Playing Ethnography:
A study of emergent behaviour in
online games and virtual worlds

by Celia Pearce

Appendix A (printed): Published papers on the research

‘Productive Play: Game Culture from the Bottom Up’ (2006), Games & Culture

‘Communities of Play: The Social Construction of Identity in Persistent Online Game
Worlds’ (2006), Second Person: Role-Playing and Story in Games and Playable Media
(Wardrip-Fruin, Harrigan, eds.) Cambridge: the MIT Press. (Forthcoming Summer
2006)