
The Proteus Paradox How Online Games And Virtual Worlds Change Us And How They Dont

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The Proteus Paradox: How Online Games and Virtual Worlds ...Yee certainly offers some interesting data on how gaming has become integral to modern life. He is right to state that "video gamers no longer form a fringe subculture" and we learn a lot in The Proteus Paradox about how "game thinking" and game mechanisms have embedded themselves in corporate culture. However, on the larger, crucial philosophical questions of the subtitle - how online games and virtual worlds change us - there is little for social theorists to learn here.

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Yee's Proteus also has snags. Instead of freedom and empowerment during online games, quite the opposite occurs. Rank superstition is prevalent, false gender stereotypes are being made true, and offline nationality can be a matter of life or death. Even when we think we are fully in control, our avatars change the way we think and behave.

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