

Contents

<i>Acknowledgments</i>	xii
1 Introduction: Play Matters	1
MATT OMASTA AND DREW CHAPPELL	
2 Warriors, Wizards, and Clerics: Heroic Identity Construction in Live Action Role Playing Games	22
DANI SNYDER-YOUNG	
3 <i>Homo Ludens</i> and the Sharks: Structuring Alternative Realities while Shark Cage Diving in South Africa	33
MICHAEL SCHWARTZ	
4 Playfully Empowering: Stunt Runners and Momentary Performance	44
TERRY DEAN	
5 The Future of Family Play at Epcot	55
JOHN NEWMAN	
6 Mormons Think They Should Dance	67
MEGAN SANBORN JONES	
7 All the Dungeon's a Stage: The Lived Experiences of Commercial BDSM Players	79
DANIELLE SZLAWIENIEC-HAW	
8 Cheering is Tied to Eating: Consumption and Excess in Immersive, Role-Specific Dinner Theatre Spaces	91
DREW CHAPPELL	

9 Becoming Batman: Cosplay, Performance, and Ludic Transformation at Comic-Con	105
KANE ANDERSON	
10 Plaza Indonesia: Performing Modernity in a Shopping Mall	117
JENNIFER GOODLANDER	
11 Britpicking as Cultural Policing in Fanfiction	128
ERIN HORÁKOVÁ	
12 Dramatic Manipulations: Conflict, Empathy, and Identity in <i>World of Warcraft</i>	142
KIMI JOHNSON	
13 Afterword: <i>Who are You?</i>	152
MATT OMASTA AND DREW CHAPPELL	
<i>Editors</i>	161
<i>Contributors</i>	163
<i>References</i>	165
<i>Index</i>	177