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My Avatar My Self Identity

This book examines the relationships

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between virtual and non-virtual identity in visual role-playing games. Utilizing James Gee's theoretical constructs of real-world identity, virtual-world identity, and projective identity, this research shows dynamic, varying and complex relationships between the virtual avatar and the player's sense of self and makes recommendations of terminology for future identity researchers.

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Scholars, such as Zach Waggoner, explored this relationship in his book My

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Avatar, My Self: Identity in Video Role-
Playing Games. Waggoner identifies that
there are many layers to this idea of a
virtual self, and has a potential negative
effect on the individual.

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This fall, the chores in my kitchen have become a way to stay connected to my Lebanese identity. By Nada Bakri Ms. Bakri is a writer. CAMBRIDGE, Mass. — I forced the last mini cucumber in a jar ...

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