Online Worlds Convergence Of The Real And The Virtual

Author : William Sims Bainbridge / **Category :**Computers / **Total Pages** : 318 pages

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Summary : Free online worlds convergence of the real and the virtual pdf download - william sims bainbridge 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 prominent current example is world of warcraft corneliussen and rettberg 2008 a massively multiplayer online game with 11 million s- scribers some other virtual worlds notably second life rymaszewski et al 2007 are not games at all but internet-based collaboration contexts in which people can create virtual objects simulated architecture and working groups although interest in virtual worlds has been growing for at least a dozen years only today it is possible to bring together an international team of highly acc- plished authors to examine them with both care and excitement employing a range of theories and methodologies to discover the principles that are making virtual worlds increasingly popular and may in future establish them as a major sector of human-centered computing

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