

Digital Worlds: Action and Embodiment

Collection Editor: John Gilhooly

Description

This collection explores the artistic, religious, and philosophical significance of virtual, social environments or video games from a variety of critical perspectives. Philosophical analysis of the nature or ethics of virtual environments as well as critiques or celebrations of virtual embodiment are welcome.

About the Editor

John R. Gilhooly is Associate Professor of Philosophy and Theology at Cederville University, where he directs the honours programme.

Submission Requirements

All chapters submitted should conform to the grammar and formatting guidelines provided by Cambridge Scholars Publishing, which can be viewed here: <https://www.cambridgescholars.com/pages/forms-guidelines>;

Unless agreed with the Editor prior to submission, referencing should be in Chicago;

Any work submitted for publication should be free of copyright restrictions and a statement should be submitted in support of this;

Contributions should be scholarly rather than anecdotal or unverifiable;

Contributions must be wholly in English, excluding footnotes, appendices and short extracts for translation;

While we will perform pre-press evaluations on the collection, we do not provide full proofreading services, so we ask that works are submitted to us in their final, 'ready-to-go' form.

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