

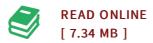
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Living in Dsytopa? Digital (non-) places in postmodern films and in the internet

By Lars Dittmer

GRIN Verlag Aug 2008, 2008. Taschenbuch. Book Condition: Neu. 211x148x8 mm. This item is printed on demand - Print on Demand Neuware - Seminar paper from the year 2007 in the subject American Studies - Culture and Applied Geography, grade: 1,3, University of Potsdam (Institut für Anglistik/Amerikanistik), course: Seminar: Der Fremde. Bausteine zu einer kineastischen Anthropolgie, language: English, abstract: online gaming has become a standard feature of most games that are put on the market. As a result, online communities and new social relations - the phrase is put in quotation marks with a clear intent here - are established on a permanent basis in these realms with after-effects that seem to be barely controllable by the societies. The people who participate in such games, mostly boys and men between 13 and 25, are confronted with a completely new type of social pressure online obligations. They are grouped in online guilds that meet and play at certain times of the day, there are special events in which they are expected to join, and if they are not investing a certain span of time daily into their online-characters which need to be advanced they are outdone by other guilds or members...



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