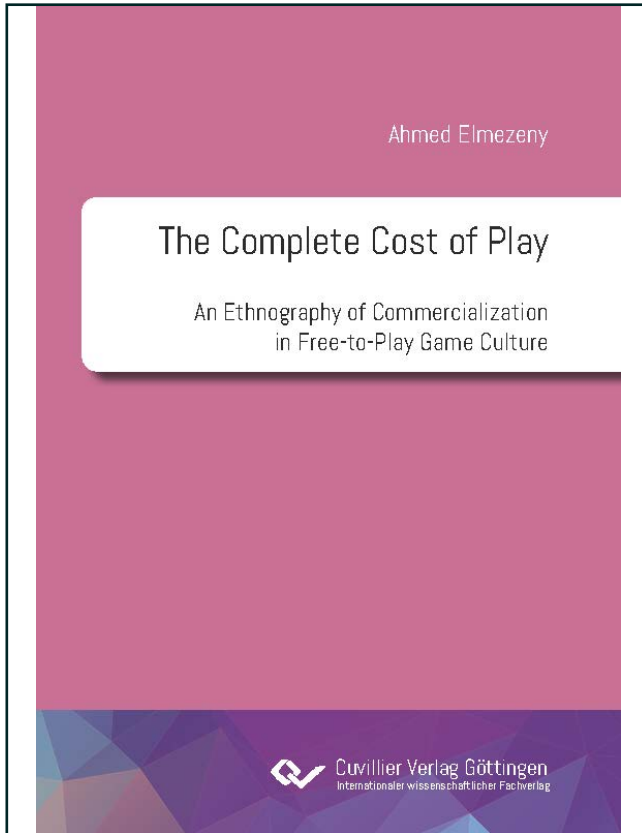




Ahmed Elmezeny (Autor)

The Complete Cost of Play

An Ethnography of Commercialization in Free-to-Play Game Culture



<https://cuvillier.de/de/shop/publications/8420>

Copyright:

Cuvillier Verlag, Inhaberin Annette Jentsch-Cuvillier, Nonnenstieg 8, 37075 Göttingen,
Germany

Telefon: +49 (0)551 54724-0, E-Mail: info@cuvillier.de, Website: <https://cuvillier.de>

Table of Contents

1.0	Introduction	7
2.0	The Cultures of Free-to-Play	15
3.0	Research Questions	67
4.0	Ethnography of a Virtual World	73
5.0	The Free-to-Play Model and Transformations of Culture	107
6.0	Differentiating and Defining Free-to-Play Culture	205
7.0	Conclusion	221
	References	229
	Ludography	242