



eGods: Faith versus Fantasy in Computer Gaming, William Sims Bainbridge, Oxford University Press, 2013, 0199323712, 9780199323715, 336 pages. What is the relationship between religion and multi-player online roleplaying games? Are such games simply a secular distraction from traditional religious practices, or do they in fact offer a different route to the sacred? In eGods, a leading scholar in the study of virtual gameworlds takes an in-depth look at the fantasy religions of 41 games and arrives at some surprising conclusions. William Sims Bainbridge investigates all aspects of the gameworlds' religious dimensions: the focus on sacred spaces; the prevalence of magic; the fostering of a tribal morality by both religion and rules programmed into the game; the rise of cults and belief systems within the gameworlds (and how this relates to cults in the real world); the predominance of polytheism; and, of course, how gameworld religions depict death. As avatars are multiple and immortal, death is merely a minor setback in most games. Nevertheless, much of the action in some gameworlds centers on the issue of mortality and the problematic nature of resurrection. Examining EverQuest II, Lord of the Rings Online, Rift, World of Warcraft, Star Wars: The Old Republic, and many others, Bainbridge contends that gameworlds offer a new perspective on the human quest, one that combines the arts, simulates many aspects of real life, and provides meaningful narratives about achieving goals by overcoming obstacles. Indeed, Bainbridge suggests that such games take us back to those ancient nights around the fire, when shadows flickered and it was easy to imagine the monsters conjured by the storyteller lurking in the forest. Arguing that gameworlds reintroduce a curvilinear model of early religion, where today as in ancient times faith is inseparable from fantasy, eGods shows how the newest secular technology returns us to the very origins of religion so that we might "arrive where we started and know the place for the first time."

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Faith No More Why People Reject Religion, Phil Zuckerman, Nov 1, 2011, Religion, 224 pages. Faith No More seeks to understand how and why people lose their faith, sever their ties with religious organizations, and experience a secularizing transformation in their own ....

Foliage Penetration Radar Detection and Characterization of Objects Under Trees, Mark Davis, 2011, Technology & Engineering, 358 pages. This book covers all aspects of foliage penetration (FOPEN) radar, concentrating on both airborne military radar systems as well as earth resource mapping radars. It is the ....

Baal's Priests The Loyalist Clergy and the English Revolution, Fiona McCall, Mar 28, 2013, History, 364 pages. The English Civil War was a time of disruption, suffering and persecution for many people, not least the clergy of the established church, who found themselves ejected from ....

The Best British Fantasy 2013 , Steve Haynes, Apr 1, 2013, , 256 pages. A new annual anthology series of the best fantasy fiction written by authors based in Britain..

Violence and New Religious Movements , James R. Lewis, Mar 9, 2011, Social Science, 456 pages. The relationship between new religious movements (NRMs) and violence has long been a topic of

intense public interest--an interest heavily fueled by multiple incidents of mass ....

Network Geeks How They Built the Internet, , Apr 10, 2013, , 170 pages. SPRINGER COMPUTER SALE: PRICE SHOWN IS 50% OFF.

Online Worlds: Convergence of the Real and the Virtual Convergence of the Real and the Virtual, William Sims Bainbridge, Dec 8, 2009, Computers, 326 pages. Virtual worlds are persistent online computer-generated environments where people can interact, whether for work or play, in a manner comparable to the real world. The most ....

Paul's Visual Piety The Metamorphosis of the Beholder, J. M. F. Heath, May 2, 2013, History, 312 pages. This book is at the interface between Visual Studies and Biblical Studies, and is the only monograph to date on St Paul's visual piety. Heath argues that biblical scholarship ....

Dungeons, Dragons, and Digital Denizens The Digital Role-Playing Game, Gerald A. Voorhees, Joshua Call, Katie Whitlock, Feb 16, 2012, Literary Criticism, 376 pages. This book helps readers better understand their own relationships - as players, designers, consumers, and citizens - with digital role playing games..

Digital Culture, Play, and Identity A World of Warcraft Reader, Hilde Corneliussen, Jill Walker Rettberg, 2008, Games, 304 pages. Exploring World of Warcraft as both cultural phenomenon and game, with contributions by writers and researchers who have immersed themselves in the WoW gameworld..

Massively Multiplayer Games For Dummies , Scott Jennings, Nov 23, 2005, Games, 342 pages. Intrigued by MMGs? Here's the place to start Compare games, create a character, choose a guild to join, and have some fun! So your friend keeps talking about playing this cool ....

Online Multiplayer Games , William Sims Bainbridge, 2010, Computers, 105 pages. This lecture introduces fundamental principles of online multiplayer games, primarily massively multiplayer online role-playing games (MMORPGs), suitable for students and ....

The Mergence of Spaces Experiences of Reality in Digital Role-playing Games, Elke Hemminger, 2009, Fantasy games, 170 pages. .

Electronic Warfare Pocket Guide , David Adamy, Feb 1, 2011, Technology & Engineering, 38 pages. The Electronic Warfare Pocket Guide is the perfect companion for any user that needs to access key definitions, concepts, and equations for their work in the field, lab, or ....

World of warcraft. Dungeon companion. Guida strategica , Michael Lummis - Ed Kern, 2006, Games, 416 pages. .

Heroic Visions Superhero Role Playing Adventure Game, William Council, 2009, Games, 152 pages. It's 10:30 PM. A wintry wind whistles through the streets of Arcadia City. A young couple, hand in hand, meanders down the street lost in giggling conversation. They are ....

RF and Microwave Modeling and Measurement Techniques for Field Effect Transistors , Jianjun Gao, 2010, Technology & Engineering, 339 pages. This book is an introduction to microwave and RF signal modeling and measurement techniques for field effect transistors. It assumes only a basic course in electronic circuits ....

