
Contents

PART I: Introduction

1. Introduction 3
Jack M. Balkin and Beth Simone Noveck
2. Virtual Worlds: A Primer 13
F. Gregory Lastowka and Dan Hunter

PART II: Game Gods and Game Players

3. Virtual Worldliness 31
Richard A. Bartle
4. Declaring the Rights of Players 55
Raph Koster
5. The Right to Play 68
Edward Castronova
6. Law and Liberty in Virtual Worlds 86
Jack M. Balkin

PART III: Property and Creativity in Virtual Worlds

7. Virtual Crime 121
F. Gregory Lastowka and Dan Hunter
8. Owned! Intellectual Property in the Age of eBayers,
Gold Farmers, and Other Enemies of the Virtual State 137
Julian Dibbell
9. Virtual Power Politics 146
James Grimmelmann

10.	Escaping the Gilded Cage: User-Created Content and Building the Metaverse <i>Cory Ondrejka</i>	158
11.	There Is No Spoon <i>Yochai Benkler</i>	180
PART IV: Privacy and Identity in Virtual Worlds		
12.	Who Killed Miss Norway? <i>Tracy Spaight</i>	189
13.	Who's in Charge of Who I Am? Identity and Law Online <i>Susan P. Crawford</i>	198
14.	Privacy and Data Collection in Virtual Worlds <i>Tal Zarsky</i>	217
PART V: Virtual Worlds and Real-World Power		
15.	Virtual Worlds, Real Rules: Using Virtual Worlds to Test Legal Rules <i>Caroline Bradley and A. Michael Froomkin</i>	227
16.	The New Visual Literacy: How the Screen Affects the Law <i>David R. Johnson</i>	245
17.	Democracy—The Video Game: Virtual Worlds and the Future of Collective Action <i>Beth Simone Noveck</i>	257
	<i>About the Contributors</i>	283
	<i>Acknowledgments</i>	289
	<i>Case List</i>	291
	<i>Index</i>	293