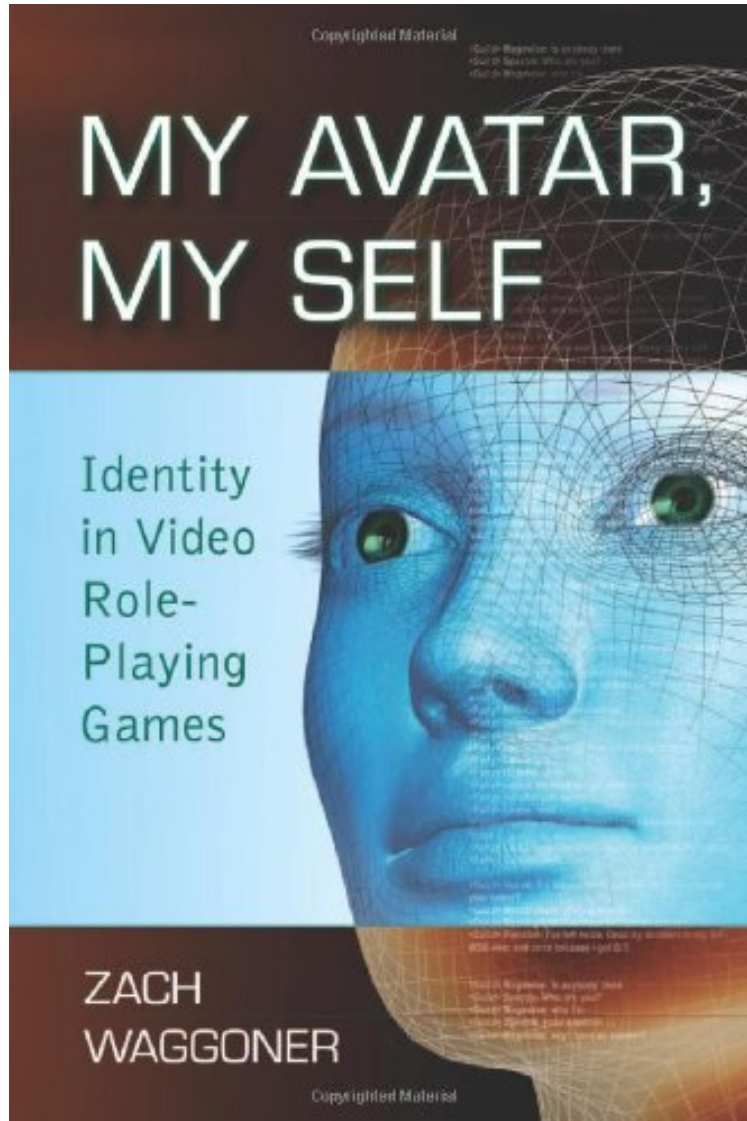


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My Avatar, My Self: Identity in Video Role-Playing Games

Zach Waggoner

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Zach Waggoner : My Avatar, My Self: Identity in Video Role-Playing Games before purchasing it in order to gauge whether or not it would be worth my time, and all praised My Avatar, My Self: Identity in Video Role-Playing Games:

2 of 3 people found the following review helpful. first quarter was awesome By David Dellman The first 50 pages or so were really great. After that this book reads like a PhD dissertation filled with detail that is really only of interest to the most scholarly and since I am a pop user I simply didnt need all of the references and detail.

With videogames now one of the world's most popular diversions, the virtual world has increasing psychological influence on real-world players. This book examines the relationships between virtual and non-virtual identity in visual role-playing games. Utilizing James Gee's theoretical constructs of real-world identity, virtual-world identity, and projective identity, this research shows dynamic, varying and complex relationships between the virtual avatar and the player's sense of self and makes recommendations of terminology for future identity researchers.

About the Author Zach Waggoner has a Ph.D. in Rhetoric and Composition from Arizona State University, where he currently teaches professional writing, videogame theory and Teaching Assistant training.