1. **Record Nr.** UNISA990005600420203316
   Autore CONTI, Vittorio
   Titolo La rivoluzione repubblicana a Napoli e le strutture rappresentative (1647 - 1648) / Vittorio Conti
   Pubbl/distr/stampa Firenze : Centro Editoriale Toscano, 1984
   Descrizione fisica 81 p. ; 21 cm.
   Collana Politica e storia. Saggi e testi ; 8
   Disciplina 945.707 2
   Soggetti Napoli - Storia - Sec. 17
   Collocazione CC 945.707 2
   Lingua di pubblicazione Italiano
   Formato Materiale a stampa
   Livello bibliografico Monografia

2. **Record Nr.** UNINA9910787231203321
   Autore Laycock Joseph <1980->
   Titolo Dangerous games : what the moral panic over role-playing games says about play, religion, and imagined worlds / / Joseph P. Laycock
   Pubbl/distr/stampa Oakland, California : , : University of California Press, , 2015
   ©2015
   ISBN 0-520-28492-5
   0-520-96056-4
   Descrizione fisica 1 online resource (364 p.)
   Disciplina 793.93
   Soggetti Fantasy games - Moral and ethical aspects
   Role playing - Moral and ethical aspects
   Dungeons and Dragons (Game) - Moral and ethical 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 matter -- Contents -- Preface. "You Worship Gods from Books!" -- Introduction. Fantasy and Reality -- 1. The Birth of Fantasy Role-Playing Games -- 2. Dungeons & Dragons as Religious Phenomenon -- 3. Pathways into Madness: 1979-1982 -- 4. Satanic Panic: 1982-1991 -- 5. A World of Darkness: 1991-2001 -- 6. How Role-Playing Games Create Meaning -- 7. How the Imagination Became Dangerous -- 8. Rival Fantasies -- Conclusion. Walking between Worlds -- Notes -- Bibliography -- Index
Sommario/riassunto	The 1980's saw the peak of a moral panic over fantasy role-playing games such as Dungeons and Dragons. A coalition of moral entrepreneurs that included representatives from the Christian Right, the field of psychology, and law enforcement claimed that these games were not only psychologically dangerous but an occult religion masquerading as a game. Dangerous Games explores both the history and the sociological significance of this panic. Fantasy role-playing games do share several functions in common with religion. However, religion-as a socially constructed world of shared meaning-can also be compared to a fantasy role-playing game. In fact, the claims of the moral entrepreneurs, in which they presented themselves as heroes battling a dark conspiracy, often resembled the very games of imagination they condemned as evil. By attacking the imagination, they preserved the taken-for-granted status of their own socially constructed reality. Interpreted in this way, the panic over fantasy-role playing games yields new insights about how humans play and together construct and maintain meaningful worlds. Laycock's clear and accessible writing ensures that Dangerous Games will be required reading for those with an interest in religion, popular culture, and social behavior, both in the classroom and beyond.