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## My Life as a Night Elf Priest

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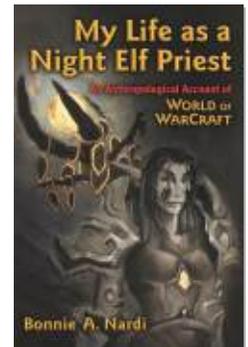
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Throughout my career, nearly all of my research has been about the use of technology at work. Moving to play, with its elements of whimsy, fantasy, freedom, and fun, was a pleasing turn to a novel arena of activity. But it entailed facing an unfamiliar literature going back 80 years. Surprisingly, very little of what I read was trite or uninteresting. I acknowledge with appreciation the analysis and theorizing of scholars from older traditions whose work remains fresh and pertinent, as well as those on the contemporary scene who are picking up and extending foundational work and moving ahead to lay out new paths of investigation.

At the present moment, we may well be in a golden age of games scholarship. Some amazing social scientists, computer scientists, educators, philosophers, media scholars, legal scholars, and journalists, many of whom you will meet in the pages of this book, have turned their attention to elucidating the import and meanings of play and games. I appreciate the quality of the work they have produced and their remarkable efforts to shape concerns about play and games into a rich multidisciplinary stream of scholarship.

Finally, I am grateful to the complex assemblage that is the *World of Warcraft*—players, designers, corporate purveyors, software artifacts—which has proved an endlessly fascinating object of discovery and inquiry.