
What is an avatar? Why are there nearly a billion of them, and who is using them? Do avatars impact our real lives, or are they just video game conceits? Is an avatar an inspired rendering of its creator’s inner self, or is it just one among millions of anonymous vehicles clogging the online freeways? Can we use our avatars to really connect with people, or do they just isolate us? And as we become more like our avatars do they become more like us? In I, Avatar, Mark Stephen Meadows answers some of these questions, but more importantly, he raises hundreds of others in his exploration of avatars and the fascinating possibilities they hold. His examination of avatars through the lenses of sociology, psychology, politics, history, and art, he will change the way you look at even a simple online profile and revolutionize the idea of avatars as part of our lives, whether first or second.

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Creating Second Lives Community, Identity and Spatiality as Constructions of the Virtual, Astrid Ennslin, Eben Muse, Oct 14, 2011, Social Science, 240 pages. This book aims to provide insights into how second lives in the sense of virtual identities and communities are constructed textually, semiotically and discursively.

This is Not a Game A Guide to Alternate Reality Gaming, Dave Szulborski, 2005, Computers, 377 pages. Imagine a world of mystery and excitement, adventure and fantasy, waiting for you to explore. A world that reacts to your every move, with characters and companies that talk to.

Deus Ex Machinima: A Rhetorical Analysis of User-generated Machinima, Sean Jacques Cecil Callot, 2009, 109 pages. In this thesis, I will briefly outline the current research on machinima. I will then build a methodology for my own rhetorical analysis of machinima as they formulate the.


Machinima, Matt Kelland, Dave Morris, Dave Lloyd, Jun 10, 2005, Computers, 160 pages. Provides instructions on creating a 3D animated film on a PC.

We, Robot Skyawalker's Hand, Blade Runners, Iron Man, Slutbots, and how Fiction Became Fact, Mark Stephen Meadows, , , , .

Virtual Ascendance Video Games and the Remaking of Reality, Devin C. Griffiths, Sep 19, 2013, Games, 234 pages. From school lunchrooms to the White House press room, video games are an integral part of our popular culture, and the industry behind them touches all aspects of our lives.
The Making of Second Life Notes from the New World, Wagner James Au, Feb 26, 2008, Business & Economics, 304 pages. The wholly virtual world known as Second Life has attracted more than a million active users, millions of dollars, and created its own “very real” economy. The Making of Second Life.

The Unofficial Tourists’ Guide to Second Life, Paul Carr, Graham Pond, Apr 17, 2007, Computers, 223 pages. A guide to the shared virtual world of Second Life explains how to get around the world and become a resident and describes key places to visit, other key types of residents.


Avant-garde Videogames Playing with Technoculture, Brian Schrank, Apr 18, 2014, Art, 217 pages. An exploration of avant-garde games that builds upon the formal and political modes of contemporary and historical art movements.


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Moby-Dick, Herman Melville, 2008, 664 pages. Moby-Dick is an 1851 novel by Herman Melville. The story tells the adventures of the wandering sailor Ishmael and his voyage on the whaling ship Pequod, commanded by Captain Ahab.
A very long engagement, Sébastien Japrisot, Sep 21, 1994, Fiction, 327 pages. In 1919, a young wheelchair-bound woman in France begins a quest to find out if her fiance, supposedly killed in the line of duty two years earlier, might still be alive.

How to Understand Soccer, Ross Robert Olney, 1978, Sports & Recreation, 124 pages. Information about the game of soccer includes laws, penalties, and signals; tips on equipment, exercises, and playing techniques; plus "great" moments with famous players. Mark Stephen Meadows 0132704862, 9780132704861

Societies and Social Intelligence, Constance Margaret Hall, 2011, Self-Help, 248 pages. In this edition, Hall guides readers to become more aware of the power and complexities of societies and social influences in their everyday lives.


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