



## Boundaries of self and reality online [ implications of digitally constructed realities /

Gackenbach, Jayne (1946-),  
editor  
Bown, Johnathan,  
editor

Academic Press,  
2017

Monografía

"As technology continues to rapidly advance, individuals and society are profoundly changed. So too are the tools used to measure this universe and, therefore, our understanding of reality improves. Boundaries of Self and Reality Online examines the idea that technological advances associated with the Internet are moving us in multiple domains toward various "edges." These edges range from self, to society, to relationships, and even to the very nature of reality. Boundaries are dissolving and we are redefining the elements of identity. The book begins with explorations of the digitally constructed self and the relationship between the individual and technological reality. Then, the focus shifts to society at large and includes a contribution from Chinese researchers about the isolated Chinese Internet. The later chapters of the book explore digital reality at large, including discussions on virtual reality, Web consciousness, and digital physics."--

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**Título:** Boundaries of self and reality online [Recurso electrónico] : implications of digitally constructed realities edited by Jayne Gackenbach, Johnathan Bown

**Editorial:** Academic Press 2017

**Descripción física:** 1 online resource (xxvii, 329 pages) illustrations

**Tipo Audiovisual:** Internet Social aspects Virtual reality Social aspects Self Social aspects Identity (psychology) Computers Computer Literacy Computers Computer Science Computers Data Processing Computers Hardware General Computers Information Technology Computers Machine Theory Computers Reference

**Bibliografía:** Includes bibliographical references and index

**Contenido:** Chapter 1. The Dimensions of Cyberpsychology Architecture -- Section A. Self Online. Chapter 2. Understanding the Self Through the Use of Digitally Constructed Realities -- Chapter 3. Flipping Out: Avatars and Identity -- Chapter 4. Avatar Lives: Narratives of Transformation and Identity -- Chapter 5. Internet Use and Self-Development in Chinese Culture -- Chapter 6. Beyond the Boundaries of the Game: The Interplay Between In-

Game Phenomena, Structural Characteristics of Video Games, and Game Transfer Phenomena -- Chapter 7. The Self-Other Topology: The Politics of (User) Experience in the Like Economy -- Chapter 8. The Shadow of Technology: Psyche, Self, and Life Online -- Section B. Simulation or Reality? Chapter 9. The Video Gaming Frontier -- Chapter 10. The Incarnated Gamer: the Theophoric Quality of Games, Gaming, and Gamers -- Chapter 11. Games, Dreams and Consciousness: Absorption and Perception, Cognition, Emotion -- Chapter 12. Looking for the Ultimate Display: a Brief History of Virtual Reality -- Chapter 13. Virtual Reality Wave 3 -- Chapter 14. Internet Dreaming--Is the Web Conscious? -- Chapter 15. The Information Age, Virtual Reality, and the Bigger Picture -- Index

**Restricciones de acceso:** Acceso restringido a los miembros de la UAL

**ISBN:** 9780128041741 0128041749 9780128041574 0128041579

**Autores:** Gackenbach, Jayne ( 1946-), editor Bown, Johnathan, editor

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### **Baratz Innovación Documental**

- Gran Vía, 59 28013 Madrid
- (+34) 91 456 03 60
- [informa@baratz.es](mailto:informa@baratz.es)