

Index

- AAA 23, 39, 55–58, 60, 61, 67, 73–75, 128, 129
 Aarseth, Espen 24, 109, 120
 Aboriginal *see*: Indigenous Australian
 Adorno, Theodor W. 74, 75, 130
 Advertising 67, 88, 103
 Affordances 109, 110
 African 16, 70, 106
 Agnosticism 21, 24, 35, 56, 59, 60, 85, 86, 89, 90, 95, 111, 113, 115
 Amancio, Alexandre 36, 44, 46, 47
 Amish 21
 Angels 70, 83, 91, 111, 117
 Anti-religious 93, 94
 Appadurai, Arjun 51, 73, 75, 129, 130
 Apperley, Thomas H. 24, 106, 120
 Arabic 68, 106, 107
 Armenian Apostolicism 21
Assassin's Creed 12, 14, 22, 23, 33–35, 38–51, 73, 75, 81, 87, 88, 91, 93, 96, 103, 104, 111, 113, 127, 128, 131, 132
 Atheism 12, 20, 21, 24, 35, 56, 59, 60, 66, 67, 69, 73, 86, 87, 89, 90, 96, 103, 110–13, 115–20, 129, 132
 Checkmate, atheists! 20
 Aupers, Stef 19, 51, 99, 105, 106, 111, 133
 Australian 12, 15, 17, 23, 56, 63, 69, 137
 Avatar 19, 106, 107, 109, 110, 115

 Bainbridge, William Sims 20, 34, 75
 Baptists, Southern Baptists 59, 60, 86, 115
 Bartle, Richard 59, 69, 70, 109
 Bateman, Chris 59, 67, 70
 Baudrillard, Jean 130, 131
 Belacel, Gregory 37, 39, 46
 Belief 12, 16, 17, 19, 21, 24, 33–35, 40, 41, 43, 47, 50, 55, 57, 60, 62, 63, 66, 68, 74, 81, 85, 86, 88–90, 92–98, 103, 104, 108, 110–20, 127–30, 132–38
 Belonging, believing and belonging *see*:
 Davie, Grace
 Berger, Peter 16, 56, 73–75, 118–20, 135, 136, 138
 ultimate meaning 73–75, 118, 120, 135, 136, 138
 Besecke, Kelly 82, 83, 99, 133
 Bible, the 12, 38, 42, 45–49, 70, 88, 90–94
 “Book of Magic” [バイブル] item 92, 93
BioShock 81, 87, 88, 90, 91, 94, 104
 BioShock Infinite 81, 90, 94, 104
 Boletsi, Maria 106, 118
 Bosman, Frank 19, 20, 34, 35, 39, 75, 83, 94, 96
 Buddhism 13, 59

 Caillois, Roger 18, 119, 135–37
 Campbell, Heidi 19, 34
 Canada 12, 13, 15, 68

 Capitalism 51, 75
 Catholicism 12, 13, 41, 46, 47, 59, 60, 65, 69, 70, 81, 86, 92, 93, 103, 113–15
 Châteauneuf, David 36, 39, 41, 46
 Chinese 42, 82
 Christ, Jesus 40, 48, 49, 63, 88, 92, 111, 117, 130
 Christ-like 13, 117, 118
 Christianity 16, 20, 24, 34, 39, 43, 47, 56, 57, 59–61, 63, 67–71, 73, 74, 81, 83, 85, 87–90, 93, 95, 96, 98, 103, 105, 111–20, 130, 133
 Church 13, 14, 16, 20, 40, 41, 59, 61, 66, 68–70, 75, 82, 88, 92, 98, 99, 103, 117, 131, 133, 134
 Church of Atom *see*: *Fallout*
Civilization 14, 81
 Clichés 70, 131
 Commodity 51, 75, 99, 129, 130, 133
 commodification 33, 51, 55, 72–75, 127–30, 134, 135, 137, 138
 Consumers 20, 23, 24, 51, 99, 107, 111, 133
 Conventions, design/genre conventions 12, 18, 55, 64–67, 70, 72, 73, 75, 81, 105, 106, 120, 127–29, 131, 138
 Crenshaw, Kimberlé 106, *see also*:
 Intersectionality
 Cultural industries 11, 14, 22, 33, 34, 55, 56, 74, 82, 99, 128, 130, 132, 133

 Davie, Grace 16, 21, 49, 50, 111, 128, 132
Da Vinci Code, The 41, 46, 50
 Decoding *see*: Hall, Stuart — Encoding/
 Decoding
 Demons 12, 89, 91, 104, 111, 117
 Désilets, Patrice 33, 36, 39–43, 46, 128, 132
 Disenchantment *see*: Weber, Max
 Disneyland 131
 Druid (class) 12, 103, 104, 106
Dungeons & Dragons 61, 64, 67, 104
 Durand, Maxime 36, 46
 Durkheim, Emile 14–19, 46, 62, 68, 104, 105, 112–15, 120, 130, 137, 138

 Eclectic religion 88, 117
 Economy *see*: Political economy
 Effervescence, collective *see*: Durkheim, Emile
 Eliade, Mircea 49, 50
 Enchantment *see*: Weber, Max
 Encoding/Decoding *see*: Hall, Stuart
 Engels, Friedrich 14–16
 Enthusiastic theologians 16, 19, 20, 23, 58, 98, 133, 134
 Epistemology 127, 134–38
 ludic epistemology 127, 136–38
 Esotericism 48–51, 129
 Eurocentrism 15, 55, 67, 74, 106, 129

- European 13, 15, 16, 23, 56, 69, 70, 104, 106, 117
 Existentialism 50
- Fallout* 14, 103, 104
Faxanadu 114
Final Fantasy 14, 34, 87, 88, 103, 104
 Forums, online discussion forums *see*:
 Platforms
 French Canadian 41
 Québec, Québécois 40, 41
 Functionalism, functionalist theory of
 religion 21, 130
- Gamergate 62
 Game studies 135
 GDC (Game Developers Conference) 11, 58,
 61, 127
 Geertz, Clifford 19, 119
 Geraci, Robert M. 19, 21, 56, 83, 97, 115, 132,
 135, 136
 Glaser, Barney *see*: Grounded theory
God of War 13, 89, 103, 105, 114
 Gods 12, 13, 20, 21, 23, 34, 39, 42, 44, 48, 55, 68,
 81, 91, 95, 98, 103, 106, 111, 114, 117, 129, 130,
 133, 135, 138
 'God' 16, 19, 20, 88, 90, 95, 98, 111, 114, 118,
 133, *see also*: Monotheism
 Goddesses 105
 Gravititas 46, 127, 129
 Grounded theory 59, 85, 86
 Guérin, Nicolas 37, 39, 41, 45–48
 Guesdon, Jean 36, 40, 42–44, 46, 48, 49, 132
 Guillemot, Yves 45
- Habermas, Jürgen 15, 16, 24, 81–83, 97, 98, 104,
 120, 132, 133
 public sphere 16, 24, 81–83, 97, 98, 132, 133
Hades 13
 Hall, Stuart 23, 98, 107, 118, 133
 encoding/decoding 98, 107, 133
Halo 13, 14, 92
 Hammar, Emil Lundedal 15, 107
 Hanegraaff, Wouter 49, 51
Hanuman: Boy Warrior 21, 105
 Harrer, Sabine 59, 69
 Health, healers, healing as a game
 mechanic 48, 64–68, 75, 117, 131, *see also*:
 Priest, Cleric
 Heelas, Paul 16, 51
 Hegemony 23, 57, 74, 105–7, 118
 non-hegemonic 74, 130
 Heritage, cultural heritage 14, 67, 69
 Hinduism 19, 21, 24, 56, 85, 86, 88, 103, 113, 114,
 117, 119
 Homo Ludens *see*: Huizinga, Johan
 hooks, bell 74, 130
 Hoover, Stewart M. 99, 133, 135
 Horkheimer, Max 74, 75, 130
 Houtman, Dick 16, 51, 99, 133
- Huizinga, Johan 17, 18, 119, 135–37
 magic circle 18
 Hutchinson, Alex 36, 45
 Huxley, Aldous 47, 115
 Hyperreality 130, 131
- Iconography 64, 66, 67, 92, 117
 Ideology *see*: Worldview
 Indie games, independent developers 23,
 55–64, 67, 70, 72–75, 81
 Indigenous Australian 17, 69, 137
 Warumungu 17, 137
 Institutional religion 16, 17, 19, 21, 41, 43, 98,
 105, 128, 132, 133
 institutionalization of religion 99, 133
 Instrumental use of religion 68, 69, 73, 75
 Intersectionality 57, 58, 99, 103, 106, 107, 134,
 see also: Crenshaw, Kimberlé
 Invisible religion *see*: Privatized religion, *see*
 also: Luckmann, Thomas
 Irreligion 51, 55, 56, 60, 73, 91, 94, 95, 97, 110,
 112, 129
 non-religious 90, 91, 108, 111, 115
 Islam 12, 16, 19, 21, 24, 33, 39, 56, 59–63, 68, 69,
 72, 74, 81, 85–89, 93, 103, 104, 106, 107, 111, 113,
 114, 118–20
 Ismail, Rami 59, 63, 67, 68, 72
- Japanese 13, 86, 92, 93, 105, 113, 117
 Jenkins, Henry 98, 99, 107, 108, 119, 133, 134
 textual poaching 98, 133
 Jesus *see*: Christ, Jesus
 Jesus-like *see*: Christ-like
 Jewish, Judaism 19, 74
- Keogh, Brendan 22, 70, 74
 Khalaf, Farah 59, 62, 67
 Kline, Stephen 57, 75, 105
 Kuipers, Giseline 75
- Labour *see*: Workers, labour
 Lee, Shang Lun (Harry) 59, 63, 67, 68, 72
 Leibovitz, Liel 19, 20, 136
 Liminality, liminal zone 19, 119, 137
 Luckmann, Thomas 16, 82, 98, 99, 132, 133
 Ludic epistemology 127, 136–38, *see also*:
 Epistemology
- Magic 13, 15, 17–19, 34, 40, 46–48, 51, 66, 68,
 69, 81, 111
 Magic circle *see*: Huizinga, Johan
 Malinowski, Bronislaw 130
 Marginalized identities, worldviews 57, 105,
 107, 108
 Marketable religion 33, 34, 45, 47, 49–51, 128
 Marketing–brand–editorial sandwich 42,
 45, 50
 Marx, Karl 14–16, 34, 51
 Marxist 51

- Material culture, material religion 73, 113
 May, Corey 39–42
 Meaning-making 97, 106, 134, 136
 Mediatization 97, 127, 130, 134, 135
 Medium, videogames as a 20, 57, 66, 113, 135
 medium-specificity 109, 135
 Melbourne 55, 58
 Meyer, Birgit 16, 113, 130
 Mickey Mouse *see*: Disneyland
 MMO(RP)G (Massively Multiplayer Online
 [Role-Playing] Games) 19, 69, 75, 99, 109
 MUD (Multi-User Dungeon) 59, 69, 109
 Modernism, modernity 14, 15, 34, 51, 130, 135,
 136
 Monk (class) 64, 104
 Monotheism 114, 118
 Montréal 12, 23, 33, 35–38, 41, 42, 45, 58, 128
 Moreno, Cuauhtemoc 60, 65, 66
 Mukherjee, Souvik 15, 34, 39, 106
 Mundane *see*: Profane, *see also*: Sacred
 Muslim *see*: Islam
 Mythology 13, 34, 40, 57, 69, 82, 88, 91, 93, 97,
 98, 105, 111–15, 117, 133
- Nieborg, David 22, 106
 Nintendo 13, 92, 93, 120
 North American 16, 23, 49, 56, 69, 70, 82, 94,
 104, 106, 108, 113
- Occultism 45, 49, 50
Ōkami 82, 105
 Ontology 129
 Orientalism *see*: Said, Edward
 Otherness, the other 55, 62, 74, 94–98, 104–10,
 112, 113, 115–20, 134, 138
 eating the other 74
 othering 103, 104, 106, 107, 118, 120
 religious other, the 104, 106–10, 112, 116,
 118–20
 Outsourcing *see*: Satellite studios
- Paganism 59, 85, 88, 89, 98, 103, 104, 114, 133
 Paladin (class) 12, 64–66, 68, 104, 105
 Pantheons *see*: Paganism
 Participatory culture, online participa-
 tion 99, 133, 134
 Partridge, Christopher 16, 17, 75, 98
 Pentecostalism 16, 59, 86, 115
 Perennialism 33, 45, 47–51, 112, 115
 sci-fi perennialism 47
Persona 96, 117
 Platforms 13, 16, 22, 24, 48, 55, 81–89, 91, 94,
 95, 97–99, 104, 108, 129, 132–34
 asset stores (Unity, Unreal) 70, 71
 internet forums 84–89, 91, 94, 95, 108
 Reddit 82, 85
 Pluralism 119, 120
 Political economy 20, 22, 51, 55, 56, 69, 70, 72,
 74, 75, 129
- Pope, the 42
 Pop theology 127, 129, 133, 134, 136, 138
 Post-apocalyptic 104, 120
 Postcolonialism 106
 Post-secular 15, 50, 81, 83, 99, 103, 104, 120, 127,
 132, 134
Pray, Pray, Absolution 69, 70
 Precarity 38, 55, 74, 75, 128
 Presbyterianism 59, 86
 Priest (class) 12, 64–67, 70, 103–5
 clergyman (Original Dungeons &
 Dragons) 104
 cleric (class) 64, 75, 131
Prince of Persia 40, 82, 104
 privatized religion 16, 82, 83, 97–99, 104,
 132, 133, *see also*: Luckmann, Thomas
 production studies 22, 23, 33, 55
 Profane, mundane 17, 18, 69, 89, 117, 130,
 137, *see also*: Sacred
 Protestantism 16, 94
 Public religion 24, 81, 96, 98, 99, 133
 Public sphere *see*: Habermas, Jürgen
- Quran 91
- Radde-Antweiler, Kerstin 75, 99, 106
 Raessens, Joost 24, 107, 135, 136
 Rationalization *see*: Weber, Max
 Re-enchantment 16, 17, 111
 Relativism 97, 115, 118–20
 Religion and play (as intertwined con-
 cepts) 14, 18, 136
 Religious aesthetics 34, 46, 129
 Religious studies, religion scholars 19, 20,
 75, 135
 Ritual 12, 13, 16–21, 46, 47, 68, 73, 81, 88, 94, 98,
 104, 115, 117, 119, 129–31, 133, 138
 baptism 81
 communion 117
 initiation 46, 130
 mass 16
 meditation 95, 130
 prayer 16, 68, 92, 93, 111, 113
 summoning 103, 130
 Role-playing 96, 103, 104, 107–10, 112, 115, 116,
 118–20
 Royale Union Saint-Gilloise 21
 RPG (Role-Playing Games) 64, 66, 117
 Ruffino, Paulo 57
- Sacred, sacrality 12, 17–19, 21, 68–70, 99, 127,
 129–31, 134, 135, 137, 138, *see also*: Profane
 Said, Edward 106, 118
 Sameness *see*: Standardization
 Ähnlichkeit [sameness] (Adorno &
 Horkheimer) 74, 130
 Satan 88, 89, 117
 Satellite studios 22, 23, 39, 42, 45
 Schaap, Julian 35, 83, 106

- Science-Fiction 33, 47, 50, 105, 120, 135
- Secularism 14, 15, 17, 19, 20, 33, 34, 45–47, 67, 68, 94, 96, 106, 111–13, 115, 116, 118–20, 129
- secularization 15, 16, 22, 56, 58, 83, 98, 120, 128, 133
- Shaman (class) 12, 67, 74, 103, 104, 106, 131
- Shaw, Adrienne 24, 57, 84, 105, 108
- Shinto 13, 82
- Sicart, Miguel 107, 115
- Simulacra 127, 129–31, 134, 135
- Simulacra of the sacred 127, 129–31, 134
- Šisler, Vít 19, 22, 57, 75, 96, 99, 105–7
- Skyrim* 14, 82, 98, 104, 133
- Sociology of religion 18–20, 73, 82, 119, 135
- Sotamaa, Olli 22
- Spirituality 16, 17, 19, 43, 49, 50, 75, 83, 85, 99, 105, 114, 133
- New Age 16, 49, 51, 114
- Standardization 55, 64, 66, 67, 73–75, 127–30, 134
- Strauss, Anselm L. *see*: Grounded theory
- Subaltern 105
- Substantialism, substantialist theory of religion 19, 21, 129, 130, 135, 138
- Sutton-Smith, Brian 18, 135–37
- Švelch, Jan (and Jaroslav, same page) 22
- Technology, technological 20, 34, 47–49, 51, 61, 89, 137
- Temporariness 18, 19, 96, 103, 110, 112, 113, 116, 119, 120, 129, 132, 134–38
- Textual poaching *see*: Jenkins, Henry
- Theology *see*: Enthusiastic theologians
- Toprak, Chad (Çağdaş) 59, 62, 67
- Transcendence 13, 19, 21, 117
- Trattner, Kathrin 106
- Turkle, Sherry 109
- Ubisoft 12, 22, 23, 33–39, 42, 44, 48, 50, 51, 60, 70, 73, 81, 92, 103
- Ubisoft's "religious disclaimer" 34, 35, 41, 92
- Ultimate meaning *see*: Berger, Peter
- Vella, Daniel 109
- Wagner, Rachel 19, 97, 99, 133, 136
- Weber, Max 14–16, 34, 51, 95, 111, 127, 129, 138
- disenchantment 14, 34, 51, 97, 98, 127
- enchantment 19, 95, 111, 129, 138
- rationalization 51, 97, 111, 129
- Workers, labour 18, 33, 35, 38, 60, 70, 74, 130
- World of Warcraft* 20, 21, 34, 64, 103, 104, 106, 109
- Worldview 19, 24, 33, 34, 44, 56–58, 70, 82, 88–90, 94–99, 103–5, 107–10, 112–15, 118, 119, 127, 129, 132–36, 138
- ideology 33, 44, 105, 110
- Xeno(gears, -blade)* 87, 88, 93, 117
- Yabsley, Christopher 59, 60, 64–67
- Zagal, José 115
- Zeiler, Xenia 15, 19, 75, 83, 96, 99
- Zelda, The Legend of* 13, 34, 82, 92, 93, 98, 105, 133
- Zimmerman, Eric 18
- Zoroastrianism 82