

Acknowledgments

Much like how the game of *EverQuest* is possible only through a constellation of actors, knowledges, and practices, so too is this book. I am deeply indebted to all the players and designers who have let me peek into their worlds and have talked about (and often debated) various topics with me. Their generosity is the foundation on which this work is built. My thinking on the variety of issues I raise here is also deeply informed by not only the written work of fellow researchers, but the conversations and sharing I have been lucky enough to have with so many interesting and thoughtful friends, colleagues, and students. Over the years this research also has been able to find a home (through conferences, journals, and colleagues) within several multidisciplinary communities (AoIR, 4S, and game studies) and for that I am very thankful. To be able to inhabit a space that supports work that crosses traditional borders is a real privilege.

Of course, there are always those few who do a kind of double-duty—reading drafts, letting me extensively pitch ideas at them, cooking me a meal and getting me through the final push. Kelly Joyce has been an incredible source of support to me for years now, always encouraging me, reading (last minute) drafts, and giving excellent critical advice. I am also especially grateful to Mikael Jakobsson, who not only has made daily life more bearable in the face of this project, but has deeply informed my thinking about the game and always helped me keep a handle on the movable object that is *EverQuest*.

While whatever errors in this book of course remain my own, it could not have been produced without the fortunate assistance of a very extended network of help, conversations, and feedback.