Hybrid Play

This book explores hybrid play as a site of interdisciplinary activity—one that is capable of generating new forms of mobility, communication, subjects, and artistic expression as well as new ways of interacting with and understanding the world.

The chapters in this collection explore hybrid making, hybrid subjects, and hybrid spaces, generating interesting conversations about the past, current, and future nature of hybrid play. Together, the authors offer important insights into how place and space are co-constructed through play; how, when, and for what reasons people occupy hybrid spaces; and how cultural practices shape elements of play and vice versa.

A diverse group of scholars and practitioners provide a rich interdisciplinary perspective, which will be of great interest to those working in the areas of games studies, media studies, communication, gender studies, and media arts.

Adriana de Souza e Silva is a Professor of Communication at NC State University. Dr. de Souza e Silva works in the fields of mobile communication and internet studies, with a particular focus on how location-based technologies help us make sense of our interactions with public spaces and society.

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To Rafa, who loves games so much [Adriana]

To Ida Sue Glover and Barbara O. Glover, inspiring strong women [Ragan]
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