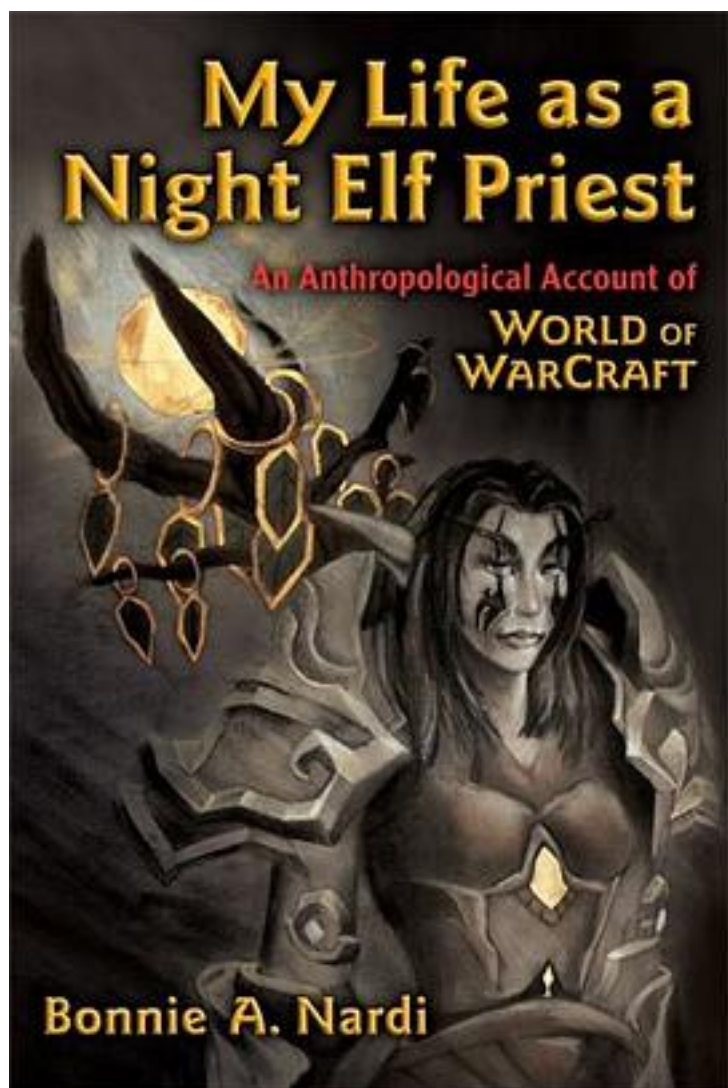


# My Life as a Night Elf Priest



[My Life as a Night Elf Priest\\_ 下载链接1](#)

著者:Bonnie Nardi

出版者:U OF M DIGT CULT BOOKS

出版时间:2010-5-25

装帧:Paperback

isbn:9780472050987

World of Warcraft rapidly became one of the most popular online world games on the planet, amassing 11.5 million subscribers—officially making it an online community of gamers that had more inhabitants than the state of Ohio and was almost twice as populous as Scotland. It's a massively multiplayer online game, or MMO in gamer jargon, where each person controls a single character inside a virtual world, interacting with other people's characters and computer-controlled monsters, quest-givers, and merchants.

In *My Life as a Night Elf Priest*, Bonnie Nardi, a well-known ethnographer who has published extensively on how theories of what we do intersect with how we adopt and use technology, compiles more than three years of participatory research in Warcraft play and culture in the United States and China into this field study of player behavior and activity. She introduces us to her research strategy and the history, structure, and culture of Warcraft; argues for applying activity theory and theories of aesthetic experience to the study of gaming and play; and educates us on issues of gender, culture, and addiction as part of the play experience. Nardi paints a compelling portrait of what drives online gamers both in this country and in China, where she spent a month studying players in Internet cafes.

Bonnie Nardi has given us a fresh look not only at World of Warcraft but at the field of game studies as a whole. One of the first in-depth studies of a game that has become an icon of digital culture, *My Life as a Night Elf Priest* will capture the interest of both the gamer and the ethnographer.

#### 作者介绍:

Bonnie A. Nardi is an anthropologist by training and a professor in the Department of Informatics in the Donald Bren School of Information and Computer Sciences at the University of California, Irvine. Her research focus is the social implications of digital technologies. She is the author of *A Small Matter of Programming: Perspectives on End User Computing* and the coauthor of *Information Ecologies: Using Technology with Heart* and *Acting with Technology: Activity Theory and Interaction Design*.

#### 目录: Table of Contents

Ellen Seiter and Mimi Ito, Series Editors

Acknowledgments

part one Introduction to World of Warcraft

Prologue

chapter one What is World of Warcraft and Who plays it?

chapter two An Ethnographic Investigation of World of Warcraft

part two Active Aesthetic Experience

chapter three Play as Aesthetic experience

chapter four A New Medium

chapter five Work, Play, and the Magic Circle

part three Cultural Logics of World of Warcraft

chapter six Addiction

chapter seven Theorcraft and Mods

chapter eight Gender

chapter nine Culture: WoW in China . . . and North America

Coda

Notes

References

Index

• • • • • ([收起](#))

[My Life as a Night Elf Priest\\_ 下载链接1](#)

## 标签

人类学

互联网人类学

互联网

Anthropology

文化人类学

文化研究

ethnography

看起来灰常有趣的样子呀

## 评论

应该读的，但是我还是在课上顽强地假装我认真研究过第二章。

-----  
[My Life as a Night Elf Priest\\_ 下载链接1](#)

## 书评

本书的写作动机很偶然。作者在前言里说，虽然她一直关注互联网，数码科技与人类生活的互动关系，但是她以前不喜欢什么网络游戏，也很反对她儿子打游戏，认为是在浪费时间。2005年，当她在给学生上课布置作业的时候，学生们分组讨论所选择的话题之一就是网络游戏，网络游戏怎样...

-----  
[My Life as a Night Elf Priest\\_下载链接1](#)