Contents

Introduction
When Faust Entered the Holodeck
Felix Schniz and Leonardo Marcato
Part I – Role-Play and Spirituality
Turk Holo Hay and opintalanty
The Epiphany Experiment
Role-Playing for Personal Transformation
Sarah Lynne Bowman
Play to Find Yourself
Using Tabletop Role-Playing Games in Spiritual Direction
Menachem Cohen
The Houses Will Take Ven
The Hunter Will Take You Socking Spiritual Experiences within Live Action Role Play
Seeking Spiritual Experiences within Live Action Role-Play Anna Milon
AIIIIU IIIIUII 0
Part IIa – Practice: Game Design
Conjuring The Witch's Way
Game Design as Magic and Spiritual Practice
Doris C. Rush and Andrew M. Phelps
DUIS 6. Nusii uliu Aliurew 11. Fileips
Practicing Dying
How Role- Playing Games Can Help Us Accept Death and Boost Our Quality of Life
Kjell Hedgard Hugaas

Part IIb - Practice: Research

Exploring Applications of Videogame Magic through Tumblr's Pop Culture Witchcraft A. Rose Johnson
Where the Magic is Ceremonial Magic as a Design Perspective for Mixed Reality Immersive Experiences Maria Saridaki and Mariza Dima
Part IIIa –Videogames: Experience
I Believe in Videogames A Medium's Potential for Spiritual Experiences Felix Schniz
Fittingly Violent Narrative Properties of Violence in Digital Games Frank G. Bosman
Part IIIb – Videogames: Perspective
Spes Ultracombinatoria Neo-Human Spirituality and Digital Games Leonardo Marcato
Sacred Places and Spatial Design in Fantasy-themed Isometric cRPGs Mateusz Felczak
Franchised Esotericism Religion as a Marketing Strategy for the Assassin's Creed Franchise Lars de Wildt
Part IIIc – Videogames: From the East
Ex Anankes Cultural Syncretism and the Experience of Necessitation in Saint Seiya: The Hades' Gameplay Graziana Ciola and Francesca Samà
"At the Same Time Both Truth and Fiction" Interrelation(s) of Psychology, Faith, and the Esotericism of the JRPG David Stevenson

Religion and Spirituality in NieR: Automata Marco Seregni and Francesco Toniolo
Part IIId – Videogames: The Case Study of <i>Dragon Age</i>
Negotiating Spiritual Uncertainty through the Lens of Videogames Individual and Societal Struggles with Belief Systems in the Dragon Age and Hate Series Sarah Faber
Religion According to Bioware Religious Dimensions of Chantry in Dragon Age: Inquisition Leonid Moyzhes
Light, Blood, Stone, and Order The Religious Beliefs and Systems of Dragon Age Christine Tomlinson
Part IV – Concluding thoughts
Unlocking the Spiritual Potential of Games Reflections and Future Directions Michele Fanelli and Magdalena M. Strobl