

1. Record Nr.	UNINA9910966693603321
Titolo	Social exclusion, power and video game play : new research in digital media and technology / / edited by David G. Embrick, J. Talmadge Wright, and Andras Lukacs
Pubbl/distr/stampa	Lanham, MD, : Lexington Books, 2012
ISBN	979-82-16-24437-0 1-280-66632-3 9786613643254 0-7391-3862-6
Edizione	[1st ed.]
Descrizione fisica	1 online resource (284 p.)
Classificazione	SOC022000GAM010000GAM013000SOC052000TEC052000TEC041000
Altri autori (Persone)	EmbrickDavid G WrightJ. Talmadge LukacsAndras
Disciplina	794.8
Soggetti	Video games - Social aspects Fantasy games - Social aspects Role playing - Social aspects Leisure - 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	Contents; Acknowledgments; Introduction; Part I: Social-Psychological Implications of Virtual Play; 1 Marking the Territory; 2 Discursive Engagements in World of Warcraft; 3 The Intermediate Ego; 4 Producing Place and Play in Virtual Game Spaces; Part II: Social Inequalities in Video Game Spaces: Race, Gender, and Virtual Play; 5 Racism in Video Gaming; 6 Worlds of Whiteness; 7 Gendered Pleasures; 8 Sincere Fictions of Whiteness in Virtual Worlds; 9 The Goddess Paradox; Part III: Game Fans Speak Out; 10 World of Warcraft and "the World of Science"; 11 Cosmo-Play; 12 Beyond the Virtual Realm ConclusionIndex
Sommario/riassunto	This book represents cutting-edge research that addresses major issues of social exclusion, power and liberatory fantasies in virtual play.

Specifically, the scope of the book examines three areas of concern: social psychological implications of virtual gameplay; reproduction and contestation of social inequality in virtual realms.
