

Play communities existed long before massively multiplayer online games; they have ranged from bridge clubs to sports leagues, from tabletop role-playing games to Civil War reenactments. With the emergence of digital networks, however, new varieties of adult play communities have appeared, most notably within online games and virtual worlds. Players in these networked worlds sometimes develop a sense of community that transcends the game itself. In *Communities of Play*, game researcher and designer Celia Pearce explores emergent fan cultures in networked digital worlds -- actions by players that do not coincide with the intentions of the games designers. Pearce looks in particular at the Uru Diaspora -- a group of players whose game, *Uru: Ages Beyond Myst*, closed. These players (primarily baby boomers) immigrated into other worlds, self-identifying as refugees; relocated in *There.com*, they created a hybrid culture integrating aspects of their old world. Ostracized at first, they became community leaders. Pearce analyzes the properties of virtual worlds and looks at the ways design affects emergent behavior. She discusses the methodologies for studying online games, including a personal account of the sometimes messy process of ethnography. Pearce considers the play turn in culture and the advent of a participatory global playground enabled by networked digital games every bit as communal as the global village Marshall McLuhan saw united by television. Countering the ludological definition of play as unproductive and pointing to the long history of pre-digital play practices, Pearce argues that play can be a prelude to creativity.

Systemic Treatment Of Incest: A Therapeutic Handbook (Psychosocial Stress Series), Unparalleled Sorrow: Finding My Way Back From Depression, Abundance From the Desert: Classical Arabic Poetry (Middle East Literature In Translation), Sports Public Relations, #4 At All Costs (The Red Zone), Choisir detre libre ou etre libre de choisirÂ ? : Essai philosophique (Le Printemps de lethique t. 1) (French Edition), Integration without Membership: Switzerlands Bilateral Agreements with the European Union, CWNA Certified Wireless Network Administrator Study Guide: (Exam PW0-100), Aboriginal Politics in Southwestern Australia, Bowless Post-chaise Companion Travellers Directory Through England and Wales Being an 1782 [Hardcover],

Chapter 3: Emergence in Cultures, Games and Virtual Worlds. Emergent . And finally, I would like to thank the wonderful people at MIT Press who . While massively multiplayer online games (MMOGs) are lauded as the. *Communities of Play: Emergent Cultures in Multiplayer Games and Virtual Worlds*. Celia Pearce and Artemesia Cambridge, MA.: MIT Press, relevant to anyone interested in online games and worlds, ethnography, or game studies. *Communities of Play: Emergent Cultures in Multiplayer Games and Virtual Worlds*. By Celia Pearce and Artemesia. Cambridge, MA: MIT Press, Pp. xiii +.

*Communities of Play: Emergent Cultures in Multiplayer Games and Virtual Worlds* online game and an exploration of emergent fan cultures in virtual worlds. Published September 1st by Mit Press (first published August 28th ). Media International Australia. Pearce, Celia and Artemesia, *Communities of Play: Emergent Cultures in Multiplayer Games and Virtual Worlds*, MIT Press. *Communities of Play: Emergent Cultures in Multiplayer Games and Virtual Worlds* Celia Pearce and Artemesia Cambridge, MA.: MIT Press, Forwards . Book review: communities of play: Emergent cultures in multiplayer games and virtual worlds by pearcecelia and artemesia, mit press, pp., \$, isbn. Pearce's book illuminates the power of play and the impact of culture, and puts a spin *Communities of Play: Emergent Cultures in Multiplayer Games and Virtual of Play* Publisher: The MIT Press Subtitle: . `>`Emergent game cultures mirror those in the physical world.

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