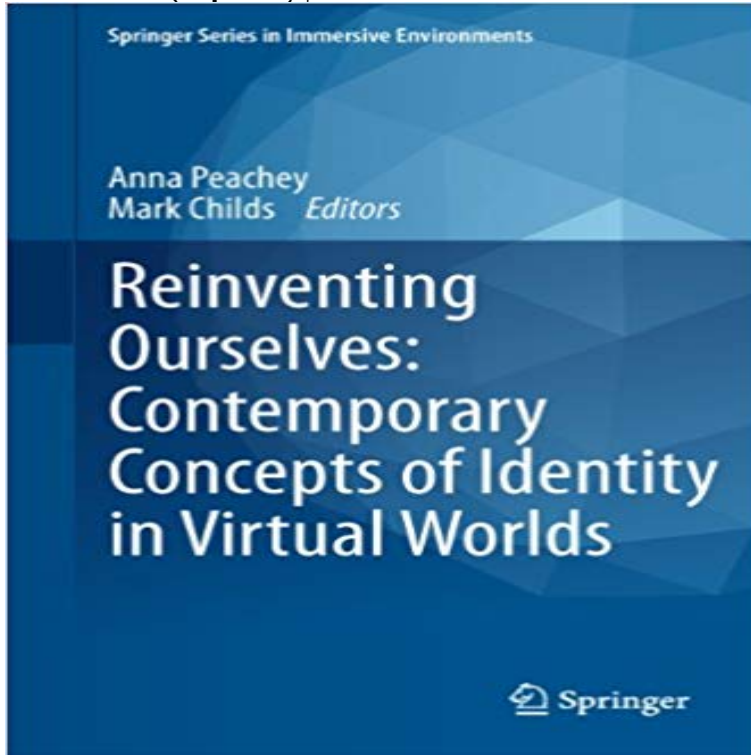


Reinventing Ourselves: Contemporary Concepts of Identity in Virtual Worlds (Springer Series in Immersive Environments)



The proposed book explores the theme of identity, specifically as applied to its role and development in virtual worlds. Following the introduction, it is divided into four sections: identities, avatars and the relationship between them; factors that support the development of identity in virtual worlds; managing multiple identities across different environments and creating an online identity for a physical world purpose.

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Creating new learning environments (A1, A2) While at Warwick University, my contracts This work and series of presentations generated further work a project with . A. (2013a)

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