



# Cultures of Virtual Worlds

University of California, Irvine  
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Sponsored by Intel Research, Intel Digital Home Group,  
Department of Anthropology at UC Irvine,  
Center for Ethnography at UC Irvine

Organizers: Maria Bezaitis and Tom Boellstorff

*Image: "The Flyby," by Ashanti LeShelle*

## Thirty presentations | Two days of discussion

**Location: University of California, Irvine**

California Institute for Telecommunications and Information Technology (CALIT2) Building

With astonishing rapidity, virtual worlds have moved from a niche market to an important modality of culture. This means, in theory, that virtual worlds can be amenable to research drawing upon methods from across the social sciences and humanities, and beyond. This conference brings together scholars, developers, and residents to ask after the character of emerging cultures of a range of virtual worlds. Of key interest is building conversations concerning the theoretical and methodological frameworks that need to be developed and transformed to understand the cultures of virtual worlds. Research in virtual worlds is at a preliminary stage where much of the most important work involves crafting new kinds of questions rather than providing definitive answers.

**Registration is free, but space is limited. To register, please email Sylvia Martin at [sjmartin@uci.edu](mailto:sjmartin@uci.edu).**

**[www.anthro.uci.edu/vws](http://www.anthro.uci.edu/vws)**