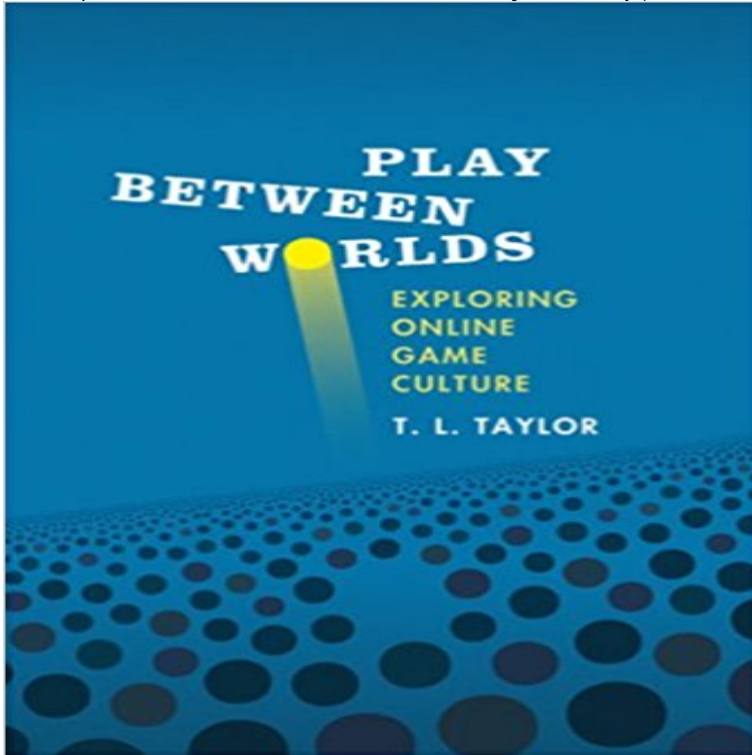


Play Between Worlds: Exploring Online Game Culture (MIT Press)



In *Play Between Worlds*, T. L. Taylor examines multiplayer gaming life as it is lived on the borders, in the gaps -- as players slip in and out of complex social networks that cross online and offline space. Taylor questions the common assumption that playing computer games is an isolating and alienating activity indulged in by solitary teenage boys. Massively multiplayer online games (MMOGs), in which thousands of players participate in a virtual game world in real time, are in fact actively designed for sociability. Games like the popular *Everquest*, she argues, are fundamentally social spaces. Taylor's detailed look at *Everquest* offers a snapshot of multiplayer culture. Drawing on her own experience as an *Everquest* player (as a female Gnome Necromancer) -- including her attendance at an *Everquest* Fan Faire, with its blurring of online -- and offline life -- and extensive research, Taylor not only shows us something about games but raises broader cultural issues. She considers power gamers, who play in ways that seem closer to work, and examines our underlying notions of what constitutes play -- and why play sometimes feels like work and may even be painful, repetitive, and boring. She looks at the women who play *Everquest* and finds they don't fit the narrow stereotype of women gamers, which may cast into doubt our standardized and preconceived ideas of femininity. And she explores the questions of who owns game space -- what happens when emergent player culture confronts the major corporation behind the game.

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Cambridge, MA: The MIT Press, 2006. viii + 197pp. Illustrations, Glossary, Notes., **Play Between Worlds: Exploring Online Game Culture (MIT Press)** Play Between Worlds: Exploring Online Game Culture (MIT Press) PDF: In Play Between Worlds, T. L. Taylor examines multiplayer gaming life as it is lived on **Review: Play between worlds: exploring online game culture - SSOAR** Rezensiertes Werk: Taylor, T. L.: Play between worlds: exploring online game culture. Cambridge: MIT Press, 2006. 9780262201636. fulltextDownload Volltext **Play Between Worlds: Exploring Online Game Culture T. L. Taylor** Publication: Cover Image. Book. Play Between Worlds: Exploring Online Game Culture. The MIT Press 2006. ISBN:0262201631 **Play Between Worlds: Exploring Online Game Culture T. L. Taylor** APA (6th ed.) Taylor, T. L. (2006). Play between worlds: Exploring online game culture. Cambridge, Mass: MIT Press. Chicago (Author-Date, 15th ed.) Taylor **Play between worlds : exploring online game culture (Book, 2006** Play between worlds : exploring online game culture. [T L Taylor] -- In Play Between Worlds, T.L. Taylor examines multiplayer gaming life as it is lived on the **Play Between Worlds: Exploring Online Game Culture - T. L. Taylor** Editorial Reviews. From Publishers Weekly. Refuting the idea that playing video games is an act of isolation undertaken by teenaged boys in dark basement **Play Between Worlds: Exploring Online Game Culture** Mar 13, 2006 Play Between Worlds: Exploring Online Game Culture. T. L. Taylor, Author MIT Press (MA) \$31.95 (197p) ISBN 978-0-262-20163-6 **Play Between Worlds: Exploring Online Game Culture (MIT Press** In Play Between Worlds, T. L. Taylor examines multiplayer gaming life as it is lived on the borders, in the gaps -- as players slip in and out of complex social **T. L. Taylor The MIT Press Play Between Worlds: Exploring Online Game Culture (MIT Press** In Play Between Worlds, T. L. Taylor examines multiplayer gaming life as it is lived on the borders, in the MIT Press, Feb 13, 2009 - Computers - 206 pages. **Play between worlds : exploring online game culture in SearchWorks** T.L. Taylor, Play Between Worlds: Exploring Online. Game Culture. Cambridge, MA: MIT Press, 2006. vii+197 pp. ISBN 0262201631, \$29.95 hbk. Reviewed by **TL Taylor, Play between Worlds: Exploring Online Game Culture** Mar 13, 2006 Play Between Worlds: Exploring Online Game Culture. T. L. Taylor, Author MIT Press (MA) \$31.95 (197p) ISBN 978-0-262-20163-6 T. L. Taylor (born 1967) is an American sociologist and professor. Taylor specialises in researching the culture of gaming and online Her first book, Play Between Worlds (MIT Press, 2006) focused on the massively multiplayer online game EverQuest. It explored the Play Between Worlds: Exploring Online Game Culture. **Play Between Worlds: Exploring Online Game Culture (MIT Press** T. L. Taylor is Associate Professor in Comparative Media Studies at MIT. She is the author of Play Between Worlds: Exploring Online Game Culture (MIT Press). **Play Between Worlds: Exploring Online Game Culture (MIT Press** Review Number: 2007/4 Review Subject: Play between Worlds: Exploring Online Game Culture T.L. Taylor Publisher Name: MIT Press Place of Publication: : **Play Between Worlds: Exploring Online Game Culture** T. L. Taylor is Associate Professor in Comparative Media Studies at MIT. She is the author of Play Between Worlds: Exploring Online Game Culture (MIT Press). **Find in a library : Play between worlds : exploring online game culture** Kindle?????? 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