## Contents

	List of contributors	viii
1	Introduction: The rise of the study of digital religion HEIDI A. CAMPBELL	1
PAF The	RT I emes in the study of religion and new media	23
2	Ritual CHRISTOPHER HELLAND	25
3	Identity MIA LÖVHEIM	41
4	Community HEIDI A. CAMPBELL	57
5	Authority PAULINE HOPE CHEONG	72
6	Authenticity KERSTIN RADDE-ANTWEILER	88
7	Religion GREGORY PRICE GRIEVE	104
	RT II ematic case studies	119
	Ritual	
8	Hindu worship online and offline HEINZ SCHEIFINGER	121
9	Virtual Buddhism: Buddhist ritual in Second Life	128

## vi Contents

KNUT LUNDBY

	Identity	
10	Playing Muslim hero: Construction of identity in video games VIT SISLER	136
11	Digital storytelling and collective religious identity in a moderate to progressive youth group LYNN SCHOFIELD CLARK AND JILL DIERBERG	147
	Community	
12	Charting frontiers of online religious communities: The case of Chabad Jews OREN GOLAN	155
13	Considering religious community through online churches TIM HUTCHINGS	164
	Authority	
14	The kosher cell phone in ultra-Orthodox society: A technological ghetto within the global village?  TSURIEL RASHI	173
15	Formation of a religious Technorati: Negotiations of authority among Australian emerging church blogs PAUL EMERSON TEUSNER	182
	Authenticity	
16	Alt-Muslim: Muslims and modernity's discontents NABIL ECHCHAIBI	190
17	You are what you install: Religious authenticity and identity in mobile apps RACHEL WAGNER	199
	Religion	
18	Japanese new religions online: Hikari no Wa and "net religion" ERICA BAFFELLI	207
19	""Go online!" said my guardian angel": The Internet as a platform for religious negotiation NADJA MICZEK	215
PAR	тш	
	ections on studying religion and new media	223
20	Theoretical frameworks for approaching religion and new media	225

	Contents	V11	
21	Ethical issues in the study of religion and new media MARK D. JOHNS	238	
22	Theology and the new media stephen Garner	251	
23	Concluding thoughts: Imagining the religious in and through the digital STEWART M. HOOVER	266	
	Index	269	