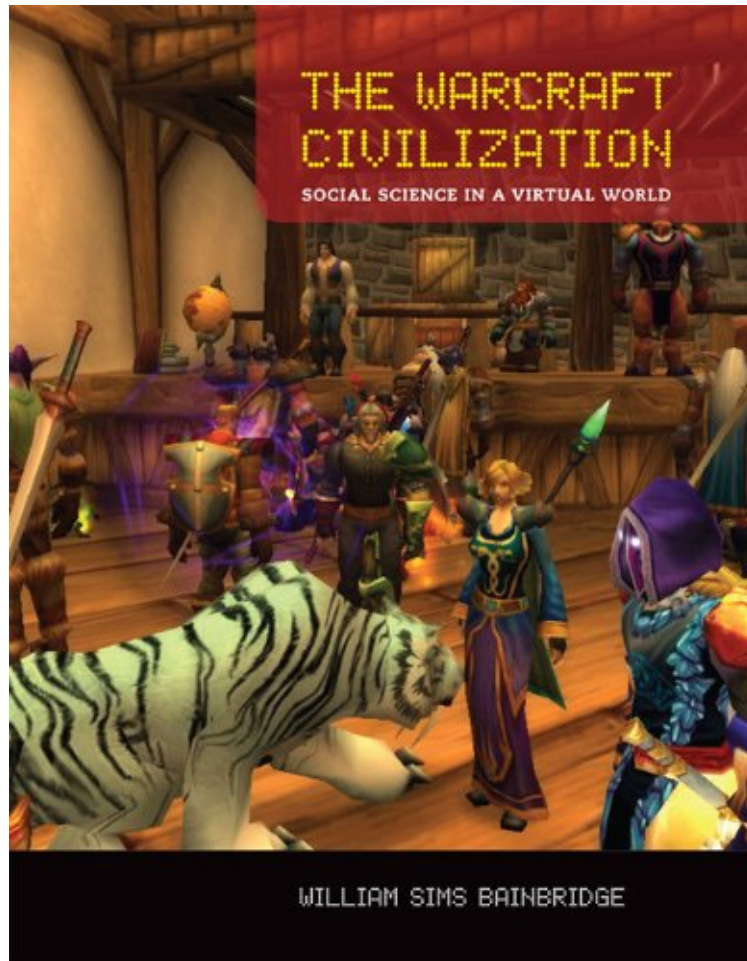


(Pdf free) The Warcraft Civilization: Social Science in a Virtual World (MIT Press)

The Warcraft Civilization: Social Science in a Virtual World (MIT Press)

William Sims Bainbridge

*ePub | *DOC | audiobook | ebooks | Download PDF*



[Download](#)

[Read Online](#)

#2258398 in Books 2012-09-21 Original language: English PDF # 1 9.00 x .56 x 7.00, 1.01 #File Name: 0262518066256 pages | File size: 21.Mb

William Sims Bainbridge : The Warcraft Civilization: Social Science in a Virtual World (MIT Press) before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Warcraft Civilization: Social Science in a Virtual World (MIT Press):

9 of 10 people found the following review helpful. How NOT to do Video Game Research By Erica M. Ruyle I had such high hopes for this book. I heard about it through the hive of the social media universe and couldn't wait to get my hands on it. When I received it from I dove right in thinking I would devour its content in just a few sittings; I have been craving a book like this and would devour its words like a hungry person...or so I thought. I soon found myself reading in snips and junks because I was drowning in the foolishness of it all. It didn't take long to realize this book was written by someone who doesn't clearly have a firm grasp of video games or what they mean realistically to

those who play them. I couldn't help but think I was reading the work of a madman. I kept waiting for the final chapter that said, "Ha! Gotcha! This entire book was a joke... a grand social experiment to see if people would finish it". But alas, that wasn't to happen. It became more clear as you moved through his book that he just didn't understand the game. A game is made of more than just the AI and backstory. Designers, story, game mechanics and players all work in a strange discordant harmony to produce the final outcome, especially in a fluid game like World of Warcraft. His understanding of the game (holistically) was so limited that he has had moments of brilliant insight that disappeared as fast as they appeared, like lightning. Don't get me wrong, his observations of the game story was so expansive it was indeed impressive. I learned more about the Warcraft story in his book than the years of playing it since beta came out. He paid attention to certain things with a sharp observant eye. I won't deny him this. What Bainbridge missed though was the players and what this game means with that sort of interaction. Without the players there is no game so unless this was research about design mechanics it needed to have that spark. This book has "social science" in its title! World of Warcraft really consists of layers of "game". I have yet to see a researcher give a really detailed account of it from a player perspective especially as it concerns the end game. The game begins as a player goes from level 1 to level 80. But a different game emerges once you hit level 80 and it's like the previous levels were just a warm up to come. Bainbridge was so focused on those early few levels that he really misses the mark of what the game holds later on. Bainbridge focused far too much on the Role-playing servers. It was like he himself had built an entire world in his mind and then wrote the entire strange story down on paper and called it research. I was disturbed by the dual boxing events and conversations with himself. My mind reasoned that his "research assistants" had to be actual, living, honest to god people but no...they were just more inhabitants of the game world manifest through Bainbridge's play and eventual writing. You could strip the actual insights down to a nice paper or conference topic. This book should be read with trepidation. If video game scholars want to be viewed seriously then we need to steer clear of this sort of writing. Be warned, if you read it, you're peering into the abysmal maw of one strange mind. 1 of 3 people found the following review helpful. A Mirror By Sebastian Alonzo Bainbridge did an amazing job capturing and reflecting the essence of Azeroth in this book, and then mirroring practical references to the real world. While the chapters are lengthy (about 30 pages each) and at times tedious and exhausting, a reader will walk away with a much deeper understanding of not only the virtual world of Azeroth, but a deeper understanding of our real world as well. 1 of 8 people found the following review helpful. Love this book! By K. Feltman I absolutely love this book! First it helped me get an A in sociology but there's more to it than that. It is easy to read and has a pretty good grasp of the history (or at least the basic history). It gives you an all new perspective on playing the game, and you don't have to be a sociologist or economist to understand it!

An exploration of the popular online role-playing game World of Warcraft as a virtual prototype of the real human future. World of Warcraft is more than a game. There is no ultimate goal, no winning hand, no princess to be rescued. WoW is an immersive virtual world in which characters must cope in a dangerous environment, assume identities, struggle to understand and communicate, learn to use technology, and compete for dwindling resources. Beyond the fantasy and science fiction details, as many have noted, it's not entirely unlike today's world. In *The Warcraft Civilization*, sociologist William Sims Bainbridge goes further, arguing that WoW can be seen not only as an allegory of today but also as a virtual prototype of tomorrow, of a real human future in which tribe-like groups will engage in combat over declining natural resources, build temporary alliances on the basis of mutual self-interest, and seek a set of values that transcend the need for war. What makes WoW an especially good place to look for insights about Western civilization, Bainbridge says, is that it bridges past and future. It is founded on Western cultural tradition, yet aimed toward the virtual worlds we could create in times to come.

World of Warcraft will eventually be recognized as a signature artistic, technological, and sociological achievement of our time. Bainbridge provides the best analysis to date of the way WoW and similar new media forms, with their millions and millions of users, are reshaping central aspects of our culture: groups, religion, economy, education, and more. (Edward Castronova, Professor of Telecommunications, Indiana University, author of *Synthetic Worlds: The Business and Culture of Online Games*) About the Author William Sims Bainbridge is a prolific and influential sociologist who has worked in both academia and government, currently as Director of the Human-Centered Computing program at the National Science Foundation. He is the author of many books, including *Nanoconvergence*, *Across the Secular Abyss*, and *God from the Machine: Artificial Intelligence Models of Religious Cognition*.