



## Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press)

*From The MIT Press*

Download now

Read Online ➔

### Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press) From The MIT Press

World of Warcraft is the world's most popular massively multiplayer online game (MMOG), with (as of March 2007) more than eight million active subscribers across Europe, North America, Asia, and Australia, who play the game an astonishing average of twenty hours a week. 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. The varied perspectives of the contributors -- who come from such fields as game studies, textual analysis, gender studies, and postcolonial studies -- reflect the breadth and vitality of current interest in MMOGs.

↓ [Download Digital Culture, Play, and Identity: A World of Wa ...pdf](#)

📖 [Read Online Digital Culture, Play, and Identity: A World of ...pdf](#)



# Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press)

*From The MIT Press*

**Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press)** From The MIT Press

World of Warcraft is the world's most popular massively multiplayer online game (MMOG), with (as of March 2007) more than eight million active subscribers across Europe, North America, Asia, and Australia, who play the game an astonishing average of twenty hours a week. 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. The varied perspectives of the contributors -- who come from such fields as game studies, textual analysis, gender studies, and postcolonial studies -- reflect the breadth and vitality of current interest in MMOGs.

**Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press)** From The MIT Press  
**Bibliography**

- Sales Rank: #1679694 in Books
- Published on: 2011-09-30
- Original language: English
- Number of items: 1
- Dimensions: 9.00" h x .63" w x 7.00" l, 1.22 pounds
- Binding: Paperback
- 312 pages

 [Download Digital Culture, Play, and Identity: A World of Wa ...pdf](#)

 [Read Online Digital Culture, Play, and Identity: A World of ...pdf](#)

## **Editorial Review**

### Review

Multidisciplinary in their perspectives, thoughtful in their analyses, and above all deeply and collaboratively engaged with the online world whereof they speak, the contributors to this 'World of Warcraft Reader' have fashioned not only a valuable introduction to one of the core texts of the new digital literacy, but a working model of the most rewarding forms this emergent literacy may take.

(Julian Dibbell, author of *Play Money: Or How I Quit My Day Job and Made Millions Trading Virtual Loot*)

With its millions of users around the globe, World of Warcraft points to a future cyberspace far more fantastic and revolutionary than we had ever imagined: entire human societies immersed for thousands of hours in pursuit of fictional dragons. The essays in this book reveal the differences and similarities found in the human societies of World of Warcraft, explosive combinations that will shock our century as game worlds come to dominate daily life.

(Edward Castronova, Indiana University)

The authors represent a new breed of academic scholar, researchers who don't just study games, but play them as well. The essays reflect the intimate knowledge of the game, the many hours logged into the digital world of Azeroth, and the deep love/hate relationship with World of Warcraft that every player knows so well. Because they are in fact players, the authors' joy and excitement for the game shines through every essay in the collection.

(Eric Zimmerman, Co-Founder of Gamelab, and co-author of *Rules of Play*, and *The Game Design Reader*)

It's a delight to read so many astute game studies scholars approach one game, in one volume. World of Warcraft Reader provides an invaluable comparative resource for the field.

(Mary Flanagan, Department of Film and Media Studies, Hunter College, and co-editor of *re: skin*)

### About the Author

Hilde G. Corneliussen is Associate Professor of Humanistic Informatics at the University of Bergen, Norway.

Jill Walker Rettberg is Associate Professor of Humanistic Informatics at the University of Bergen, Norway.

## **Users Review**

### **From reader reviews:**

#### **Joseph Bolden:**

Book is to be different for every single grade. Book for children until adult are different content. To be sure that book is very important for us. The book Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press) was making you to know about other know-how and of course you can take more information. It doesn't matter what advantages for you. The publication Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press) is not only giving you much more new information but also to be your friend when you experience bored. You can spend your own personal spend time to read your reserve. Try to make relationship with the book Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press). You never experience lose out for everything in the event you read some books.

#### **Dawn Fernandez:**

People live in this new day of lifestyle always attempt to and must have the extra time or they will get wide range of stress from both day to day life and work. So , if we ask do people have spare time, we will say absolutely sure. People is human not only a robot. Then we request again, what kind of activity do you possess when the spare time coming to a person of course your answer will unlimited right. Then do you try this one, reading books. It can be your alternative inside spending your spare time, typically the book you have read is Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press).

#### **Robert Oshea:**

Are you kind of occupied person, only have 10 or 15 minute in your day to upgrading your mind expertise or thinking skill actually analytical thinking? Then you have problem with the book in comparison with can satisfy your short period of time to read it because pretty much everything time you only find e-book that need more time to be examine. Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press) can be your answer as it can be read by an individual who have those short free time problems.

#### **Mary Linkous:**

A lot of reserve has printed but it takes a different approach. You can get it by world wide web on social media. You can choose the most beneficial book for you, science, comedy, novel, or whatever by means of searching from it. It is called of book Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press). You can include your knowledge by it. Without departing the printed book, it can add your knowledge and make you actually happier to read. It is most important that, you must aware about e-book. It can bring you from one place to other place.

**Download and Read Online Digital Culture, Play, and Identity: A  
World of Warcraft® Reader (MIT Press) From The MIT Press  
#O1TZKNBFC8X**

## **Read Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press) From The MIT Press for online ebook**

Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press) From The MIT Press Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press) From The MIT Press books to read online.

## **Online Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press) From The MIT Press ebook PDF download**

### **Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press) From The MIT Press Doc**

**Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press) From The MIT Press Mobipocket**

**Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press) From The MIT Press EPub**

**O1TZKNBFC8X: Digital Culture, Play, and Identity: A World of Warcraft® Reader (MIT Press) From The MIT Press**