CONTENTS

	Foreword	vii
	Acknowledgments	ix
	Introduction: Rethinking Virtual Places	1
one	A Potted History of Virtual Reality	4
two	Dead, Dying, Failed Worlds	2 9
three	Architecture: Places without People	51
four	Theories of Place and Cyberspace	77
five	Rats and Goosebumps: Mind, Body, and Embodiment	96
six	Games Are Not Interactive Places	113
seven	Do Serious Gamers Learn from Place?	139
eight	Cultural Places	163
nine	Evaluating Sense of Place, Virtual Places, and Virtual Worlds	189
ten	Place-Making Interfaces and Platforms	210
	Conclusion: Dwelling, Culture, Care	235
	Glossary	243
	Index	2.47