Contents

1	John Richard Sageng, Hallvard Fossheim, and Tarjei Mandt Larsen	1
Pai	rt I Players and Play	
2	Introduction to Part I: Players and Play Tarjei Mandt Larsen	11
3	Enter the Avatar: The Phenomenology of Prosthetic Telepresence in Computer Games Rune Klevjer	17
4	Computer Games and Emotions Petri Lankoski	39
5	Untangling Gameplay: An Account of Experience, Activity and Materiality Within Computer Game Play Olli Tapio Leino	57
6	Erasing the Magic Circle	77
Par	t II Ethics and Play	
7	Introduction to Part II: Ethics and Play Hallvard Fossheim	95
8	Digital Games as Ethical Technologies	101
9	Virtual Rape, Real Dignity: Meta-Ethics for Virtual Worlds Edward H. Spence	125

10	Ethics and Practice in Virtual Worlds	143
11	The Ethics of Computer Games: A Character Approach	159
Par	t III Games and Gameworlds	
12	Introduction to Part III: Games and Gameworlds	177
13	Videogames and Fictionalism	185
14	Fiction and Fictional Worlds in Videogames	201
15	In-Game Action	219
16	Reality, Pretense, and the Ludic Parenthesis	233
17	Are Computer Games Real? Patrick Coppock	259
Ind	ex	279