

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

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Appendix A (printed): Published papers on the research

'Productive Play: Game Culture from the Bottom Up' (2006), *Games & Culture* Volume 1, Issue 1, January 2006. Thousand Oaks, California: Sage.

'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)