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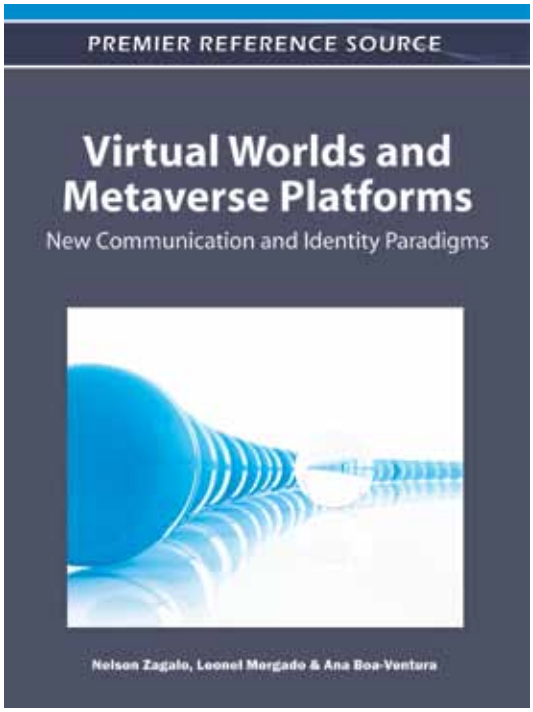
Virtual Worlds and Metaverse Platforms: New Communication and Identity Paradigms



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While metaverse platforms are no longer a novel topic, they still pose challenges for the adaption of conventional research methodologies and communication practices.

Virtual Worlds and Metaverse Platforms: New Communication and Identity Paradigms presents foundational research, models, case studies and research results that researchers and scholars can port to their own environments to evolve their own research processes and studies. The chapters cover scenarios of intellectual disciplines and technological endeavors in which metaverse platforms are currently being used and will be used, including: computation, human-computer interaction, design, media and communication, anthropology, sociology, psychology, education, philosophy, theology, arts, and aesthetics.

Topics Covered:

- Affective Responses
- Collaboration
- Communication Design
- Digital Identity
- Educational Objects
- Entertainment and Playing
- Simulation and Substitution
- Technology and Arts
- User-Created Content
- Virtual Space and Digital Representation

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Nelson Zagalo is an Assistant Professor at the University of Minho (UM). He got his PhD in Communication Technology from the University of Aveiro about new interaction paradigms in virtual environments. He is a member of the board of directors of the Master of Technology and Digital Art at UM and of the Center for Communication and Society Studies. He co-chairs the research group EngageLab at Computer Graphics Center and chairs the Portuguese Society of Videogame Sciences. He has more than forty peer-reviewed publications in the fields of film, videogames, interactive storytelling, and emotion and has chaired the Digital Games 2008 – National Research Conference; the SLACTIONS 2009 International Conference: Life, imagination, and work using metaverse platforms; and the ICIDS2009 - 2nd International Conference on Interactive Digital Storytelling. Nelson is the author of the book "Interactive Emotions, from Film to Videogames" (2009).

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