

1. Record Nr.	UNISA996379048003316
Autore	de Lange Michiel
Titolo	Playful identities : the ludification of digital media cultures // edited by Valerie Frissen, Sybille Lammes, Michiel de Lange, Jos de Mul, Joost Raessens
Pubbl/distr/stampa	Amsterdam, : Amsterdam University Press, 2015 Amsterdam, [Netherlands] : , : Amsterdam University Press, , 2015 ©2015
ISBN	90-485-2303-6
Descrizione fisica	1 online resource (367 p.)
Collana	MediaMatters
Disciplina	794.8
Soggetti	Video games - Social aspects Video games - Psychological aspects Video games
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 at the end of each chapters and indexes.
Nota di contenuto	Front matter -- Contents -- 1. Homo ludens 2.0 : Play, media, and identity / Frissen, Valerie / Lammes, Sybille / de Lange, Michiel / de Mul, Jos / Raessens, Joost -- Part I: Play -- Introduction to Part I / Frissen, Valerie / Lammes, Sybille / de Lange, Michiel / de Mul, Jos / Raessens, Joost -- 2. Playland : Technology, self, and cultural transformation / Gergen, Kenneth J. -- 3. Spiritual play : Encountering the sacred in World of Warcraft / Aupers, Stef -- 4. Playful computer interaction / Cermak-Sassenrath, Daniel -- 5. Playful identity in game design and open-ended play / Deen, Menno / Schouten, Ben / Bekker, Tilde -- 6. Breaking reality : Exploring pervasive cheating in Foursquare / Glas, René -- 7. Playing with bits and bytes : The savage mind in the digital age / Frissen, Valerie -- Part II: Media -- Introduction to Part II / Frissen, Valerie / Lammes, Sybille / de Lange, Michiel / de Mul, Jos / Raessens, Joost -- 8. Location-based mobile games : Interfaces to urban spaces / de Souza e Silva, Adriana / Frith, Jordan -- 9. The playful use of mobile phones and its link to social cohesion / Ling, Rich -- 10. Digital cartographies as playful practices / Lammes, Sybille -- 11. Ludic identities and the magic circle / Calleja, Gordon -- 12. Play

(for) time / Crogan, Patrick -- 13. Playful identity politics : How refugee games affect the player's identity / Raessens, Joost -- Part III: Identity -- Introduction to Part III / Frissen, Valerie / Lammes, Sybille / de Lange, Michiel / de Mul, Jos / Raessens, Joost -- 14. Playing out identities and emotions / Jansz, Jeroen -- 15. Playing with others : The identity paradoxes of the web as social network / Timmermans, Jeroen -- 16. New media, play, and social identities / Fortunati, Leopoldina -- 17. Playing life in the metropolis: Mobile media and identity in Jakarta / de Lange, Michiel -- 18. The conflicts within the casual : The culture and identity of casual online play / Mäyrä, Frans -- 19. Afterplay / de Mul, Jos -- About the authors -- Index of Names -- Index of Subjects

---

## Sommario/riassunto

In *Playful Identities*, eighteen scholars examine the increasing role of digital media technologies in identity construction through play. Going beyond computer games, this interdisciplinary collection argues that present-day play and games are not only appropriate metaphors for capturing postmodern human identities, but are in fact the means by which people create their identity. From discussions of *World of Warcraft* and *Foursquare* to digital cartographies, the combined essays form a groundbreaking volume that features the most recent insights in play and game studies, media research, and identity studies.

---