

Play Between Worlds Exploring Online Game Culture



Play Between Worlds Exploring Online

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Play Between Worlds: Exploring Online Game Culture (The ...

T. L. Taylor is Associate Professor in Comparative Media Studies at MIT. She is the author of Play Between Worlds: Exploring Online Game Culture (MIT Press). A fascinating peek into the formal and social architecture that undergirds and shapes the cultural phenomena that is EverQuest.

Play Between Worlds | The MIT Press

In Play Between Worlds, T. L. Taylor examines multiplayer gaming life as it is lived on the borders, in the gaps—as players slip in and out of complex social networks that cross online and offline space.

Play Between Worlds: Exploring Online Game Culture - MIT ...

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Play Between Worlds: Exploring Online Game Culture - free ...

The book specifically centers itself on power gamers and transformation of rules and the meaning of play, female gamers and complex social identification in games (at the time) commonly aimed at "boys", and politics and ownership of virtual worlds, where consumer rights are not recognised, and where the labour of players can instantly be taken away if the company wishes to.

Play Between Worlds: Exploring Online Game Culture by T.L ...

Summary: "In Play Between Worlds, T.L. Taylor examines multiplayer gaming life as it is lived on the borders, in the gaps - as players slip in and out of complex social networks that cross online and offline space.

Play between worlds : exploring online game culture (Book ...

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Play Between Worlds: Exploring Online Game Culture - T. L ...

Delving deeper into the meaning of the alternative sphere, the paper revisits 2 central issues in Internet research, namely the relationships between the online and the offline worlds, and identity management within online settings. The paper concludes by proposing a new term - VirtuReal - to address these issues.

Play between Worlds : Exploring Online Game Culture / T.L ...

Play Between Worlds is an examination of massively multiplayer online games, or MMOGs, game worlds that are characterized by their persistence and their large-scale social structure. EverQuest represents one of the earliest mass market successes in the genre and this book provides some understanding as to why.

Project MUSE - Play Between Worlds: Exploring Online Game ...

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Play Between Worlds: Exploring Online Game Culture ...

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Play Between Worlds: Exploring Online Game Culture

In *Play Between Worlds*, T. L. Taylor examines multiplayer gaming life as it is lived on the borders, in the gaps--as players slip in and out of complex social networks that cross online and offline space. Taylor questions the common assumption that playing computer games is an isolating and alienating activity indulged in by solitary teenage boys.

Play Between Worlds Exploring Online Gaming Culture: T L ...

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Play Between Worlds: Exploring Online Game Culture

Play between Worlds: Exploring Online Game Culture Reviewer(s): Ross MacDonald (Auckland War Memorial Museum) Keywords: Information society, Games, Internet Review Number: 2007 /4 Review Subject: Play between Worlds: Exploring Online Game Culture T.L. Taylor Publisher Name: MIT Press Place of Publication: Cambridge, MA

Play between Worlds: Exploring Online Game Culture ...

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Amazon.com: Play Between Worlds: Exploring Online Game ...

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Review: T.L. Taylor, Play between Worlds: Exploring Online ...

Play Between Worlds: Exploring Online Game Culture. Multiplayer gaming life as it's lived on the borders, in the gaps, as players slip in and out of complex social networks crossing online and offline space.

T.L. Taylor | MIT Comparative Media Studies/Writing

Play Between Worlds Exploring Online Game Culture T. L. Taylor The MIT Press Cambridge, Massachusetts London, England

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As games, particularly virtual worlds, become increasingly popular and as they begin to approximate large scale social systems in size and nature, they have also become spaces where play and learning have merged in fundamental ways. More important is the idea that the kind of learning that happens in the spaces of these massively multiplayer online games is fundamentally different than what we ...

The Play of Imagination: Extending the Literary Mind ...

Play Between Worlds: Exploring Online Game Culture (MIT Press) PDF. In *Play Between Worlds*, T. L. Taylor examines multiplayer gaming life as it is lived on the borders, in the gaps -- as players slip in and out of complex social networks that cross online and offline ... (*Exploring* (New Leaf Press)) *Carnal Resonance: Affect and Online ...*

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