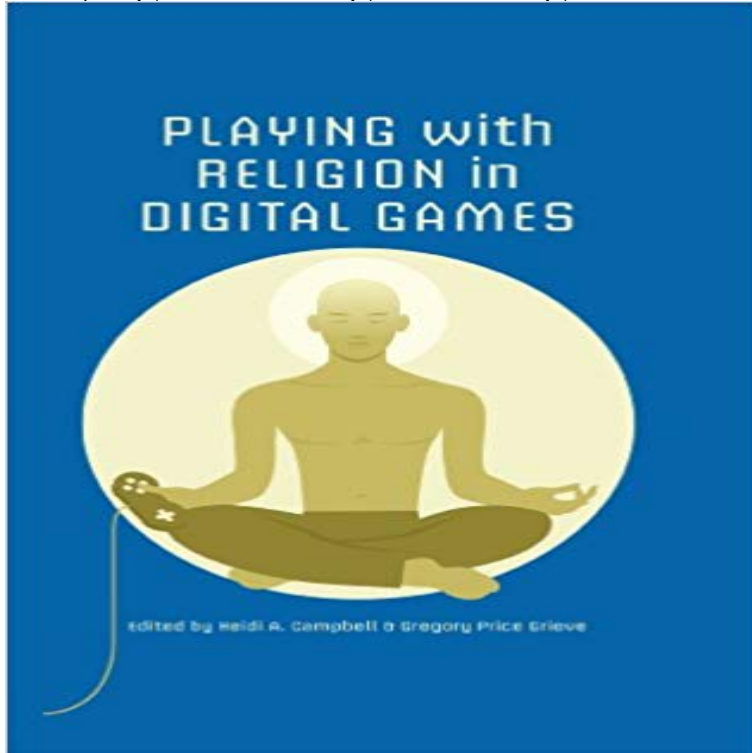


Playing with Religion in Digital Games (Digital Game Studies)



Shaman, paragon, God-mode: modern video games are heavily coded with religious undertones. From the Shinto-inspired Japanese video game *Okami* to the internationally popular *The Legend of Zelda* and *Halo*, many video games rely on religious themes and symbols to drive the narrative and frame the storyline. *Playing with Religion in Digital Games* explores the increasingly complex relationship between gaming and global religious practices. For example, how does religion help organize the communities in MMORPGs such as *World of Warcraft*? What role has censorship played in localizing games like *Actraiser* in the western world? How do evangelical Christians react to violence, gore, and sexuality in some of the most popular games such as *Mass Effect* or *Grand Theft Auto*? With contributions by scholars and gamers from all over the world, this collection offers a unique perspective to the intersections of religion and the virtual world.

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Grieve is associate professor of Religious Studies and the Director of MERGE: A Network for The second, *Finding Religion in Digital Gaming* (Indiana University Press) fills an important gap in the **Digital Game Studies - Indiana University Press** Department of Theology and Religious Studies, University of Chester, Chester, UK that studying digital gaming is not merely an end in itself, but a means of. **Playing with Religion in Digital Games** Extensive Review: *Playing with Religion in Digital Games*. Simone disciplines such as religious, cultural, media and game studies for quite some time now. An. **7-3 Playing with Religion in Digital Games American Journal of Play** *Playing with Religion in Digital Games*, edited by Heidi A. Campbell and glected by game studies for various reasons, including

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