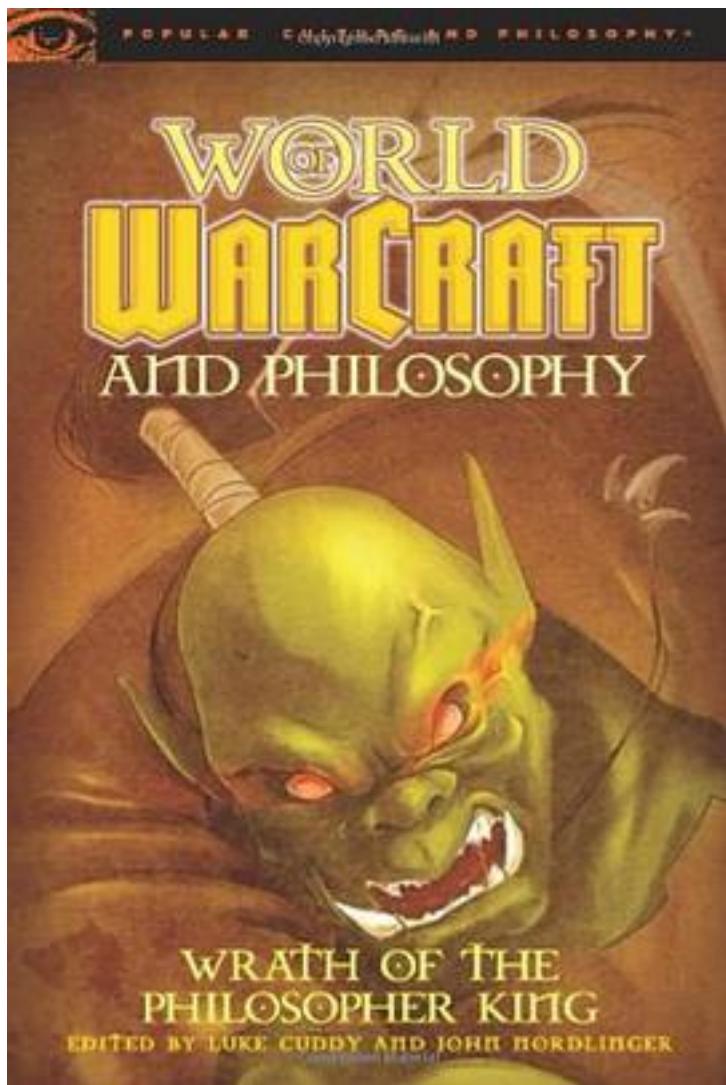


World of Warcraft and Philosophy



[World of Warcraft and Philosophy_下载链接1](#)

著者:Cuddy, Luke (EDT)/ Nordlinger, John (EDT)

出版者:Open Court

出版时间:2009-10-27

装帧:Paperback

isbn:9780812696738

Recognized by the Guinness Book of World Records as the most popular MMORPG (massively multiplayer online role-playing game) in videogame history, World of Warcraft is everywhere from episodes of South Park and The Simpsons, to online series like Watch the Guild, accolades and awards from game critics, and prime-time commercials with Mr. T. Inevitably, such a cultural phenomenon triggers deeper questions. When does an assumed identity become real? Does the Corrupted Blood epidemic warn us of future public health catastrophes? What are the dangers when real life is invaded by events in the game? What can our own world learn from Azeroth's blend of primitivism and high-tech? In these lively essays, a specially commissioned guild of philosophers, including Yara Mitsuishi, Monica Evans, Tim Christopher, and Anna Janssen, tackles these and other complex questions arising from WoW.

作者介绍:

目录:

[World of Warcraft and Philosophy 下载链接1](#)

标签

m

评论

[World of Warcraft and Philosophy 下载链接1](#)

书评

[World of Warcraft and Philosophy](#) [下载链接1](#)