

Digital Culture, Play, and Identity

A WORLD OF WARCRAFT® READER

edited by Hilde G. Corneliusen and Jill Walker Rettberg

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Jill Walker Rettberg is an associate professor of Humanistic Informatics at the University of Bergen in Norway, and was the head of the department from 2005 till 2007. Her background is in literature, but her research interests have expanded from her early attraction to hypertext fiction to a broader interest in narrative in new media. In addition to having published numerous articles on narrative in blogs, games, and on the Web, she has blogged her research regularly at “jill/txt” (<http://jilltxt.net>) since October 2000. Her book *Blogging* is to be published by Polity Press in 2008.

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Lisbeth Klastrup is an assistant professor at the IT University of Copenhagen, affiliated with the Innovative Communication Research Group and Center for Computer Games Research. Lisbeth teaches courses in online communication and does research on all forms of emergent forms of communication and interaction online, including MMOG player stories, weblogs, and moblogs. In 2004, together with coeditor Ida Engholm, she published the Danish anthology *Digital Worlds—the Aesthetics and Design of New Media*. She has published articles in Danish and English on online and transmedial worlds, interaction forms in games and Web sites, and the development of weblogs. She initiated the first academic conference on Computer Games in Scandinavia and chaired the 2005 Digital Arts and Cultures Conference on Digital Experience. She is currently coediting an international anthology on internet research, together with an Australian and an American colleague.

Tanya Krzywinska is a professor in the School of Arts at Brunel University. She is the author of *A Skin for Dancing in: Possession, Witchcraft and Voodoo in Film* (Flicks Books, 2000), *Sex and the Cinema* (Wallflower, 2006), coauthor with Geoff King of *Tomb Raiders and Space Invaders: Videogame Forms and Contexts* (IB Tauris, 2006), and coeditor of *ScreenPlay: cinema/videogames/interfaces* (Wallflower, 2002) and *videogame/player/text* (MUP, in press). She is currently working on a monograph titled *Fantasy Worlds*, a crossmedia study of the aesthetic, formal, and interpellative strategies of virtual worlds in popular media, and is the convener of a master's program, "Digital Games: Theory and Design."

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Esther MacCallum-Stewart is a postdoctoral research fellow at SMARTlabs, the University of East London. Her work looks at the representation of history in gaming and the potential for educational spaces within games. Recent work has included the exploration of female role-playing, how historical representation can affect player experience,

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Torill Elvira Mortensen is an associate professor at the media department of Volda College, Norway (since 1991). She has been writing about multiplayer games in text-based universes (MUDs), and from 2005 she has been studying *World of Warcraft* in order to understand massive multiplayer games with graphic representations. Since 2001 Mortensen has been on the editorial board of the international online journal *gamestudies.org*, and she has presented and published articles on games in conferences, journals, and anthologies since 1995. In 2006–2007 Mortensen is the leader of the European game-researcher’s guild “The Truants,” which works as an academic network and arena for discussions on games and a source for explorations into the *World of Warcraft* universe for the contributors to this anthology.

Justin Parsler writes and runs Live Action Roleplaying (LARP) Campaigns and PBeM games (Play By Email) on a full-time basis, including the groundbreaking “Frail Realities” game system. He is also a postgraduate researcher at the University of Brunel taking part in the inaugural “Digital Games: Theory and Design” MA under Professor Tanya Kryswinska.

Scott Rettberg is an associate professor of Humanistic Informatics at the University of Bergen in Norway. He is a cofounder of the Electronic Literature Organization, and serves on its board of directors. A writer and practitioner as well as critic and scholar of new media, Scott is the coauthor of the hypertext novel *The Unknown*, the e-mail novel *Kind of Blue*, and the sticker novel *Implementation*. His blog is at <http://retts.net>.

T. L. Taylor is a sociologist and associate professor at the IT University of Copenhagen and the Center for Computer Games Research. She has been working in the field of internet and multiuser studies for over a decade and has published on topics such as values in design, avatars and online embodiment, power-gaming, gender and gaming, pervasive gaming, and intellectual property in MMOGs. Her current book *Play Between Worlds: Exploring Online Game Culture* (MIT Press, 2006) uses her multiyear ethnography of *EverQuest* to explore issues related to play and game culture. For more information see <http://www.itu.dk/~tltaylor>.

Ragnhild Tronstad is a postdoctoral research fellow and lecturer at the Department of Media and Communication, University of Oslo. Since entering the field of game studies as a doctoral student in 1998, studying questing and character performance in the Multi-User Dungeon Tubmud, she has published numerous papers, journal articles, and book chapters on topics related to computer games, performance, and new media art. Recently she received a three-year research grant from The Research Council of Norway to investigate the concepts of play, performativity, and presence in new media art.

