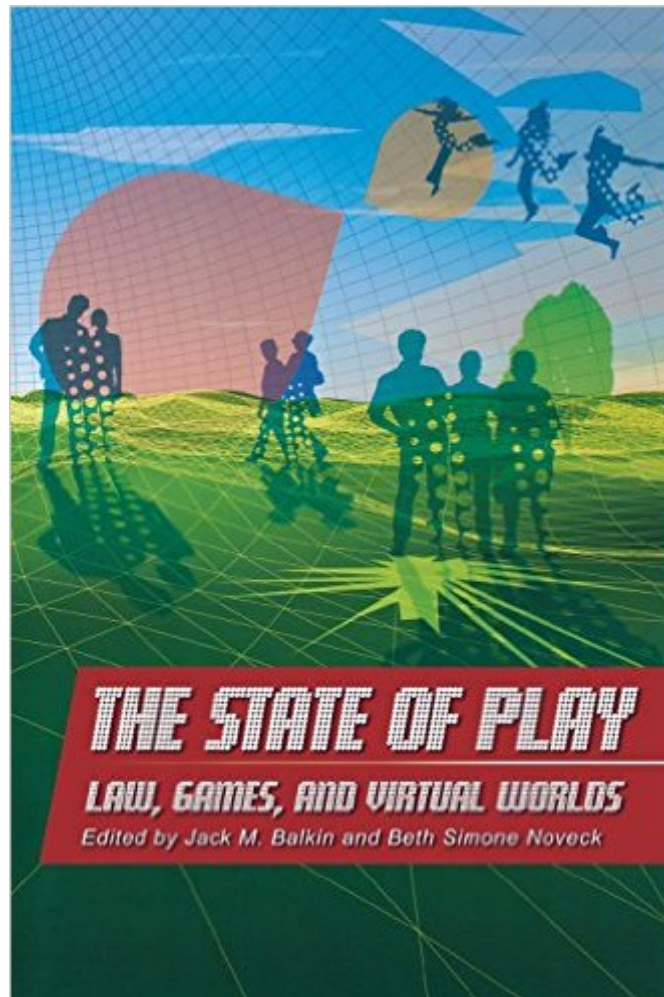


The book was found

The State Of Play: Law, Games, And Virtual Worlds (Ex Machina: Law, Technology, And Society)



Synopsis

The State of Play presents an essential first step in understanding how new digital worlds will change the future of our universe. Millions of people around the world inhabit virtual worlds: multiplayer online games where characters live, love, buy, trade, cheat, steal, and have every possible kind of adventure. Far more complicated and sophisticated than early video games, people now spend countless hours in virtual universes like Second Life and Star Wars Galaxies not to shoot space invaders but to create new identities, fall in love, build cities, make rules, and break them. As digital worlds become increasingly powerful and lifelike, people will employ them for countless real-world purposes, including commerce, education, medicine, law enforcement, and military training. Inevitably, real-world law will regulate them. But should virtual worlds be fully integrated into our real-world legal system or should they be treated as separate jurisdictions with their own forms of dispute resolution? What rules should govern virtual communities? Should the law step in to protect property rights when virtual items are destroyed or stolen? These questions, and many more, are considered in The State of Play, where legal experts, game designers, and policymakers explore the boundaries of free speech, intellectual property, and creativity in virtual worlds. The essays explore both the emergence of law in multiplayer online games and how we can use virtual worlds to study real-world social interactions and test real-world laws. Contributors: Jack M. Balkin, Richard A. Bartle, Yochai Benkler, Caroline Bradley, Edward Castronova, Susan P. Crawford, Julian Dibbell, A. Michael Froomkin, James Grimmelman, David R. Johnson, Dan Hunter, Raph Koster, F. Gregory Lastowka, Beth Simone Noveck, Cory Ondrejka, Tracy Spaight, and Tal Zarsky.

Book Information

Series: Ex Machina: Law, Technology, and Society

Paperback: 304 pages

Publisher: NYU Press (November 1, 2006)

Language: English

ISBN-10: 0814799728

ISBN-13: 978-0814799727

Product Dimensions: 6.1 x 0.8 x 9.2 inches

Shipping Weight: 14.4 ounces (View shipping rates and policies)

Average Customer Review: 3.5 out of 5 stars [See all reviews](#) (2 customer reviews)

Best Sellers Rank: #420,518 in Books (See Top 100 in Books) #18 in [Books > Law > Intellectual](#)

Property > Communications #37 in Books > Computers & Technology > History & Culture > Computer & Internet Law #286 in Books > Textbooks > Law > Constitutional Law

Customer Reviews

When Judge Richard Posner first called himself and other legal academics "intellectual entrepreneurs," he was at least half-kidding (in a Chicago kind of way). But in recent years the "market" for legal scholarship has become among the most cutthroat in the world. Professors seem desperate to be the first to homestead new territory in any emerging market. The work of economists like Edward Castronova has demonstrated that virtual worlds constitute a new frontier, ripe for cutting edge scholarship. The authors in this book are staking their claim to its legal issues. But just being the first to a topic does not mean you have anything interesting to say about it. Castronova's work is interesting, but you don't need this book to understand it. The remaining essays in this book reminded me of cyber-squatted domain names. "What will happen?" they all seem to ask, but they don't offer many answers or even interesting speculations. The real problem here is that law exists to deal with real-world consequences, while virtual worlds exist to eliminate them. Law may eventually get some traction in virtual reality, but it hasn't happened yet. If you want to be there when it does, don't read a law book - get yourself into a MMPORG. Just don't plan on keeping your job or your marriage.

Great book, interesting essays about where our digital lives are going.

[Download to continue reading...](#)

The State of Play: Law, Games, and Virtual Worlds (Ex Machina: Law, Technology, and Society)
Virtual Law: Navigating the Legal Landscape of Virtual Worlds
Warriors Word Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word)
Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More
Real Virtual en la estetica y la teoria de las artes/Real Virtual in the Esthetic and the Theory of the Arts (Paidos Estetica / Ethetics) (Spanish Edition)
ColonografÃ - a por TC: Principios y prÃ¡ctica de la colonoscopia virtual: Principios y prÃ¡ctica de la colonoscopia virtual (Spanish Edition)
Deus ex machina: for Mythic Fantasy Role-playing Game
Distributed Virtual Worlds: Foundations and Implementation Techniques Using VRML, Java, and CORBA
Making Virtual Worlds: Linden Lab and Second Life
Distributed Virtual Worlds The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything

in Between! Toy Making and Toy Games: How To Make Your Own Simple Wooden & Paper Toys and Easy to Play Games - Suitable for Toddlers, Kids and Adults! Dice Games New and Old: How to Play Dice Games - Over 50 Including Craps Pok mon Go: Best Guide to Play Pok mon Go. Learn All Sneaky Tricks and Play Like A Pro. + Ways To Play Pok mon Go On Your PC: (Unofficial Pokemon Go Guide, ... Go) (Pokemon Go Secrets, Pokemon Go Tricks) Mosfet Modeling for VLSI Simulation: Theory And Practice (International Series on Advances in Solid State Electronics) (International Series on Advances in Solid State Electronics and Technology) The Physics And Modeling of Mosfets (International Series on Advances in Solid State Electronics) (International Series on Advances in Solid State Electronics and Technology (Unnumbered)) Time Travel and Our Parallel Worlds: Part 3 - All New In-Depth Real Life Stories In the News (Time Travel and Parallel Worlds Book 6) About Infinity, Universe and Worlds.: the philosophy of Giordano Bruno, Burned at Vatican 1600 for his belief in many worlds & denial of afterlife Norse Mythology: The Norse Gods And The Nine Worlds (Norse Mythology, Nine Worlds, Norse Gods) The Supreme Court and Tribal Gaming: California v. Cabazon Band of Mission Indians (Landmark Law Cases and American Society) (Landmark Law Cases & American Society)

[Dmca](#)