

# Reinventing Ourselves Contemporary Concepts Of Identity In Virtual Worlds Springer Series In Immersive Environments

Eventually, you will unconditionally discover a new experience and skill by spending more cash. still when? realize you tolerate that you require to acquire those every needs past having significantly cash? Why dont you attempt to acquire something basic in the beginning? Thats something that will lead you to understand even more on the globe, experience, some places, once history, amusement, and a lot more?

It is your unconditionally own period to bill reviewing habit. among guides you could enjoy now is **Reinventing Ourselves Contemporary Concepts Of Identity In Virtual Worlds Springer Series In Immersive Environments** below.

[Ethics in the Virtual World](#) - Garry Young 2014-09-11

Ethics in the Virtual World examines the gamer's enactment of taboo activities in the context of both traditional and contemporary philosophical approaches to morality. The book argues that it is more productive to consider what individuals are able to cope with psychologically than to determine whether a virtual act or representation is necessarily good or bad. The book raises pertinent questions about one of the most rapidly expanding leisure pursuits in western culture: should virtual enactments warrant moral interest? Should there be a limit to what can be enacted or represented within these games? Or, is it all just a game?

**Clinical Decision Making in Fluency Disorders** - Walter H. Manning 2017-06-15

[Understanding Learning in Virtual Worlds](#) - Mark Childs 2013-08-27

Since the publication of the companion volume Researching Learning in Virtual Worlds in 2010, there has been a growth not only in the range and number of educational initiatives taking place in virtual worlds, but also in the depth of analysis of the nature of that education.

Understanding Learning in Virtual Worlds reflects those changes

through a collection of chapters that are extended versions of research presented at the second Researching Learning in Virtual Environments conference (ReLIVE 11), an international conference hosted by the Open University UK. Included in this book are chapters that explore the philosophical and methodological underpinnings of understanding learning in virtual worlds, identify and analyse the factors that support learning in these environments, and present case studies that demonstrate some of the various ways in which virtual worlds can be applied to facilitate learning and teaching. The links between learning in a virtual world and learning in the physical world are made apparent throughout, and the authors reveal how understanding learning in one informs the other. Understanding Learning in Virtual Worlds is an important book not only to those who teach in virtual worlds, but to anyone for whom understanding learning, in all its forms, is of interest. [Global Perspectives on Media, Politics, Immigration, Advertising, and Social Networking](#) - Yahya R. Kamalipour 2019-08-12

This eclectic and multicultural volume contains 17 papers, authored or co-authored by 25 scholars and doctoral students representing 11 countries. They discuss a wide range of global issues, including immigration, marginalization, identity, mass media, politics, social

networking, education, digital media, advertising, and globalization. This book will be an excellent supplement to senior and graduate-level courses in international communication, cultural studies, mass media, journalism, global studies, political communication, intercultural communication, and related subjects.

*Handbook of Imagination and Culture* - Tania Zittoun 2018

The Handbook of Imagination and Culture is a unique interdisciplinary collection of chapters showing the centrality of imagination in the development of persons and societies. This book brings together a group of psychologists, philosophers, social scientists, and artists to explore imagination through psychological, social, and cultural processes.

Revisiting the Self - Charalambos Tsekeris 2017-10-02

Who am I? Or, even more curiously, who are you? These are questions about the self – that aspect of who we are that we believe defines, or at least describes, each of us. The self is not merely an internal creation, however. Family, friends, colleagues, and acquaintances all contribute to who we are, and more importantly, they help to shape who we think we are. In this innovative and thought-provoking book, the various social aspects of the self and its construction are imaginatively explored. Such explorations can seem abstractly academic, but they carry great significance. Knowledge of how the self is constructed has many implications for most social processes, for example, understanding the volatility of the notion of self that can provide the basis for terrorist radicalisation, can generate destructive suicidal tendencies, or can foment aggressive national identities. This interdisciplinary collection is relevant not only for theoretical and methodological elaborations, but also for more practical considerations. The chapters in this book were originally published as a special issue of Contemporary Social Science, and two articles from Self and Identity.

**Tracing Behind the Image** - 2020-10-12

Tracing Behind the Image discusses how our relationship to images, collectively and individually is constantly shifting in our increasingly screen-based world. This volume offers pedagogies, analyses and strategies for developing visual literacy across education and industry.

The Immersive Internet - R. Teigland 2013-03-25

Collecting short thought pieces by some of the leading thinkers on the emerging 'Immersive Internet', Power and Teigland's book questions what a more immersive and intimate internet – based on social media, augmented reality, virtual worlds, online games, 3D internet and beyond – might mean for society and for each of us.

Visual Futures - Tracey Bowen 2021-07-26

In our everyday lives, we navigate across a vast sea of visual imagery. Yet, we rarely consider in any systematic way, how or why we derive meaning from this sea of the visual. Nor do we typically contemplate the impact that it has on our motivations and actions as individuals and collectives. The book proposed here is a collection of thoughtful and incisive examinations of the ways in which we interact and engage with the visual elements of our environments. This edited collection is an outgrowth of an interdisciplinary gathering of academics and practitioners who met in May 2018 at the McLuhan Centre for Culture and Technology at the University of Toronto for the inaugural Visual Futures Think Tank. The organizers of the event asked participants to ruminate on two central questions: 1) how are visibility and the visual provoking a new kind of encounter or cultural exchange; and 2) what are the relationships, intersections and collisions between visibility and/or visual practices and one (or a combination) of the following: embodiment, spatial literacy, emerging languages, historical reflection educative practices, civic development and social development? The resulting collection brings into conversation perspectives from biology, film, drawing, urban graffiti, architecture, visual literacy, critical pedagogy and education, in order to innovatively challenge current perspectives, norms and practices.

**Virtual Existentialism** - Stefano Gualeni 2020-04-28

This book explores what it means to exist in virtual worlds. Chiefly drawing on the philosophical traditions of existentialism, it articulates the idea that — by means of our technical equipment and coordinated practices — human beings disclose contexts or worlds in which they can perceive, feel, act, and think. More specifically, this book discusses how

virtual worlds allow human beings to take new perspectives on their values and beliefs, and explore previously unexperienced ways of being. Virtual Existentialism will be useful for scholars working in the fields of philosophy, anthropology, media studies, and digital game studies.

*Integrating an Awareness of Selfhood and Society into Virtual Learning* - Stricker, Andrew 2017-01-05

Recent technological advances have opened new platforms for learning and teaching. By utilizing virtual spaces, more educational opportunities are created for students who cannot attend a physical classroom environment. *Integrating an Awareness of Selfhood and Society into Virtual Learning* is a pivotal reference source that discusses the latest scholarly perspectives on creating meaningful learning and sensory engagement in virtual learning spaces, and examines how selfhood is expressed in these environments. Highlighting emerging topics in education, such as gender considerations, leadership development, and situated learning, this book is ideally designed for professionals, practitioners, graduate students, and academics interested in the role of virtual reality in learning contexts.

*New Opportunities for Artistic Practice in Virtual Worlds* - Doyle, Denise 2015-06-26

Although virtual worlds continue to grow in popularity, a substantial amount of research is needed to determine best practices in virtual spaces. The artistic community is one field where virtual worlds can be utilized to the greatest effect. *New Opportunities for Artistic Practice in Virtual Worlds* provides a coherent account of artistic practices in virtual worlds and considers the contribution the Second Life platform has made in a historical, theoretical, and critical context within the fields of art and technology. This volume is intended for both artists and scholars in the areas of digital art, art and technology, media arts history, virtual worlds, and games studies, as well as a broader academic audience who are interested in the philosophical implications of virtual spaces.

*Spaces of Care* - Loraine Gelsthorpe 2020-04-16

The collection examines the ways in which the emerging interdisciplinary study of care provokes a reassessment of the connections and

disjuncture between care and governance, ethics, and public, personal and professional identities. Evolving from a project coordinated by the Cambridge Socio-Legal Group, *Spaces of Care* brings together leading international scholars to articulate what we may consider to be a useful analytic of care. Lawyers, anthropologists, sociologists and criminologists reflect on specific aspects of conceptualising caring relations in 'spaces'. These spaces include: communities of care and abandonment; self-care and kinship care; spaces as 'gaps' in care; the meanings of marketised care; and the ways in which care is constructed and constrained in different ways in venues such as homes, prisons, workplaces and virtual spaces. Common themes include temporality (historical specificity) and the dynamics of care across time and place; subjectivity (including different experiences of care); the economies of care (including the commodification of care; public and private manifestations of care; privatised 'care'); disruptions of care (which generate vulnerabilities with regard to continuities of care); eligibility (those deemed to be deserving and undeserving of care); relationalities of care (collective and individual agency in caring relations, kinship care), and technologies and imaginaries of care (as in new notions of care forged by those in online virtual worlds such as Second Life).

*Dying in a Transhumanist and Posthuman Society* - Panagiotis Pentaris 2021-11-26

Exploring both the intrapersonal (moral) and interpersonal (ethical) nature of death and dying in the context of their development (philosophical), *Dying in a Transhumanist and Posthuman Society* shows how death and dying have been and will continue to be governed in any given society. Drawing on transhumanism and discourses about posthumanity, life prolongation and digital life, the book analyses death, dying and grief via the governance of dying. It states that the bio-medical dimensions of our understanding of death and dying have predominated not only the discourses about death in society and the care of the dying, but their policy and practice as well. It seeks to provoke thinking beyond the benefits of technology and within the confinements of the world transhumanists describe. This book is written for all who have an interest

in thanatology (i.e. death studies) but will be useful specifically to those investigating the experiences of dying and grieving in contemporary societies, wherein technology, biology and medicine continuously advance. Thus, the manuscript will be of interest to researchers in a broad range of areas including health and social care, social policy, anthropology, sociology, philosophy, cultural studies, and, of course, thanatology.

**Building and Maintaining Adult Learning Advantage** - Hai-Jew, Shalin 2020-06-26

Adult learning ability is by and large considered a “net good” and is established through extra resources, the cultivation of experiences, and services like tutoring and test-taking. However, even with the proliferation of such tools, there is no single solution that can address the needs of a broad population of students. To address each learner’s individual needs, educators must equip themselves with as many methods as they can to ensure learners’ success. *Building and Maintaining Adult Learning Advantage* is an essential publication that covers the varied facets of adult learning as well as how to keep learners on the cutting edge of their education. While covering a broad range of topics including collaborative learning, development motivation, and learning advantage constraints, this book introduces new, innovative strategies and methods for creating adult learner advantage. This book is ideally designed for educators, curriculum developers, instructional designers, digital content developers, analysts, administrators, researchers, academicians, and students.

*The Spatiality of Emotion in Early Modern China* - Ling Hon Lam  
2018-05-15

Emotion takes place. Rather than an interior state of mind in response to the outside world, emotion per se is spatial, at turns embedding us from without, transporting us somewhere else, or putting us ahead of ourselves. In this book, Ling Hon Lam gives a deeply original account of the history of emotions in Chinese literature and culture centered on the idea of emotion as space, which the Chinese call “emotion-realm” (qingjing). Lam traces how the emotion-realm underwent significant

transformations from the dreamscape to theatricality in sixteenth- to eighteenth-century China. Whereas medieval dreamscapes delivered the subject into one illusory mood after another, early modern theatricality turned the dreamer into a spectator who is no longer falling through endless oneiric layers but pausing in front of the dream. Through the lens of this genealogy of emotion-realms, Lam remaps the Chinese histories of morals, theater, and knowledge production, which converge at the emergence of sympathy, redefined as the dissonance among the dimensions of the emotion-realm pertaining to theatricality. The book challenges the conventional reading of Chinese literature as premised on interior subjectivity, examines historical changes in the spatial logic of performance through media and theater archaeologies, and ultimately uncovers the different trajectories that brought China and the West to the convergence point of theatricality marked by self-deception and mutual misreading. A major rethinking of key terms in Chinese culture from a comparative perspective, *The Spatiality of Emotion in Early Modern China* develops a new critical vocabulary to conceptualize history and existence.

**Motivation for Learning and Performance** - Bobby Hoffman  
2015-06-20

Designed for educators, researchers, practitioners, or anyone interested in maximizing human potential, *Motivation for Learning and Performance* outlines 50 key motivation principles based on the latest scientific evidence from the disciplines of psychology, education, business, athletics, and neurology. Using a highly applied and conversational style, the book is designed to inform the reader about how to diagnosis, analyze, and mediate learning and performance challenges influenced by motivation. The book features chapters on the biopsychology of motivation, how motivation changes across the lifespan, and the important influence of culture on motivated behavior. Three chapters are devoted to practical strategies and the implementation of motivational change. Special sections are included on enhancing motivation at work, in the classroom, in competitive environments, and during online education. Hoffman employs the innovative approach of

using his interviews with "real" people including many notable personalities across diverse cultures and disciplines to illustrate motivated behavior. For example, readers will learn what motivated the colossal investment fraud masterminded by Bernie Madoff, the intimate thoughts of former NFL superstar Nick Lowery when he missed a field goal, and the joys and tribulations of Emmy-nominated "Curb your Enthusiasm" actress Cheryl Hines. The book provides a practical, applied, and multi-disciplinary resource for anyone interested in motivation and performance, but especially for university students at the graduate or undergraduate level studying education, psychology, business, leadership, hospitality, sports management, or military science. Additionally, the writing style and eclectic nature of the text will appeal to readers of non-fiction who can use the book to gain self-awareness to enhance performance of themselves or others. Considers motivation for both learning and performance Identifies 50 foundational principles relating to motivation Provides research evidence supporting the foundational principles Includes interviews from famous individuals, identifying what motivated them and why Includes research from psychology, education, neuroscience, business, and sports

**Digital Identity Management** - Maryline Laurent 2015-04-02

In the past four decades, information technology has altered chains of value production, distribution, and information access at a significant rate. These changes, although they have shaken up numerous economic models, have so far not radically challenged the bases of our society. This book addresses our current progress and viewpoints on digital identity management in different fields (social networks, cloud computing, Internet of Things (IoT), with input from experts in computer science, law, economics and sociology. Within this multidisciplinary and scientific context, having crossed analysis on the digital ID issue, it describes the different technical and legal approaches to protect digital identities with a focus on authentication systems, identity federation techniques and privacy preservation solutions. The limitations of these solutions and research issues in this field are also discussed to further understand the changes that are taking place. Offers a state of the discussions and work

places on the management of digital identities in various contexts, such as social networking, cloud computing and the Internet of Things Describes the advanced technical and legal measures to protect digital identities Contains a strong emphasis of authentication techniques, identity federation tools and technical protection of privacy

**Just Like Family** - Andrea Laurent-Simpson 2021-07-13

"A first-of-its kind, in-depth investigation into how companion animals and their humans have carved out a new type of family - the multi-species family - in which identities like parent, child, grandparent, and sibling transcend species to create new forms of kinship"--

**Location-Based Social Media** - Leighton Evans 2017-01-23

This book extends current understandings of the effects of using locative social media on spatiality, the experience of time and identity. This is a pertinent and timely topic given the increase in opportunities people now have to explicitly and implicitly share their location through digital and mobile technologies. There is a growing body of research on locative media, much of this literature has concentrated on spatial issues. Research here has explored how locative media and location-based social media (LBSN) are used to communicate and coordinate social interactions in public space, affecting how people approach their surroundings, turning ordinary life "into a game", and altering how mobile media is involved in understanding the world. This book offers a critical analysis of the effect of usage of locative social media on identity through an engagement with the current literature on spatiality, a novel critical investigation of the temporal effects of LBSN use and a view of identity as influenced by the spatio-temporal effects of interacting with place through LBSN. Drawing on phenomenology, post-phenomenology and critical theory on social and locative media, alongside established sociological frameworks for approaching spatiality and the city, it presents a comprehensive account of the effects of LBSN and locative media use.

**Inspiring Students with Digital Ink** - Tracy Hammond 2019-10-26

This book highlights the latest research in pen and touch, its current use in STEM classrooms, sketching and haptics technologies. Computer and

educational scientists from academia and industry presented their research at the Conference on Pen and Touch Technology on Education (CPTTE) 2017 on the advancement of digital ink technology and its applications for college and K-12 classrooms. This book is the synthesis of the presented results and the ideas generated from conference discussions. This volume contains seven parts; exploring topics like sketching forensics, teaching STEM, sketch recognition applications, creating a learning environment with sketching, teaching to sketch, and haptics. The book focuses on intelligent systems using digital ink that enable pen and touch interaction that teach and inspire students. Inspiring Students through Digital Ink is a must-read for anyone wanting to improve today's student experiences and apply innovative approaches in the classroom. Also highlighted are current and future directions in pen and touch research.

**The Translational Design of Universities** - 2019-08-12

The evidence-based Translational Design of Universities forensically researches hybrid - or blended - learning environments. Ten of the 14 Chapters are based on doctoral dissertations providing a rare insight into the effectiveness of HE learning spaces, both virtual and physical.

**The SAGE Encyclopedia of Out-of-School Learning** - Kylie Pepler  
2017-01-15

The SAGE Encyclopedia of Out-of-School Learning documents what the best research has revealed about out-of-school learning; what facilitates or hampers it; where it takes place most effectively; how we can encourage it to develop talents and strengthen communities; and why it matters. Key features include: Approximately 260 articles organized A-to-Z in 2 volumes available in a choice of electronic or print formats. Signed articles, specially commissioned for this work and authored by key figures in the field, conclude with Cross References and Further Readings to guide students to the next step in a research journey. Reader's Guide groups related articles within broad, thematic areas to make it easy for readers to spot additional relevant articles at a glance. Detailed Index, the Reader's Guide, and Cross References combine for search-and-browse in the electronic version. Resource Guide points to

classic books, journals, and web sites, including those of key associations.

**Annual Review of Cybertherapy and Telemedicine 2015** - B.K. Wiederhold 2016-01-28

Healthcare delivery systems have evolved to rely more heavily on technology in recent years. There has been a shift in care, diagnosis and treatment which has decreased the importance of traditional methods of care delivery. Technology has not only helped to extend our lifespan, but it has improved the quality of life for all citizens. This book presents the proceedings of the 20th Annual CyberPsychology, CyberTherapy & Social Networking Conference (CYPSY20), held in San Diego, California, in June/July 2015. The conference is an international networking and sharing platform for researchers, clinicians, policymakers and funding agents to share and discuss advancements in the growing disciplines of CyberTherapy & CyberPsychology. The papers included here have been divided into six main sections: editorial; critical reviews; evaluation studies; original research; clinical observations and work in progress. The book underlines how cybertherapy has started to make progress in treating a variety of disorders, and provides an overview of the necessary skills and tools available, as well as illuminating the context of interaction in which they operate.

**Chapters on Asia: Selected papers from the Lee Kong Chian Research Fellowship (2017-2018)** - Scott C. Abel 2019-05-14

Chapters on Asia features selected papers written by scholars who have been awarded the National Library's Lee Kong Chian Research Fellowship. These works examine the history and heritage of Singapore and the region, and contain fresh research based on materials and resources from the collections of the National Library and National Archives of Singapore.

**Puppets, Gods, and Brands** - Teri J. Silvio 2019-09-30

The early twenty-first century has seen an explosion of animation. Cartoon characters are everywhere—in cinema, television, and video games and as brand logos. There are new technological objects that seem to have lives of their own—from Facebook algorithms that suggest

products for us to buy to robots that respond to human facial expressions. The ubiquity of animation is not a trivial side-effect of the development of digital technologies and the globalization of media markets. Rather, it points to a paradigm shift. In the last century, performance became a key term in academic and popular discourse: The idea that we construct identities through our gestures and speech proved extremely useful for thinking about many aspects of social life. The present volume proposes an anthropological concept of animation as a contrast and complement to performance: The idea that we construct social others by projecting parts of ourselves out into the world might prove useful for thinking about such topics as climate crisis, corporate branding, and social media. Like performance, animation can serve as a platform for comparisons of different cultures and historical eras. Teri Silvio presents an anthropology of animation through a detailed ethnographic account of how characters, objects, and abstract concepts are invested with lives, personalities, and powers—and how people interact with them—in contemporary Taiwan. The practices analyzed include the worship of wooden statues of Buddhist and Daoist deities and the recent craze for cute vinyl versions of these deities, as well as a wildly popular video fantasy series performed by puppets. She reveals that animation is, like performance, a concept that works differently in different contexts, and that animation practices are deeply informed by local traditions of thinking about the relationships between body and soul, spiritual power and the material world. The case of Taiwan, where Chinese traditions merge with Japanese and American popular culture, uncovers alternatives to seeing animation as either an expression of animism or as “playing God.” Looking at the contemporary world through the lens of animation will help us rethink relationships between global and local, identity and otherness, human and non-human.

**Digital Democracy and the Impact of Technology on Governance and Politics: New Globalized Practices** - Akrivopoulou, Christina M. 2013-03-31

The evolution of modern technology has allowed digital democracy and e-governance to transform traditional ideas on political dialogue and

accountability. *Digital Democracy and the Impact of Technology on Governance and Politics: New Globalized Practices* brings together a detailed examination of the new ideas on electronic citizenship, electronic democracy, e-governance, and digital legitimacy. By combining theory with the study of law and of matters of public policy, this book is essential for both academic and legal scholars, researchers, and practitioners.

**Intersections in Simulation and Gaming: Disruption and Balance** - Anjum Naweed 2019-10-06

This book constitutes the refereed proceedings of the Australasian Simulation Congress, ASC 2019, held in Gold Coast, Australia in September 2019. The 10 papers presented were carefully reviewed and selected from 17 submissions. They provide a forum for sharing progresses in the areas of human dimensions; gaming experience; design and application; search and rescue; defence-oriented technology and training.

E-Learning and Social Media - Elinor L. Brown 2016-05-01

*International Advances in Education: Global Initiatives for Equity and Social Justice* is an international research monograph series of scholarly works that focuses primarily on empowering children, adolescents, and young adults from diverse educational, socio-cultural, linguistic, religious, racial, ethnic, and socio-economic settings to become non-exploited/non-exploitive contributing members of the global community. The series draws on the international community of investigators, academics, and community organizers that have contributed to the evidence base for developing sound educational policies, practices, and innovative programs to optimize the potential of all students. Each themed volume includes multi-disciplinary theory, research, and practice that provides an enriched understanding of the drivers of human potential via education to assist readers in exploring, adapting, and replicating innovative strategies that enable ALL students to realize their full potential. Among these strategies are the integration of digital technologies (DT) and information and communication technologies (ICT) into contemporary education platforms. However, technology must be

more than just a tool to deliver content and stimulate engagement; it must become a means to broaden access to learning, advance equity, promote social justice, and encourage social inclusion. Especially reaching out to address the academic and social needs of rural, impoverished, marginalized, and displaced populations. Though the digital divide continues to hinder educational attainment for underprivileged populations, ICTs are providing significant opportunities to deliver literacy and basic skills instruction to disadvantaged segments of the global population as well as engage, motivate, and customize learning to address local needs. Nonetheless, the availability of ICT is not a deterministic process. Other societal, cultural, political and contextual factors are of fundamental importance to acceptance and integration that enables people to benefit from technology. The relationship between educational access, instructional delivery, and ICT should be considered in more complex terms. In particular, digital technologies should be viewed as instructional tools that improve access to educational opportunities, strengthen cultural resources, promote social and economic equity, and provide students with the knowledge and competencies to prepare them for a future that cannot be predicted. Therefore, developing ICT and media capabilities that instill citizenship and stewardship in today's students is crucial to gleaning the social and cultural advantages of a contemporary global society that encourages full and equal citizenship. Citizenship education refers to two understandings of citizenship: as belonging and as engagement. The first is focused on national identity and valorizes the values of justice and democracy, as well as language and culture as the roots bridging the personality of children to the community of solidarity and shared norms. The second understanding of citizenship complements the 'roots' with 'roads', with the choices made by the individual, with the capacity to form and develop the child's personality into the actor and author of his/her educational, professional, and life projects. The adolescent prepares to become an active, committed, and engaged citizen with the intellectual capacity for critical thinking that leads to responsible actions. Digital citizenship expresses the transformations of both belonging to and engaging in the

information society and contributes to the development of generation "Y" with the aspiration to innovate and experiment, to explore the possibilities of the new digital world, to question authorities and instances of knowledge and power. Education addresses digital citizenship by opening more avenues for the intersection of Internet, imagination, and exploration. Volume 10, *E-learning & Social Media: Education and Citizenship for the Digital 21st Century*, addresses the use of technology in: developing and expanding educational delivery systems to reach rural populations, providing access to equitable education opportunities for disadvantaged and marginalized populations, and encouraging student civic engagement. The volume evaluates e-learning programs (distributed through the Internet, via satellite and hosted on social media) that promote equitable education for disadvantaged populations; examines the challenges and benefits of social media on student self-identity, collaboration, and academic engagement; shares promising practices associated with technology in education and e-citizenship in the 21st century, and advances the discussion on blending global citizenship education and social media that raises student awareness, accountability and social justice involvement.

Queer Sex Work - Mary Laing 2015-03-05

Sex work is a subject of significant contestation across academic disciplines, as well as within legal, medical, moral, feminist, political and socio-cultural discourses. A large body of research exists, but much of this focuses on the sale of sex by women to men and ignores other performances, practices, meanings and embodiments in the contemporary sex industry. A queer agenda is important in order to challenge hetero-centric gender norms and to develop new insights into how gender, sex, power, crime, work, migration, space/place, health and intimacy are understood in the context of commercial sexual encounters. *Queer Sex Work* explores what it might mean to 'be', 'do' and 'think' queer(ly) in the study and practice of commercial sex. It brings together a multiplicity of empirical case studies - including erotic dance venues, online sex working, pornography, grey sexual economies, and BDSM - and offers a variety of perspectives from academic scholars, policy

practitioners, activists and sex workers themselves. In so doing, the book advances a queer politics of sex work that aims to disrupt heteronormative logics whilst also making space for different voices in academic and political debates about commercial sex. This unique and multidisciplinary volume will be indispensable for scholars and students of the global sex trade and of gender, sexuality, feminism and queer theory more broadly, as well as policymakers, activists and practitioners interested in the politics and practice of sex work in local, national and international contexts.

Reinventing Ourselves: Contemporary Concepts of Identity in Virtual Worlds - Anna Peachey 2013-11-27

The proposed book explores the theme of identity, specifically as applied to its role and development in virtual worlds. Following the introduction, it is divided into four sections: identities, avatars and the relationship between them; factors that support the development of identity in virtual worlds; managing multiple identities across different environments and creating an online identity for a physical world purpose.

**Social Virtual Worlds and Their Places** - Merrill L. Johnson  
2022-07-13

This book provides a foundational look at social virtual worlds from the geographer's perspective. How can the geographer's craft be applied to social virtual worlds? This question is addressed through careful analysis of what social virtual worlds are, how interest in these worlds has waxed and waned during the twenty-first century, and the meaning of their concocted spaces. Examining one of the key features of the social virtual world, the avatar, the book focuses on its user's motivations and identity choices. The book draws on the geographical understanding of place to examine where avatars live, work, and roam, and describes how virtual-world places resemble and diverge from actual-world places. A mixed-methods survey conducted in Second Life adds additional breadth to the discussion, whilst a series of vignettes gives extra life to the subject matter. This original exploration of the content and meaning of social virtual worlds is an essential resource for geographers, and for anyone interested in the virtual world experience.

**The Manipulation of Online Self-Presentation** - A. Attrill 2015-03-04  
This book explores psychological theories around the ways in which people present themselves online. The role of dispositional and situational factors along with the motivations that drive self-presentation across diverse Internet arenas are considered.

Boundaries of Self and Reality Online - Jayne Gackenbach 2017-03-01  
As technology continues to rapidly advance, individuals and society are profoundly changed. So too are the tools used to measure this universe and, therefore, our understanding of reality improves. Boundaries of Self and Reality Online examines the idea that technological advances associated with the Internet are moving us in multiple domains toward various "edges." These edges range from self, to society, to relationships, and even to the very nature of reality. Boundaries are dissolving and we are redefining the elements of identity. The book begins with explorations of the digitally constructed self and the relationship between the individual and technological reality. Then, the focus shifts to society at large and includes a contribution from Chinese researchers about the isolated Chinese Internet. The later chapters of the book explore digital reality at large, including discussions on virtual reality, Web consciousness, and digital physics. Cyberpsychology architecture  
Video games as a tool for self-understanding  
Avatars and the meaning behind them  
Game transfer phenomena  
A Jungian perspective on technology  
Politics of social media  
The history and science of video game play  
Transcendent virtual reality experiences  
The theophoric quality of video games

**Riding the Hype Cycle: The Resurgence of Virtual Worlds** - Paul Jerry 2019-01-04

**Cyberpsychology and New Media** - Andrew Power 2013-10-01  
Cyberpsychology is the study of human interactions with the internet, mobile computing and telephony, games consoles, virtual reality, artificial intelligence, and other contemporary electronic technologies. The field has grown substantially over the past few years and this book surveys how researchers are tackling the impact of new technology on

human behaviour and how people interact with this technology. Examining topics as diverse as online dating, social networking, online communications, artificial intelligence, health-information seeking behaviour, education online, online therapies and cybercrime, *Cyberpsychology and New Media* book provides an in-depth overview of this burgeoning field, and allows those with little previous knowledge to gain an appreciation of the diversity of the research being undertaken in the area. Arranged thematically and structured for accessibility, *Cyberpsychology and New Media* will be essential reading for researchers and students in Social Psychology and Cyberpsychology, and in Communication and Media Studies.

*Reinventing Ourselves: Contemporary Concepts of Identity in Virtual Worlds* - Anna Peachey 2011-07-07

The proposed book explores the theme of identity, specifically as applied to its role and development in virtual worlds. Following the introduction, it is divided into four sections: identities, avatars and the relationship between them; factors that support the development of identity in virtual worlds; managing multiple identities across different environments and creating an online identity for a physical world purpose.

***Cyberpsychology as Everyday Digital Experience across the Lifespan*** - Dave Harley 2018-05-25

Digital technologies are deeply embedded in everyday life with opportunities for information access and perpetual social contact now mediating most of our activities and relationships. This book expands the lens of Cyberpsychology to consider how digital experiences play out across the various stages of people's lives. Most psychological research has focused on whether human-technology interactions are a 'good' or a 'bad' thing for humanity. This book offers a distinctive approach to the emergent area of Cyberpsychology, moving beyond these binary dilemmas and considering how popular technologies have come to frame human experience and relationships. In particular the authors explore the role of significant life stages in defining the evolving purpose of digital technologies. They discuss how people's symbiotic relationship with digital technologies has started to redefine our childhoods, how we

experience ourselves, how we make friends, our experience of being alone, how we have sex and form romantic relationships, our capacity for being antisocial as well as the experience of growing older and dying. This interdisciplinary book will be of great interest to scholars and practitioners across psychology, digital technology and media studies as well as anyone interested in how technology influences our behaviour. *Recent Advances in Applying Identity and Society Awareness to Virtual Learning* - Stricker, Andrew G. 2019-06-14

Online and virtual learning has developed into an essential aspect of learning technologies. A transdisciplinary perspective is needed to evaluate the interplay between social awareness and online virtual environments. *Recent Advances in Applying Identity and Society Awareness to Virtual Learning* is a critical academic publication that provides a robust examination of the social aspects of virtual learning by providing groundbreaking research on the use of 3D design thinking and cognitive apprenticeship in virtual learning spaces for team science, transdisciplinarity, idea incubation, and curation. It also identifies new patterns, methods, and practices for virtual learning using enhanced educational technology that leverages artificial intelligence, cloud computing, and the Internet of Things (IoT) to integrate 3D immersive environments, augmented reality, games, simulations, and wearable technology, while also evaluating the impact of culture, community, and society on lifelong learning and self-determinism to address critical problems in education, such as STEM. Focusing on a broad range of topics including learning spaces, cloud computing, and organizational strategy, this publication is ideal for professionals, researchers, educators, and administrators.

***Discrimination and Diversity: Concepts, Methodologies, Tools, and Applications*** - Management Association, Information Resources 2017-05-17

The growing presence of discrimination and isolation has caused negative changes to human interactions. With the ubiquity of these practices, there is now an increasingly urgent need to close this divide. *Discrimination and Diversity: Concepts, Methodologies, Tools, and*

Applications provides a critical look at race, gender, and modern day discrimination and solutions to creating sustainable diversity across numerous contexts and fields. Including innovative studies on anti-

discrimination measures, gender discrimination, and tolerance, this multi-volume book is an ideal source for professionals, practitioners, graduate students, academics, and researchers working in equality, as well as managers and those in leadership roles.