

Play Money explores the remarkable new phenomenon of MMORPGs, or Massively MultiPlayer Online Role-Playing Games, in which hundreds of thousands of players operate fantasy characters in virtual environments. With city-sized populations, these games generate their own cultures, governments, and social systems and, inevitably, their own economies, which spill over into the real world. The desire for virtual goods--magic swords, enchanted breastplates, and special, hard-to-get elixirs--has spawned a cottage industry of "virtual loot farmers": people who play the games just to obtain fantasy goods that they can sell in the real world. The best loot farmers can make between six figures a year and six figures a month. Play Money is an extended walk on the weird side: a vivid snapshot of a subculture whose denizens were once the stuff of mere sociological spectacle but now--with computer gaming poised to eclipse all other entertainments in dollar volume, and with the lines between play and work, virtual and real increasingly blurred--look more and more like the future.

Wings, Christy: The Collectors Edition with Fan Letters and the Authors Personal Photos, Rebellion and Revolt (Graphic Medieval History), Bloodshot (2012- ) #5: Digital Exclusives Edition, Age of Ultron vs. Marvel Zombies, Name Tagging,

Journalist Tom Chatfield of Prospect has chosen to discuss Julian Dibbell's Play Money: Or, How I Quit My Day Job and Made Millions Trading Virtual Loot, on. Play Money: Or, How I Quit My Day Job and Made Millions Trading Virtual Loot. Book Á· January with 50 Reads. Publisher: Reprint. Publisher: The desire for virtual goods--magic swords, enchanted breastplates, and The best loot farmers can make between six figures a year and six Play Money: Or, How I Quit My Day Job and Made Millions Trading Virtual Loot. The best loot farmers can make between six figures a year and six figures a Play Money: Or, How I Quit My Day Job and Made Millions Trading Virtual Loot.

All about Play Money: Or, How I Quit My Day Job and Made Millions Trading Virtual Loot by Julian Dibbell. LibraryThing is a cataloging and social networking .

NPR coverage of Play Money: Or, How I Quit My Day Job and Made Millions Trading Virtual Loot by Julian Dibbell. News, author interviews, critics' picks and.

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