

# DIGITAL CULTURE, PLAY, AND IDENTITY



A *WORLD OF WARCRAFT*® READER

edited by Hilde G. Corneliusson and Jill Walker Rettberg



# Digital Culture Play And Identity Digital Culture Play And Identity

**S Marginson**



## **Digital Culture Play And Identity Digital Culture Play And Identity:**

Digital Culture, Play, and Identity Hilde Corneliussen, Jill Walker Rettberg, 2008 This book examines the complexity of World of Warcraft from a variety of perspectives exploring the cultural and social implications of the proliferation of ever more complex digital gameworlds The contributors have immersed themselves in the World of Warcraft universe spending hundreds of hours as players leading guilds and raids exploring moneymaking possibilities in the in game auction house playing different factions races and classes conducting interviews and studying the game design as created by Blizzard Entertainment the game's developer and as modified by player created user interfaces The analyses they offer are based on both the firsthand experience of being a resident of Azeroth and the data they have gathered and interpreted The contributors examine the ways that gameworlds reflect the real world exploring such topics as World of Warcraft as a capitalist fairytale and the game's construction of gender the cohesiveness of the gameworld in terms of geography mythology narrative and the treatment of death as a temporary state aspects of play including deviant strategies perhaps not in line with the intentions of the designers and character both players identification with their characters and the game's culture of naming characters BOOK JACKET *Play, Creativity and Digital Cultures* Rebekah Willett, Muriel Robinson, Jackie Marsh, 2012-08-21 Recent work on children's digital cultures has identified a range of literacies emerging through children's engagement with new media technologies This edited collection focuses on children's digital cultures specifically examining the role of play and creativity in learning with these new technologies The chapters in this book were contributed by an international range of respected researchers who seek to extend our understandings of children's interactions with new media both within and outside of school They address and provide evidence for continuing debates around the following questions What notions of creativity are useful in our fields How does an understanding of play inform analysis of children's engagement with digital cultures How might school practice take account of out of school learning in relation to digital cultures How can we understand children's engagements with digital technologies in commercialized spaces Offering current research theoretical debate and empirical studies this intriguing text will challenge the thinking of scholars and teachers alike as it explores the evolving nature of play within the media landscape of the twenty first century **The Warcraft Civilization** William Sims Bainbridge, 2012-09-21 An exploration of the popular online role playing game World of Warcraft as a virtual prototype of the real human future World of Warcraft is more than a game There is no ultimate goal no winning hand no princess to be rescued WoW is an immersive virtual world in which characters must cope in a dangerous environment assume identities struggle to understand and communicate learn to use technology and compete for dwindling resources Beyond the fantasy and science fiction details as many have noted it's not entirely unlike today's world In The Warcraft Civilization sociologist William Sims Bainbridge goes further arguing that WoW can be seen not only as an allegory of today but also as a virtual prototype of tomorrow of a real human future in which tribe like groups will engage in combat

over declining natural resources build temporary alliances on the basis of mutual self interest and seek a set of values that transcend the need for war What makes WoW an especially good place to look for insights about Western civilization Bainbridge says is that it bridges past and future It is founded on Western cultural tradition yet aimed toward the virtual worlds we could create in times to come Digital Spirits in Religion and Media Alvin Eng Hui Lim, 2018-09-13 In many contemporary and popular forms of religious practice digital technology and the spiritual are inseparable Ranging from streaming broadcasts of spiritual possessions to screenings of mass prayer conferences in stadiums spirits and divinities now have new forms in which they can materialise By offering the notion of digital spirits this book critically attends to the intersections of digital media and spiritual beings It also puts forward a new performative perspective on how they interact Taking cues from the work of Stewart Hoover and Heidi Campbell among others the book begins with an outline of the current debates around religion performance and digital media It then moves on to examine how mediality and religion where embodied practices are carried out alongside virtual practices work together in contemporary Asia These case studies focus on lived religious practices in combination with various forms of media and so help demonstrate that digital technology in particular reveals the layered processes of spirituality in practice Gods and divinities have always relied on media to manifest and this book is a fascinating exploration of how digital media has continued that tradition and taken it in new directions As such it will be of great interest to scholars of religious studies digital media and performance studies

**Computer Games and New Media Cultures** Johannes Fromme, Alexander Unger, 2012-06-14 Digital gaming is today a significant economic phenomenon as well as being an intrinsic part of a convergent media culture in postmodern societies Its ubiquity as well as the sheer volume of hours young people spend gaming should make it ripe for urgent academic enquiry yet the subject was a research backwater until the turn of the millennium Even today as tens of millions of young people spend their waking hours manipulating avatars and gaming characters on computer screens the subject is still treated with scepticism in some academic circles This handbook aims to reflect the relevance and value of studying digital games now the subject of a growing number of studies surveys conferences and publications As an overview of the current state of research into digital gaming the 42 papers included in this handbook focus on the social and cultural relevance of gaming In doing so they provide an alternative perspective to one dimensional studies of gaming whose agendas do not include cultural factors The contributions which range from theoretical approaches to empirical studies cover various topics including analyses of games themselves the player game interaction and the social context of gaming In addition the educational aspects of games and gaming are treated in a discrete section With material on non commercial gaming trends such as modding and a multinational group of authors from eleven nations the handbook is a vital publication demonstrating that new media cultures are far more complex and diverse than commonly assumed in a debate dominated by concerns over violent content

**Dungeons, Dragons, and Digital Denizens** Gerald A. Voorhees, Joshua Call, Katie Whitlock, 2012-02-16 Dungeons

Dragons and Digital Denizens is a collection of scholarly essays that seeks to represent the far reaching scope and implications of digital role playing games as both cultural and academic artifacts As a genre digital role playing games have undergone constant and radical revision pushing not only multiple boundaries of game development but also the playing strategies and experiences of players Divided into three distinct sections this premiere volume captures the distinctiveness of different game types the forms of play they engender and their social and cultural implications Contributors examine a range of games from classics like Final Fantasy to blockbusters like World of Warcraft to obscure genre bending titles like Lux Pain Working from a broad range of disciplines such as ecocriticism rhetoric performance gender and communication these essays yield insights that enrich the field of game studies and further illuminate the cultural psychological and philosophical implications of a society that increasingly produces plays and discourses about role playing games *The Johns Hopkins Guide to Digital Media* Marie-Laure Ryan,Lori Emerson,Benjamin J. Robertson,2014-04-15 The first systematic comprehensive reference covering the ideas genres and concepts behind digital media The study of what is collectively labeled New Media the cultural and artistic practices made possible by digital technology has become one of the most vibrant areas of scholarly activity and is rapidly turning into an established academic field with many universities now offering it as a major The Johns Hopkins Guide to Digital Media is the first comprehensive reference work to which teachers students and the curious can quickly turn for reliable information on the key terms and concepts of the field The contributors present entries on nearly 150 ideas genres and theoretical concepts that have allowed digital media to produce some of the most innovative intellectual artistic and social practices of our time The result is an easy to consult reference for digital media scholars or anyone wishing to become familiar with this fast developing field Digital Culture: Understanding New Media Glen Creeber,Royston Martin,2008-12-16 Everything you need to know about new media in one accessible easy to navigate volume From Facebook to the iPhone from YouTube to Wikipedia from Grand Theft Auto to Second Life this book explores new media s most important issues and debates in an accessible and engaging text for newcomers to the field With technological change continuing to unfold at an incredible rate Digital Cultures rounds up major events in the media s recent past to help develop a clear understanding of the theoretical and practical debates that surround this emerging discipline It addresses issues such as What is new media How is new media changing our lives Is new media having a positive or negative effect on culture and human communication Each chapter contains case studies which provide an interesting and lively balance between the well trodden and the newly emerging themes in the field Topics covered include digital television digital cinema gaming digital democracy mobile phones the World Wide Web digital news online social networking music and multimedia virtual communities and the digital divide Digital Cultures is an essential introductory guide for all media and communication studies students as well as those with a general interest in new media and its impact on the world around us Gender and Sexuality in Online Game Cultures Jenny Sundén,Malin Sveningsson,2012-03-12 How do gender and

sexuality come to matter in online game cultures Why is it important to explore straight versus queer contexts of play And what does it mean to play together with others over time as co players and researchers Gender and Sexuality in Online Game Cultures is a book about female players and their passionate encounters with the online game World of Warcraft and its player cultures It takes seriously women s passions in games and as such draws attention to questions of pleasure in and desire for technology The authors use a unique approach of what they term a twin ethnography that develops two parallel stories Sveningsson studies straight game culture and makes explicit that which is of the norm by exploring the experiences of female gamers in a male dominated gaming context Sund n investigates queer game culture through the queer potentials of mainstream World of Warcraft culture as well as through the case of a guild explicitly defined as LGBT Academic research on game culture is flourishing yet feminist accounts of gender and sexuality in games are still in the making Drawing on feminist notions of performance performativity and positionality as well as the recent turn to affect and phenomenology within cultural theory the authors develop queer feminist studies of online player cultures in ways that are situated and embodied

**Utopic Dreams and Apocalyptic Fantasies** Talmadge J. Wright, David G. Embrick, Andras Lukacs, 2010-09-25 Few books have attempted to contextualize the importance of video game play with a critical social cultural and political perspective that raises the question of the significance of work pleasure fantasy and play in the modern world The study of why video game play is fun has often been relegated to psychology or the disciplines of cultural anthropology literary and media studies communications and other assorted humanistic and social science disciplines In Utopic Dreams and Apocalyptic Fantasies Talmadge Wright David Embrick and Andras Lukacs invites us to move further and consider questions on appropriate methods of researching games understanding the carnival quality of modern life the role of marketing in altering game narratives and the role of fantasy and desire in modern video game play Embracing an approach that combines a cultural and or critical studies approach with a sociological understanding of this new media moves the debate beyond simple media effects moral panics and industry boosterism to one of asking critical questions what does modern video game play mean what questions should we be asking and what can sociological research contribute to answering these questions This collection includes works which use textual analysis audience based research symbolic interactionism as well as political economic and psychoanalytic perspectives to illuminate areas of inquiry that preserves the pleasure of modern play while asking tough questions about what such pleasure means in a world divided by political economic cultural and social inequalities

**International Handbook of Internet Research** Jeremy Hunsinger, Lisbeth Klastrup, Matthew Allen, 2010-06-17 Internet research spans many disciplines From the computer or information sciences through engineering and to social sciences humanities and the arts almost all of our disciplines have made contributions to internet research whether in the effort to understand the effect of the internet on their area of study or to investigate the social and political changes related to the internet or to design and develop software and hardware for the network The possibility and extent of

contributions of internet research vary across disciplines as do the purposes methods and outcomes Even the epistemological underpinnings differ widely The internet then does not have a discipline of study for itself It is a eld for research Baym 2005 an open environment that simultaneously supports many approaches and techniques not otherwise commensurable with each other There are of course some inhibitions that limit explorations in this eld research ethics disciplinary conventions local and national norms customs laws borders and so on Yet these limits on the int net as a eld for research have not prevented the rapid expansion and exploration of the internet After nearly two decades of research and scholarship the limits are a positive contribution providing bases for discussion and interrogation of the contexts of our research making internet research better for all These limits challenges that constrain the theoretically limitless space for internet research create boundaries that give de nition to the eld and provide us with a particular topography that enables research and investigation

**The Dark Side of Game Play** Torill Elvira Mortensen,Jonas Linderoth,Ashley ML Brown,2015-06-05 Games allow players to experiment and play with subject positions values and moral choice In game worlds players can take on the role of antagonists they allow us to play with behaviour that would be offensive illegal or immoral if it happened outside of the game sphere While contemporary games have always handled certain problematic topics such as war disasters human decay post apocalyptic futures cruelty and betrayal lately even the most playful of genres are introducing situations in which players are presented with difficult ethical and moral dilemmas This volume is an investigation of dark play in video games or game play with controversial themes as well as controversial play behaviour It covers such questions as Why do some games stir up political controversies How do games invite or even push players towards dark play through their design Where are the boundaries for what can be presented in a games Are these boundaries different from other media such as film and books and if so why What is the allure of dark play and why do players engage in these practices Digital Media and Learner Identity J. Potter,2012-11-27 Drawing on research into autobiographical video production by young learners to present a theory of curatorship and new media this work explores facets of literacy and identity theory which provided the initial frames for examining the work and shows how curatorship works as a metaphor for new cultural and literacy practices

*Virtual Identities and Digital Culture* Victoria Kannen,Aaron Langille,2023-02-28 Virtual Identities and Digital Culture investigates how our online identities and cultures are embedded within the digital practices of our lives exploring how we form community how we play and how we re imagine traditional media in a digital world The collection explores a wide range of digital topics from dating apps microcelebrity and hackers to auditory experiences Netflix algorithms and live theatre online and builds on existing work in digital culture and identity by bringing new voices contemporary examples and highlighting platforms that are emerging in the field The book speaks to the modern reality of how our digital lives have been forever altered by our transnational experiences one of those key experiences is the pandemic but so too is systemic inequality questions of digital privacy and the role of joy in our online lives A vital contribution at a time of significant social

and cultural flux this book will be highly relevant to those studying digital culture within media communication cultural studies digital humanities and sociology departments

**Videogames, Identity and Digital Subjectivity** Rob

Gallagher, 2017-07-06 Cover Half Title Title Page Copyright Page Dedication Contents List of Figures Acknowledgements 1 Digital Subjects Videogames Technology and Identity 2 Datafied Subjects Profiling and Personal Data 3 Private Subjects Secrecy Scandal and Surveillance 4 Beastly Subjects Bodies and Interfaces 5 Synthetic Subjects Horror and Artificial Intelligence 6 Mobile Subjects Framing Selves and Spaces 7 Productive Subjects Time Value and Gendered Feelings Index

*The Routledge Companion to Video Game Studies* Mark J.P. Wolf, Bernard Perron, 2014-01-03 The number of publications dealing with video game studies has exploded over the course of the last decade but the field has produced few comprehensive reference works The Routledge Companion to Video Game Studies compiled by well known video game scholars Mark J P Wolf and Bernard Perron aims to address the ongoing theoretical and methodological development of game studies providing students scholars and game designers with a definitive look at contemporary video game studies Features include comprehensive and interdisciplinary models and approaches for analyzing video games new perspectives on video games both as art form and cultural phenomenon explorations of the technical and creative dimensions of video games accounts of the political social and cultural dynamics of video games Each essay provides a lively and succinct summary of its target area quickly bringing the reader up to date on the pertinent issues surrounding each aspect of the field including references for further reading Together they provide an overview of the present state of game studies that will undoubtedly prove invaluable to student scholar and designer alike

**Digital Gaming Re-imagines the Middle Ages** Daniel T.

Kline, 2013-09-11 Digital gaming's cultural significance is often minimized much in the same way that the Middle Ages are discounted as the backward and childish precursor to the modern period Digital Gaming Reimagines the Middle Ages challenges both perceptions by examining how the Middle Ages have persisted into the contemporary world via digital games as well as analyzing how digital gaming translates adapts and remediates medieval stories themes characters and tropes in interactive electronic environments At the same time the Middle Ages are reinterpreted according to contemporary concerns and conflicts in all their complexity Rather than a distinct time in the past the Middle Ages form a space in which theory and narrative gaming and textuality identity and society are remediated and reimagined Together the essays demonstrate that while having its roots firmly in narrative traditions neomedieval gaming where neomedievalism no longer negotiates with any reality beyond itself and other medievalisms creates cultural palimpsests multiply layered trans temporal artifacts Digital Gaming Re imagines the Middle Ages demonstrates that the medieval is more than just a stockpile of historically static facts but is a living subversive presence in contemporary culture

*Battlefields of Negotiation* Rene Glas, 2013-01-03 The massively multiplayer online role playing game World of Warcraft has become one of the most popular computer games of the past decade introducing millions around the world to community based play Within the boundaries set by its design the



game encourages players to appropriate and shape the game to their own wishes resulting in highly diverse forms of play and participation This illuminating study frames World of Warcraft as a complex socio cultural phenomenon defined by and evolving as a result of the negotiations between groups of players as well as the game s owners throwing new light on complex consumer producer relationships in the increasingly participatory but still tightly controlled media of online games

**Handbook of Research on Technoself: Identity in a Technological Society** Luppigini, Rocci,2012-10-31 This book provides insights to better enhance the understanding of technology s widespread intertwinement with human identity within an advancing technological society Provided by publisher

**Fifty Key Video Games** Bernard Perron,Kelly Boudreau,Mark J.P. Wolf,Dominic Arsenault,2022-07-26 This volume examines fifty of the most important video games that have contributed significantly to the history development or culture of the medium providing an overview of video games from their beginning to the present day This volume covers a variety of historical periods and platforms genres commercial impact artistic choices contexts of play typical and atypical representations uses of games for specific purposes uses of materials or techniques specific subcultures repurposing transgressive aesthetics interfaces moral or ethical impact and more Key video games featured include Animal Crossing Call of Duty Grand Theft Auto The Legend of Zelda Minecraft PONG Super Mario Bros Tetris and World of Warcraft Each game is closely analyzed in order to properly contextualize it to emphasize its prominent features to show how it creates a unique experience of gameplay and to outline the ways it might speak about society and culture The book also acts as a highly accessible showcase to a range of disciplinary perspectives that are found and practiced in the field of game studies With each entry supplemented by references and suggestions for further reading Fifty Key Video Games is an indispensable reference for anyone interested in video games

## **Digital Culture Play And Identity Digital Culture Play And Identity** Book Review: Unveiling the Power of Words

In a global driven by information and connectivity, the energy of words has become more evident than ever. They have the ability to inspire, provoke, and ignite change. Such is the essence of the book **Digital Culture Play And Identity Digital Culture Play And Identity**, a literary masterpiece that delves deep to the significance of words and their impact on our lives. Published by a renowned author, this captivating work takes readers on a transformative journey, unraveling the secrets and potential behind every word. In this review, we will explore the book's key themes, examine its writing style, and analyze its overall impact on readers.

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