Mmorpg Like World Of Warcraft

Gregory Trefry

Identity and Collaboration in World of Warcraft Phillip Michael Alexander,2018-03-25 Electracy and Transmedia Studies | Series Editors: Jan Rune Holmevik and Cynthia Haynes. IDENTITY AND COLLABORATION IN WORLD OF WARCRAFT tells the story of what happens when a Cherokee gamer, using a storyteller's perspective and a methodology built from equal parts Indigenous tradition and current academic field knowledge, spends a year in what was at-the-time the largest online video game in the world. Following from work by James Paul Gee and Bonnie Nardi, Phillip Michael Alexander ventured forth into the game world to see what someone who was a gamer long before he was an academic might see in this same fascinating virtual space. In working with, playing with, and sharing the stories of a ten-person "raid" group—players performing at the highest level within the game—he set out to determine how those gamers most invested in success built identities and communities. The resulting work is a reader-friendly, theory-informed, virtual-boots-on-the-virtual-ground look at how gamers craft in-game identities, find like-minded gamers to form group identities, then organize to do staggering amounts of work in a virtual world. For anyone who ever wondered what the appeal of World of Warcraft is, Phillip Michael Alexander illustrates how some of the most active, most engaged, and most talented players spend their time in that virtual world.

Virtually Sacred Robert M. Geraci,2014-06-13 Millions of users have taken up residence in virtual worlds, and in those worlds they find opportunities to revisit and rewrite their religious lives. Robert M. Geraci argues that virtual worlds and video games have become a locus for the satisfaction of religious needs, providing many users with devoted communities, opportunities for ethical reflection, a meaningful experience of history and human activity, and a sense of transcendence. Using interviews, surveys, and his own first-hand experience within the virtual worlds, Geraci shows how World of Warcraft and Second Life provide participants with the opportunity to rethink what it means to be religious in the contemporary world. Not all participants use virtual worlds for religious purposes, but many online residents use them to rearrange or replace religious practice as designers and users collaborate in the production of a new spiritual marketplace. Using World of Warcraft and Second Life as case studies, this book shows that many residents now use virtual worlds to re-imagine their traditions and work to restore them to authentic sanctity, or else replace religious institutions with virtual communities that provide meaning and purpose to human life. For some online residents, virtual worlds are even keys to a post-human future

where technology can help us transcend mortal life. Geraci argues that World of Warcraft and Second Life are virtually sacred because they do religious work. They often do such work without regard for-and frequently in conflict with-traditional religious institutions and practices; ultimately they participate in our sacred landscape as outsiders, competitors, and collaborators.

Serious Games Ute Ritterfeld,Michael Cody,Peter Vorderer,2009-09-10 The central purpose of this book is to examine critically the claim that playing games can provide learning that is deep, sustained and transferable to the real world.

The Avatar Faculty Jeffrey G. Snodgrass,2023-01-10 The Avatar Faculty creatively examines the parallels between spiritual and digital activities to explore the roles that symbolic second selves—avatars—can play in our lives. The use of avatars can allow for what anthropologists call ecstasy, from the Greek ekstasis, meaning standing outside oneself. The archaic techniques of promoting spiritual ecstasy, which remain central to religious healing traditions around the world, now also have contemporary analogues in virtual worlds found on the internet. In this innovative book, Jeffrey G. Snodgrass argues that avatars allow for the ecstatic projection of consciousness into alternate realities, potentially providing both the spiritually possessed and gamers access to superior secondary identities with elevated social standing. Even if only temporary, self-transformations of these kinds can help reduce psychosocial stress and positively improve health and well-being.

Game Boys Michael Kane,2008-06-19 A year inside the fierce rivalries and big business of competitive videogaming A technology-fueled spin on a classic sports tale, Game Boys profiles cyber-athletes who compete for dominance in the professional gaming circuit, a world populated with rivalries, big egos, corporate sponsorships, and large cash prizes. Michael Kane's pioneering account of the lifestyle and business of gaming takes readers to the heart of e-sports, what many consider the successor in sports entertainment to the X-games and competitive poker. Following the top teams-3D and CompLexity, a rivalry as bitter as the Yankees versus the Red Sox-Kane profiles the star players as they cheat, strategize, sign with rival teams, and get berated by sideline-pacing coaches. Are gamers really the athletes of tomorrow? They act like they are. A lively tour of the quirks and dramas of a subculture on the cusp of big things, Game Boys is a tale of sports glory and a glimpse into the lucrative business of gaming.

GameAxis Unwired ,2007-05 GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know.

Four Futures by Kit Reed Kit Reed,2017-02-07 Four speculative near futures by Kit Reed, author of Where and Mormama, showcasing her sharp and transgressive social dystopias where characters are pushed to their psychological limits. @Expectations Jenny lives a typical suburban life and stumbles upon an online community where people create their

own lives through words. Soon she becomes so far removed from her life that she can no longer see the line between reality and fantasy. Thinner Than Thou In a world where religion says everyone must look young and perfect, the ultimate heresy is being too fat, too thin, or too old. The Baby Merchant Precipitously falling fertility rates (due to viruses and other biological complications) allow Tom Starbird to make a living finding the perfect unwanted baby for the perfect, very wealthy, parents. Enclave The compelling story of an isolated community under pressure, Enclave shows how men, women, and teenagers react when their hermetically-sealed mountaintop community is attacked by biological and electronic viruses. Some become heroes, some become villains . . . and some confound their own and others' expectations. This ebook contains the full text of four novels by Kit Reed. @Expectations Thinner Than Thou The Baby Merchant Enclave At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Casual Game Design Gregory Trefry,2010-01-26 From Windows Solitaire to Bejeweled to Wii Tennis, casual games have radically changed the landscape of games. By simplifying gameplay and providing quick but intense blasts of engaging play, casual games have drawn in huge new audiences of players. To entertain and engage the casual player, game designers must learn to think about what makes casua

Con$umed Benjamin R. Barber,2007 An examination of the effects of capitalism on American culture and society reveals how consumer capitalism overproduces goods, targets children as consumers, and replaces public goods with private commodities.

The New Digital Shoreline Roger McHaney,2023-07-03 Two seismic forces beyond our control – the advent of Web 2.0 and the inexorable influx of tech-savvy Millennials on campus – are shaping what Roger McHaney calls "The New Digital Shoreline" of higher education. Failure to chart its contours, and adapt, poses a major threat to higher education as we know it.These forces demand that we as educators reconsider the learning theories, pedagogies, and practices on which we have depended, and modify our interactions with students and peers—all without sacrificing good teaching, or lowering standards, to improve student outcomes. Achieving these goals requires understanding how the indigenous population of this new shoreline is different. These students aren't necessarily smarter or technologically superior, but they do have different expectations. Their approaches to learning are shaped by social networking and other forms of convenient, computer-enabled and mobile communication devices; by instant access to an over-abundance of information; by technologies that have conferred the ability to personalize and customize their world to a degree never seen before; and by time-shifting and time-slicing.As well as understanding students' assumptions and expectations, we have no option but to familiarize ourselves with the characteristics and applications of Web 2.0—essentially a new mind set about how to use Internet technologies around the concepts of social computing, social media, content sharing, filtering, and user experience.Roger McHaney not only deftly analyzes how Web 2.0 is shaping the attitudes and motivations of today's students, but guides us through the topography of

existing and emerging digital media, environments, applications, platforms and devices – not least the impact of e-readers and tablets on the future of the textbook – and the potential they have for disrupting teacher-student relationships; and, if appropriately used, for engaging students in their learning.This book argues for nothing less than a reinvention of higher education to meet these new realities. Just adding technology to our teaching practices will not suffice. McHaney calls for a complete rethinking of our practice of teaching to meet the needs of this emerging world and envisioning ourselves as connected, co-learners with our students.

The Ecology of Games Katie Salen Tekinbas,2007-11-30 An exploration of games as systems in which young people participate as gamers, producers, and learners. In the many studies of games and young people's use of them, little has been written about an overall "ecology" of gaming, game design and play—mapping the ways that all the various elements, from coding to social practices to aesthetics, coexist in the game world. This volume looks at games as systems in which young users participate, as gamers, producers, and learners. The Ecology of Games (edited by Rules of Play author Katie Salen) aims to expand upon and add nuance to the debate over the value of games—which so far has been vociferous but overly polemical and surprisingly shallow. Game play is credited with fostering new forms of social organization and new ways of thinking and interacting; the contributors work to situate this within a dynamic media ecology that has the participatory nature of gaming at its core. They look at the ways in which youth are empowered through their participation in the creation, uptake, and revision of games; emergent gaming literacies, including modding, world-building, and learning how to navigate a complex system; and how games act as points of departure for other forms of knowledge, literacy, and social organization. Contributors Ian Bogost, Anna Everett, James Paul Gee, Mizuko Ito, Barry Joseph, Laurie McCarthy, Jane McGonigal, Cory Ondrejka, Amit Pitaru, Tom Satwicz, Kurt Squire, Reed Stevens, S. Craig Watkins

Media Literacy W. James Potter,2018-12-27 Media Literacy teaches readers how to navigate through the overwhelming flood of information found in today's media-saturated world. Drawing from thousands of media research studies, author W. James Potter explores the key components to understanding the fascinating world of mass media. Potter presents numerous examples and facts to help readers understand how the media operate, how they attract attention, and how they influence the public. The Ninth Edition has been thoroughly updated to evolve with the ever-changing media landscape and features a new chapter on fake news, debating what we as news consumers can do to recognize fake news in order to avoid its influence. Each chapter concludes with a set of exercises to help readers apply the chapter material to everyday life and engage in a step-by-step process to increase their own media literacy.

Human-centered Information Fusion David Lee Hall,John M. Jordan,2010 Information fusion refers to the merging of information from disparate sources with differing conceptual, contextual and typographical representations. Rather than focusing on traditional data fusion applications which have been mainly concerned with physical military targets, this unique

resource explores new human-centered trends, such as locations, identity, and interactions of individuals and groups (social networks). Moreover, the book discusses two new major sources of information: human observations and web-based information.This cutting-edge volume presents a new view of multi-sensor data fusion that seeks to address these new developments, explicitly considering the active role of a human user/analyst. Professionals become knowledgeable about the key inputs into this innovative information fusion process, including traditional sensing resources (S-space), dynamic communities of human observers (H-space), and resources such as archived sensor data, blogs, and dynamic news reports from citizen reporters via the Internet (I-space).

Imho (In My Humble Opinion) R. J. Lavallee,2009-01-01 The intention of IMHO is to make readers think, presenting the facts that proponents and opponents of technology use to support their positions in a way that lets readers determine what these facts really mean. Ultimately, IMHO is a reminder that the future of human communication is in our hands, and that we are the active participants in the shaping of it.

Create your own 3D Video Games like pros with Blender Gregory Gossellin de Benicourt,2023-02-22 Reserved, for a long time, to a small circle of enthusiast developers, 3D is not yet commonly used by independent video games development studios (the Indies). It's for a good reason: the entrance ticket is relatively high. With Blender 2.76 (free and Open Source), you can model, animate, create a 3D rendering and have a game engine. It is a perfect tool for the beginner and for the one that wants to create a commercial game. Blender is also a complement to tools like Unity, CryEngine, Unreal Engine and other commercial engines. Thanks to the resources freely available to everybody on the Internet, you don't have to be graphic designer or programmer to create a game. You don't want to read 400 pages of theory about modeling, animating and programming in python? This book was written for you. You are invited to create directly several game projects: a platform game (like Super mario), a First-person Shooter (like Doom, Far Cry or Half-Life), a Third-person RPG (like Tomb Raider, GTA or Watch Dogs), a voxel sandbox game (like Minecraft), a car race and a flight simulator. With these projects, about a hundred recipes will help you to create any type of game. If you aren't an addict, it'll come to you sooner than you realize. It's more fun to create a game than to play with the last blockbuster. You'll be the architect of a new world, with its own rules. The only limits are the one of your imagination... High technology enthusiast, games addict and 3D geek, the author wants to honor these games that have revolutionized this domain.

Surviving the Wild Wild Web Marton Gergely,Ian Grey,Heba Saleous,2024-12-26 The information security arena is often vague and confusing for internet users, both young and old. New traps are being devised daily, and falling into them can take legal, ethical, financial, physical, and mental tolls on individuals. With increasing cases of fake news, identity theft, piracy, spying, and scams surfacing, this book explains the risks of the internet and how they can be mitigated from a personal and professional perspective. Surviving the Wild Wild Web: A User's Playbook to Navigating the Internet's Trickiest Terrains is a

readable guide addressing the malicious behaviors within internet cultures. Written in simple and jargon-free language, the book describes ten pillars of information security risks faced by all internet users. Each pillar will be detailed as a story, starting with the roots of the problem and branching out into tangential related issues and topics. Each chapter ends by detailing ways a user can avoid falling victim to cyber threats. It uses a combination of news articles, topical current events, and previously published academic research to underpin the ideas and navigates how users interact with the World Wide Web. The book aims to create a generation of internet-literate readers who can spot the pitfalls of the internet in their personal and professional lives to surf the web safely. This guide will appeal to any individual interested in internet safety, with a potential readership extending to students and professionals in the fields of computer science, information systems, cybersecurity, business, management, human resources, psychology, medicine, education, law, and policy.

Media Audiences John L. Sullivan,2013 Whether we are watching TV, surfing the Internet, listening to our iPods, or reading a novel, we are all engaged with media as a member of an audience. Despite the widespread use of this term in our popular culture, the meaning of the audience is complex, and it has undergone significant historical shifts as new forms of mediated communication have developed from print, telegraphy, and radio to film, television, and the Internet. Media Audiences explores the concept of media audiences from four broad perspectives: as victims of mass media, as market constructions & commodities, as users of media, and as producers & subcultures of mass media. The goal of the text is for students to be able to think critically about the role and status of media audiences in contemporary society, reflecting on their relative power in relation to institutional media producers.

Digital Games and Learning Sara de Freitas,Paul Maharg,2011-03-31 The popularity of entertainment gaming over the last decades has led to the use of games for non-entertainment purposes in areas such as training and business support. The emergence of the serious games movement has capitalized on this interest in leisure gaming, with an increase in leisure game approaches in schools, colleges, universities and in professional training and continuing professional development. The movement raises many significant issues and challenges for us. How can gaming and simulation technologies be used to engage learners? How can games be used to motivate, deepen and accelerate learning? How can they be used to greatest effect in learning and teaching? The contributors explore these and many other questions that are vital to our understanding of the paradigm shift from conventional learning environments to learning in games and simulations.

Career Building Through Fan Fiction Writing Miriam Segall,2008-01-15 Introduces readers to fan fiction writing, the creation of original stories based on characters and settings from popular fiction, television programs, films, or video games, and suggests ways that this creative activity might lead to a career in writing.

Teach Like a Gamer Carly Finseth,2018-05-25 Digital role-playing games such as Rift, Diablo III, and Kingdoms of Amalur: Reckoning help players develop skills in critical thinking, problem solving, digital literacy, and lifelong learning. The

author examines both the benefits and the drawbacks of role-playing games and their application to real-world teaching techniques. Readers will learn how to incorporate games-based instruction into their own classes and workplace training, as well as approaches to redesigning curriculum and programs.

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