contents; List of contributors; Acknowledgements; Part I: Introduction; 1. The social and cultural significance of online gaming: Garry Crawford, Victoria K. Gosling and Ben Light; Part II: Production and play; 2. Player production and innovation in online games: time for new rules?: Aphra Kerr; 3. Conflict, thought communities and textual appropriation in MMORPGs: Esther MacCallum-Stewart; 4. Thrift players in a twisted game world? A study of private online game servers: Holin Lin and Chuen-Tsai Sun 5. The only (end)game in town: designing for retention in World of Warcraft: Douglas Brown6. The boardgame online: Simulating the experience of physical games: Neil Randall; 7. Games in the mobile Internet: understanding contextual play in Flickr and Facebook: Frans Mayra; 8. The whereabouts of play, or how the magic circle helps create social identities in virtual worlds: Thiago Falcao and Jose Carlos Ribeiro; 9. Framing the game: four game-related approaches to Goffman's

frames: Rene Glas, Kristine Jørgensen, Torill Mortensen and Luca Rossi;

Part III: Communities and Communication

10. Identity-as-place: the construction of game refugees and fictive

ethnicities: Celia Pearce and Artemesia

11. The rise and fall of 'Cardboard Tube Samurai': Kenneth Burke identifying with the World of

Warcraft: Christopher A. Paul and Jeffrey Philpott; 12. Analyzing player

communication in multi-player games: Anders Drachen; 13. Recallin'

Fagin: linguistic accents, intertextuality and othering in narrative offline

and online video games: Astrid Ensslin; 14. Second Life as a digitally

mediated third place: social capital in virtual world communities: Fern

M. Delamere

15. Representations of race and gender within the gamespace of the

MMO EverQuest: Keith Massie

16. Wordslinger: visualizing physical abuse in a virtual environment: Kate E. Taylor; Part IV: Conclusion; 17.

It's not just a game: contemporary challenges for games research and

the internet: Garry Crawford, Victoria K. Gosling and Ben Light; Index

Sommario/riassunto

"There is little question of the social, cultural and economic importance of video games in the world today, with gaming now rivalling the movie and music sectors as a major leisure industry and pastime. The significance of video games within our everyday lives has certainly been increased and shaped by new technologies and gaming patterns, including the rise of home-based games consoles, advances in mobile telephone technology, the rise in more 'sociable' forms of gaming, and of course the advent of the Internet. This book explores the opportunities, challenges and patterns of gameplay and sociality afforded by the Internet and online gaming. Bringing together a series of original essays from both leading and emerging academics in the field of game studies, many of which employ new empirical work and innovative theoretical approaches to gaming, this book considers key issues crucial to our understanding of online gaming and associated social relations, including: patterns of play, legal and copyright issues, player production, identity construction, gamer communities, communication, patterns of social exclusion and inclusion around religion, gender and disability, and future directions in online gaming"

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