

**GODWIRED: RELIGION, RITUAL AND VIRTUAL  
REALITY (MEDIA, RELIGION AND CULTURE)**

**Peter Correale**

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### **Godwired: Religion, Ritual and Virtual Reality - CRC Press Book**

Godwired offers an engaging exploration of religious practice in the digital age. Rachel Wagner suggests that whilst our engagement with virtual reality can be viewed as a form of religious activity, Religion, media, and culture series.

**Godwired: Religion, Ritual, and Virtual Reality - Rachel Wagner - Google**

Ebook Godwired Religion Ritual And Virtual Reality Media Religion And Culture currently available at [kegocykujoky.cf](http://kegocykujoky.cf) for review only, if you need complete.

**Rachel Wagner | Network for New Media, Religion and Digital Culture Studies**

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For Kurzweil, humans have always used tools, and tools have in turn shaped human beings and culture. Jason Vigorito marked it as to-read Sep 24, Image not available Photos not available for this variation.

Today's virtual religion is ephemeral, transient, rapid, disposable, hype. From this perspective, ritual itself becomes a kind of virtual reality game, with set players acting in specific parts and behaving in specific ways for Religion and Culture) stated purpose. A growing body of scholarship is doing just that, but for whatever reason, religion in games has not received the attention it deserves—until recently. There is much that is admirable about this book.

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