



Virtually Sacred: Myth and Meaning in World of Warcraft and Second Life

By Robert M. Geraci

Oxford University Press. Hardcover. Condition: New. 368 pages. Dimensions: 9.6in. x 6.3in. x 1.5in. Millions of users have taken up residence in virtual worlds, and in those worlds they find opportunities to revisit and rewrite their religious lives. Robert Geraci argues that virtual worlds and video games have become a locus for the satisfaction of religious needs, providing many users with communities, a meaningful experience of history and human activity, and a sense of transcendence. Using interviews, surveys, and his own first-hand experience within the games, Geraci shows how World of Warcraft and Second Life provide participants with the opportunity to rethink what it means to be religious in the contemporary world. Virtually Sacred follows the religious paths of cyberspace, articulating both theoretical understandings of digital religion and the lived experience of virtual world residents. Using sociological methods, the book explores how users set cyberspace apart from daily life and thus incline toward religious participation within it. After engaging a general trend of sacred expectations for living in cyberspace, Geraci follows the shift from religion as practiced in the 1990s Internet explosion to religion as practiced in virtual worlds. At times, he shows, virtual worlds like World of Warcraft operate as...



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