

Contents

Acknowledgments	vii
1. Introduction: The changing landscapes of children's play worlds <i>Anne Burke and Jackie Marsh</i>	1
2. Post-industrial play: Understanding the relationship between traditional and converged forms of play in the early years <i>Susan Edwards</i>	10
3. Developmental implications for children's virtual worlds <i>Kaveri Subrahmanyam</i>	26
4. Stardolls and the virtual playground: How identity construction works in the new digital frontier <i>Anne Burke</i>	38
5. Breaking the ice: Play, friendships and online identities in young children's use of virtual worlds <i>Jackie Marsh</i>	59
6. "Cause I know how to get friends—plus they like my dancing": (L)earning the Nexus of Practice in Club Penguin <i>Karen E. Wohlwend and Tolga Kargin</i>	79

7. Virtual clay or virtual play: Identity shaping, consumer building and corporate affiliation versus literacies affordance inside barbiegirls.com <i>Jan Connelly</i>	99
8. May the force be with you: Harnessing the power of brain-computer games <i>Isabel Pedersen and Jennifer Rowsell</i>	119
9. "Hey! Can you show me how to do this?" Digital games as a mediator of family time <i>Stephanie M. Reich, Ksenia A. Korobkova, Rebecca W. Black and Mariya Sumaroka</i>	133
10. Digital play structures: Examining the terms of use (and play) found in children's commercial virtual worlds <i>Sara M. Grimes</i>	151
11. Green pixels to green behaviours: Sustainability literacy in virtual worlds for children <i>Eric Meyers and Robert Bittner</i>	173
12. An argument for assemblage theory: Integrated spaces, mobility, and polycentricity <i>Victoria Carrington</i>	200
13. Afterword <i>Jackie Marsh and Anne Burke</i>	217
Contributors	221