

## ONLINE WORLDS CONVERGENCE OF THE REAL AND THE VIRTUAL%0A

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Virtual worlds are persistent online computer-generated environments where people can interact, whether for work or play, in a manner comparable to the real world. The most popular current example is World of Warcraft, a massively multiplayer online game with eleven million subscribers. However, other virtual worlds, notably Second Life, are not games at all but internet-based collaboration contexts in which people can create virtual objects, simulated architecture, and working groups.

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I have authored a chapter of a new book from Springer entitled *Online Worlds: Convergence of the Real and the Virtual* edited by William Sims Bainbridge. Virtual worlds are persistent online computer-generated environments where people can interact, whether for work or play, in a manner comparable to the real world.

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