



Creating Second Lives: Community, Identity and Spatiality as Constructions of the Virtual (Hardback)

By -

Taylor Francis Ltd, United Kingdom, 2011. Hardback. Condition: New. Language: English . Brand New Book. This book aims to provide insights into how second lives in the sense of virtual identities and communities are constructed textually, semiotically and discursively, specifically in the online environment Second Life and Massively Multiplayer Online Games such as World of Warcraft. The book's philosophy is multi-disciplinary and its goal is to explore the question of how we as gamers and residents of virtual worlds construct alternative online realities in a variety of ways. Of particular significance to this endeavour are conceptions of the body in cyberspace and of spatiality, which manifests itself in natural and built environments as well as the triad of space, place and landscape. The contributors' disciplinary backgrounds include media, communication, cultural and literary studies, and they examine issues of reception and production, identity, community, gender, spatiality, natural and built environments using a plethora of methodological approaches ranging from theoretical and philosophical contemplation through social semiotics to corpus-based discourse analysis.



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Reviews

Very beneficial to all of class of people. I am quite late in start reading this one, but better then never. You may like just how the writer create this publication.

-- Audra Klocko PhD

Thorough information! Its this type of great go through. It is amongst the most incredible publication i actually have read through. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- Germaine Welch