**(LAST UPDATED ON AUG 24, 12)**

*caveat lector*: This really is a working bibliography, so users beware. I’ve uploaded it because a number of people have asked me for it, and I thought it might be of use to others. Please contact me, if you have any questions. So I know your not a robot, just *google* Gregory Price Grieve and I should pop up on top.

Aarseth, Espen. *Cybertext: Perspectives on Ergodic Literature*. Baltimore: The John Hopkins University Press, 1997. {M64} **Ergodic**

Admas, Vincanne. *Tigers of the Snow and Other Virtual Sherpas*. Princeton: Princeton University Press, 1995. {In google library}

Addiss, Stephen and Stanely Lombardo and Judith Roitman(eds). *Zen: Traditional Documents From China, Korea, and Japan.* Cambridge, MA: Hackett Publishing Company, 2008. {B 66) Zen

Adorno, Theodor. The Jargon of Authenticity. Evanston: Northwestern University Press, 1973**. (T 73) Autenticity**

Alasuutari, Pertti. *Social Theory and Human Reality*. London: Sage Publications, 2002. BD331A4302004 REALITY

Welter, Albert. 2000. Mahākāśyapa’s Smile: Silent Transmission and the Kung-an (Kōan) Tradition. In *The Kōan: Texts and Contexts in Zen Buddhism*, edited by Steven Heine & Dale S. Wright. Oxford and New York: Oxford University Press, pp. 75–109 Aleaz, K.P. “**Play and Religion: Indication of an Interconnection.”** *Journal of the Asian Research Center for Religion and Social Communication Volume 2 Number 1 2004*

Althuas, Reid Marcella. *From Feminist Theory to Indecent Theology*. London: SCM Press, 2004.

Althuas, Reid Marcella. *Indecent Theology: Theological Perversions in Sex, Gender and Politics.* New York: Routledge, 2000. BT 83.55 A450 2000

Althusser, Louis. *For Marx*. New York: Verso, 1965. **[T 26]**

Analayo. Satipatthana: The Direct Path to Realization. Cambridge: Windhorse Publications, 2003. [B41]

Amit, Vered. *Constructing the Field: Ethnographic Fieldwork in the Contemporary World*. London: Routledge, 2000. GN 346 C64 2000. Virutal fieldwork

Armstrong, Karen. Buddha. New York: Viking Book, 2001. **[B 24]**

Asad, Talal. *Genealogies of Religion: Discipline Reasons of Power in Christianity and Islam*. Baltimore: The Johns Hopkins University Press, 1993. **[T 47]**

Atkinson, Paul. The Ethnographic Imagination: Textual Construction of Reality. New York: Routledge, 1990. GN 307.7 A85 1990 **Real, Virtual Field**

Au, James Wagner. The Making of Second Life: Notes from the New World. San Francisco: HaperCollins Publishers, 2008. **{M8}**

Aupers, Stef and Dick Houtman. “ ‘Reality Sucks’: On Alienation and Cybergnois.” Concilium 2005 (1): 81-89. **(PDF)**

Austin, James. *Selfless Insight: Zen and Meditative Transformations of Consciousness*. Cambridge, MA: The MIT Press, 2009. BQ 9288 A95 2009 Self, Buddhism

Valerie, Babb. Whiteness Visible: The Meaning of Whiteness. New York: New York University Press, 1998. **(G 15) race**

Bachelard, Gaston. *The Poetics of Space*. Boston: Beacon Press, 1969. **[T 44] (in Google Library).**

Bachelard, Gaston. *On Poetic Imagination and Reverie*. Selected, translated and introduced by Colette Gaudin. Dallas, TX: Spring Publications, 1987. **(PN 1031 B213 1987)**

Bailly, Lionel. *Lacan: Beginner’s Guides*. Oxford: Oneworld Publications, 2009. [T3].

Bainbridge, William Sims and Wilma Alice Bainbridge. “Electronic Game Research Methodologies: Studying Religious Implications.” Review of Religious Research, Vol. 49, No. 1, Special Issue on the Impact of the Internet on Religious Research (Sep., 2007), pp. 35-53

Balsamo, Anne. *Technologies of the Gendered Body*. Durham, NC: Duke University Press, 1996. (G 53) Body

Bangdel, Dina. Mainfesting the Mandala: A Study of The Core Iconographic Program of Newar Buddhist Monastaries in Nepal. Ph.d. Dissertation Thesis. Ohio State, 1999. (PDF)

Bardzell, Jeffrey and Shaowen Bardzell. “**Intimate Interactions: Online Representation and Software of the Self.” http://interactions.acm.org/content/?p=1141**

Bardzell, Shaowen and William Odom. “**The Experience of Embodied Space in Virtual Worlds : An Ethnography of a Second Life Community.”** *Space and Culture* 2008 11: 239

Barnes, Ruth and Joanne B. Eicher. *Dress and Gender: Making and Meaning*. New York: Oxford, 1997. (GT 525 D74 1997)

Barth, Fredrik. *Ethnic Groups and Boundaries: The Social Organization of Culture and Difference*. Long Grove, IL: Waveland Press, 1969. **[Com 1]**

Barthes, Roland. *Mythologies*. New York: The Noonday Press, 1957. **[T 31] (in Google Library).**

Bartle, Richard. *Designing Virtual Worlds*. Berkeley, CA: New Riders, 2004. **[M 6]**

Bassett, Caroline. “Virtually Gendered: Life in an on-line World”

Batchelor, Stephen. *Buddhism Without Beliefs*. New York: Riverhead, 1997 {B 71} **anglo, Faith**

Bauman, Zygmunt. *Postmodern Ethics*. New York: Blackwell Publishing, 1993. **[Bauman 1] (in Google Library).**

Bauman, Zygmunt. *Liquid Modernity.* New York: Polity, 2000. **[Bauman 2]**

Bauman, Zygmunt. *Community: Seeking Safety in an Insecure World.* New York: Polity, 2001. **[Bauman 3]**

Bauman, Zygmunt. *Liquid Love.* New York: Polity, 2003. **[Bauman 5]**

Bauman, Zygmunt. *Liquid Life.* New York: Polity, 2005. **[Bauman 4]**

Bauman, Zygmunt. *Work, Consumerism and the New Poor.* London: Open Univeristy Press, 2005. **[Bauman 6]**

Bauman, Zygmunt. “**Exit Homo Politicus, Enter Homo Consumens: Citizenship and Consumption: Agency, Norms, Mediations, and Spaces”** *Saturday 1 April 2006, Trinity Hall, University of Cambridge, UK*  (http://www.consume.bbk.ac.uk/citizenship/Zygmunt%20Bauman.doc)

Bauman, Zygmunt. *Liquid Fear.* New York: Polity, 2007a. **[Bauman 7]**

Bauman, Zygmunt. *Liquid Times: Living in an Age of Uncertainty.* New York: Polity, 2007b. **[Bauman 9]**

Bauman, Zygmunt. *Consuming Life.* New York: Polity, 2007c. **[Bauman 10]**

Bauman, Zygmunt. *Does Ethics Have a Chance in a World of Consumers?* Cambridge MA: Harvard University Press, 2008 **[Bauman 11]**

Baym, Nancy. *Personal Connections in the Digital Age*. New York: Polity, 2010. **HM 1106 B38 2010 Community**

Beaudoin, Tom. Virtual Faith: The Irreverent Spiritual Quest of Generation X. San Francisco: Jossey-Bass Publishers, 1998. **{M 61} Faith**

Beilharz, Peter. *The Bauman Reader*. New York: Blackwell, 2001. **Bauman 15**

Beattie, Tina. Woman: New Century Theology. New York: Continuum, 2003. {G 75}

Bell, Catherine. “The Ritual Body and the Dynamics of Ritual Power.” *Journal of Ritual Studies*. 4 (1990): 299-313. **[T 49]**

Bell, Catherine. *Ritual Theory/Ritual Practice*. Oxford: Oxford University Press, 1992. **[T 48]** (in my Google Library)

Bell, Catherine (ed). *Teaching Ritual.* Oxford: University Press, 2007. **{T 78}** Ritual

Bell, David and Barbara Kennedy (eds). *The Cybercultures Reader.*  New York: Routledge, 2000.

Bell, Diane, Pat Caplin, and Wazir Jahan Karim. *Gendered Fields: Women, Men and Ethnography.* New York: Routledge, 1993. GN 346 G46 1993. Gender, Ethnography

Bell, Mark W. Edward Castronova and Gert G. Wagner. “Surveying the Virtual World: A Large Scale Survey in Second Life Using the Virtual Data Collection Interface (VDCI),” in *German Council for Social and Economic Data (RatSWD*) Research Notes No. 40 (June 2009)(accessed June 1, 2010) <http://papers.ssrn.com/sol3/papers.cfm?abstract_id=1480254#%23> (In SL PDF’s Bell 2009)

Bellah, Robert. Beyond Belief: Essays on Religion in a Post-Traditionalist World. Berkeley, CA: University of California Press, 1970. (B 115) American Religion

Benedikt, Michael. (Cyberspace: First Steps.”Bell,” in David and Barbara Kennedy (eds). *The Cybercultures Reader.*  (New York: Routledge, 2000), 29-43. {Cyberspace}

Benhabib, Seyla, Judith Butler, Drucilla Cornell and Nancy Fraser. Feminist Contentions: A Philosophical Exchange. New York: Routledge, 1995. {G 71}

Berger, Peter. *The Sacred Canopy: Elements of a Sociological Theory of Religion*. New York: Doubleday, 1967. **[T16]**

**Berman, Joshua and Amy S. Bruckman. “The Turing Game: Exploring Identity in an Online Environment.”** *Convergence*, 7(3), 83-102, 2001. PDF

Bey, Hakim, “The Information War,” in Timothy Drukrey, (ed) Electronic Culutre: Technology and Visual Representation (New York: Aperture, 1996)., 369-75. (M16, 115) (Utopia/dystopia debate)

Bhabha, Homi K. *The Location of Culture*. New York: Routledge, 1994. **[T 57]**

Bielefeldt, Carl (trans). *Dōgen’s Manuals of Zen Meditation*. Berkeley, CA: University of California Press, 1988. **[B 47]**

Bijker, Wiebe E., Thomas P. Hughes, and Trevor Pinch. *The Social Construction of Technological Systems.* Cambridge, MA: The MIT Press, 1987. **(M 50)** Social Construction of Media

Bissell, Tom. Extra Lives: Why Video Games Matter. New York: Vintage Books, 2011. **(M 102)**

Bittarello, Maria Beatrice. “Another Time, Another Space: Virtual Worlds, Myths and Imagination.” *Online – Heidelberg Journal of Religions on the Internet 3.1 (2008)*

Blackshaw, Tony. Zygmunt Bauman. New York: Routledge, 2005. **(Bauman 13)**

Blyth, R. H. Zen in English Literature and Oriental Classics. New York: Dutton, 1960. **[B 48]**

Boellstorff, Tom. “A Ludicrous Discipline?” *Games and Culture*. 2006 (1): 29-35.

Boellstorff, Tom. *Coming of Age in Second Life: An Anthropologist Explores the Virtually Human*. Princeton: Princeton University Press, 2008. **[M2]**

Boellstorff, Tom. *A Coincidence of Desires*. Duke University Press: Durham and London, 2007. **[M2.1]**

Boellstorff, Tom. “A Ludicrous Discipline: Ethnography and Game Studies.” Games and Culture, vol 1, number 1, (2006) 29-35

Bogost, Ian. *Unit Operations: An Approach to Videogame Criticism*. Cambridge, MA: The MIT Press, 2006. **{M 66} Video Games**

Bogost, Ian. *Persuasive Games: The Expressive Power of Videogames*. Cambridge, MA: The MIT Press, 2007. **(M 26) Ideology, 99**

Bolter, David Jay. Writing Space: Computers, Hypertext and the Remediation of Print. Mahwah, NJ:Lawrence Erlbaum Associates, 2001 **[M16]**

Bolter, David Jay and Richard Grusin. *Remediation: Understanding New Media*. Cambridge, MA: The MIT Press, 2000. **[M3]**

Bonie, Nardi*. My Life as A Night Elf Priest: An Anthropological Account of World of Warcraft.* Ann Arbor: The University of Michigan Press, 2010. **[M4]**

Bonvillain, Nancy. *Women and Men: Cultural Constructs of Gender*. Englewood Cliffs, NJ: Prentice Hall, 1995. {G 63}

Bourdieu, Pierre. *Outline of a Theory of Practice*. Cambridge: Cambridge University Press, 1977. **[T 55] (in my Google Library)**

Bourdieu, Pierre (On Television) (M 105)

Briggs, Charles L. *Learning How to Ask: A Sociolinguistic Appraisal of the Role of the Interview in Social Science Research*. Cambridge: Cambridge University Press, 1986. **[T20]** (in my Google Library).

Bracher, Mark and Marshall W. Alcorn, Ronald Corthell, and Françoise Massardier-Kenney. *Lacanian Theory of Discourse: Subject, Structure and Society*. New York: New York University Press, 1994. **(T 42)** (in google Library).

Branwyn, Gareth. “Compu-Sex Erotica for Cybernauts,” in Bell, David and Barbara Kennedy (eds). *The Cybercultures Reader.*  (New York: Routledge, 2000), 398-402. **(M20)**

Brasher, Brenda E. *Give Me That Online Religion*. San Francisco: Jossey-Bass, 2001. (M49) (ONLINE RELIGION)

Bräucer and Postill 2010 Theorizing Media and Practice M117

Brennan, Teresa. Exhausting Modernity: Grounds for New Economy. New York: Routledge, 2000.

*Brunk, Greg, Kevin Chaves, and Parker Wiseman. “***Religion and World of Warcraft.” (unpublished)**

Bruckman, Amy. “Identity Workshop: Emergent Social and Psychological Phenomena in Text-Based Virtual Reality.” MIT Media Laboratory, 1992.

Bruckman, Amy. “Gender Swapping on the Internet.” INET Procedings, 1993. PDF

Bunt, Gary R (eds). *Islam in the Digital Age: E-Jihad, Online Fatwas and Cyber Islamic Environments*. London: Pluto Press, 2003. {M 59} Islam

Bush, Vannevar, “As We May Think, “ Atlantic Montly (July 1945), pp 47-61. (M16, 9) (PDF)

Burman, Barbara. *Material Strategies: Dress and Gender in a Historical Perspective*. Malden, MA: Blackwell, Publishing, 2003. **[GT525M3802003] {Dress}**

Busch, Laura. “**Global Cybersangha: Strategies for Constructing Global Buddhist Community.” nca07\_proceeding**

Buswell, Robert E. *The Zen Monastic Experience*. Princeton NJ: Princeton University Press, 1992. [B8] [Google Books]

Butler, Judith. *Gender Trouble: Feminism and the Subversion of Identity*. New York: Routledge, 1990. {G 37} Self, Genderf

Butler, Judith. *Bodies that Matter: On the Discursive Limits of “Sex.”* New York: Routledge, 1993. (G 55) Cybersex

Butler, Judith. *The Psychic Life of Power*. Stanford, CA: Stanford University Press, 1997. {G 32} Self

Butler, Judith. *Undoing Gender*. New York: Routledge, 2004. {G 59} Body

Butler, Judith. *Precarious Life: The Powers of Mourning and Violence*. New York: Verso, 2004. Bauman 18

Butler, Judith. Giving an Account of Oneself. New York: Fordham University Press, 2005. {G 65} Self

Bruns, Axel. Blogs, Wikipedia, Second Life and Beyond: From Production to Produsage. New York: Peter Lang, 2009. (M 60) Produsage.

Bryson, Norman, Michael Ann Holy, Kieth Moxy (eds). *Visual Culture: Images and Interpretations.* Hanover: University Press of New England, 1994. **(M 51)** Image

Bynum, Caroline Walker and Paula Richman (eds). Gender and Religion: On the Complexity of Symbols. Boston: Beacon Press, 1986. (G 24)

Cable, Amanda. “Divorced from reality: All three accounts of the Second Life love triangle that saw a woman separate from her husband for having a cyberaffair” (2008)

Cadge, Wendy. Heartwood: The First Generation of Theravada Buddhism in America. Chicago: The University of Chicago Press, 2005. **{B 80} Theravada**

Caillois, Roger. *Man, Play, Games*. New York: Glencoe, Inc, 1961. **(CB 151 C273)** **[M 96]**

Caillois, Roger. *Man and the Sacred*. University of Illinois Press: Urbana and Chicago, 2001 [1939]. **[M 97] Play and sacred, 154**

Calefato, Patrizia. **The Clothed Body**. Oxford: Berg, 2004. GT 525 C3613 **Dress**

Campbell, Heidi. Exploring Religious Community Online: We are One in the Network. New York: Peter Lang, 2005. **(M 36) {Community}**

Campbell, Heidi A. *When Religion Meets New Media*. New York: Routledge, 2010. [M1]

Campbell, Heidi. “Internet and Religion.” (Uncorrected Proofs) 2011

Careaga, Andrew. eMinistry: Connecting with the net Generation. Grand Rapids, MI: Kregel Publications, 2001 (M 27) **{awake}**

Carey, James W. *Communication as Culture: Essays on Media and Society*. New York: Routledge, 1988. (M 48) Culteral approach to Communication, 13; Hype, 113; Space/time, 142;

Carter, John Ross and George Dhoerty Bond, Edmund Perry and Shanta Ratnayaka. *The Threefold Refuge in the Theravada Buddhist Tradition*. Chambersburg, PA: Anima Books, 1982. **{B 101}**

Carrette, Jeremy R. (eds.). *Religion and Culture: Michel Foucault*. New York: Routledge, 1999. [T17] (Google Books)

Carrette, Jeremy. *Selling Spirituality*. “Introduction” New York: Routledge, 2005.

Carrithers, Michael, Steven Collins, and Steven Lukes. *The Category of the Person: Anthropology, Philosophy, History.* Cambridge, MA: Cambridge University Press, 1985. (G 31). Self

Castells, Manuel. *The New Global Economy in the Information Age* (University Park, PA: The Pennsylvania State University Press, 1993). **(M16, 154) {Liquid Modern}**

Cassell, Justine and Henry Jenkins (eds). *From Barbie to Mortal Kombat: Gender and Computer Games*. Cambridge, MA: The MIT press, 1998. **(G 9)**, **{Gender}**

Castronova, Edward. *Synthetic Worlds: The Business and Culture of Online Games.* Chicago: The University of Chicago Press, 2005. {M 56} **Games (online and Massive)**

Cefkin, Melissa, Susan Stucky and Wendy Ark. 2008. THE GRAND DIVERSION: PLAY, WORK AND VIRTUAL WORLDS. Artifact. 2(2):108-115. < http://www.informaworld.com/10.1080/17493460902937469 >. (accessed 10 March 2011).

Chadwick, David. *Crooked Cucumber: The life and Zen Teaching of Shunryu Suzuki*. New York: Broadway Books, 1999. **[B20]**

Chakrabarty, Dipesh. *Provincializing Europe: Postcolonial Thought and Historical Difference.* Princeton NJ: Princeton University Press, 2000. **[T 53]** (in my google Library).

Chaitin, Gilbert. *Rhetoric and Culture in Lacan*. Cambridge: Cambridge University Press, 1996 [T 41] (in Google Library)

Charles, Taylor. *Sources of the Self: The Making of the Modern Identity*. Cambridge MA: Harvard University Press, 1989. [G2]

Cherny, Lynn. **"Objectifying" the Body in the Discourse of an**

**Object-Oriented MUD.” Midwest Popular Culture Association, Pittsburgh, PA, October 7-9, 1994**

Cherny, Lynn. “Gender Differences in Text-Based Virtual Reality.” Berkeley Conference on Women and Language, 1994. PDF

Cherny, Lynn. Conversation and Community: Chat in a Virtual World. Stanford, CA: CSLI Publications, 1999. HM756 1999 VirtualWorlds/Communication

Chidester, David. *Authentic Fakes: Religion and American Popular Culture.* Berkeley: University of California Press, 2005. BL 65 C8 C455 2005

Chödron, Pema. *The Places that Scare You: A Guide to Fearlessness in Difficult Times*. Boston: Shambhala, 2002. **{B 56} Tibetan, Anglo, Awake**

Cicognani, Anna. “**On the Linguistic Nature of Cyberspace and Virtual Communities”**

Clifford, James. *The Predicament of Culture: Twentieth-Century, Ethnography, Literature and Art*. Cambridge, MA: Harvard University Press, 1988. [S2] (in Google library)

Clifford, James and George Marcus. *Writing Culture: The Poetics and Politics of Ethnography*. Berkeley: University of California Press, 1986. [S1] (in my Google library)

Clifford, James. *Routes: Travel and Translation in the Late Twentieth Century*. Cambridge MA: Harvard University Press, 1997. [E 13]

Clodius, Jen. “Concepts of Space and Place in a Virtual Community” <http://dragonmud.com/people/jen/space.html>

Clodius, Jen. “Creating a Community of Interest "Self" and "Other" on DragonMud.” American Anthropological Association annual meetings in San Francisco in November 1996

Coakley, Sarah. Powers and Submissions: Spirituality, Philosophy and Gender. New York: Blackwell Publishers, 2002. BTB3.55, C63, 2001

Coats, Karen. *Looking Glasses and Neverlands: Lacan, Desire, and Subjectivity in Children’s Literature*. Iowa City: University of Iowa Press, 2004. [T2] )(In My Google Library)

Coleman, James William. *The New Buddhism. The Western Transformation of an Ancient Tradition*. Oxford: Oxford University Press, 2001. **[B23]** (in by Google library).

Coleman, Simon and Peter Colins. *Locating the Field: Space, Place and Context Anthropology*. New York: Berg, 2006. GN34.3 F533L63 2006. **Virtual Field**

Conze, Edward. *Buddhist Meditation*. New York: Harper Torchbooks, 1956. **[B22]**

Cook, Francis Dojun. How to Raise an Ox: Zen Practice as Thought in Zen Master Dogen’s Shobogenzo. **{B 58} Zen Practice**

Cowan, Douglas E. *Cyberhenge: Modern Pagans on the Internet*. New York: Routledge, 2005. {M 54} **Pagan, Distopia**

Crabtree, Benjamin and William Miller. *Doing Qualitative Research*. New Delhi: Sage Publications, 1992. [E1]

Crampton, Jeremy. *The Political Mapping of Cyberspace*. Chicago: The University of Chicago Press, 2003. **(M 79) Space**

Critchley, Simon and Peter Dews. *Deconstructive Subjectivities*. Albany, NY: State University of New York Press, 1196. BD 222 D43 1996 Self

Critical Art Ensemble. “The Coming of the Age of the Flesh Machine,” in *Flesh Machine: Cyborgs, Designer Babies, and New Eugenic Consciousness* (Brooklyn: Autonomedia, 1998). (M16, 172) **{Body}**

Cuddy, Luke and John Nordlinger. World of Warcraft and Philosophy: Wrath of the Philosopher King. Chicago: Open Courst, 2009. {M 63} Gender 129,165; Awake, 67.

Curtis, Pavel and David Nichols. “MUDs Grow Up: Social Virtual Reality in the Real World.” **Xerox PARC,January 19, 1993**

Daly, Mary. *Pure Lust: Elemental Philosophy*. London: The Women’s Press, 1984. HQ 1154 D314 1984. Cybersex

Danet, Brenda. “Text as Mask: Gender and Identity on the Internet.” Paper Presented for the Conference on “Masquerade and Gendered Identity,  
 Venice Italy, Feb 21-24, 1996 PDF

Daniel, Valentine. *Fluid Signs: Being a Person the Tamil Way*. Berkeley: University of California Press, 1984. [G4]

Davis, Erik. TechGnosis: Myth, Magic and Mysticism in the Age of Information. London: Serpents Tail, 1998. {M 71} TechnoGnosis

*Davis, Erik.”* **Technopagans: May the astral plane be reborn in cyberspace.” Wired**

Davis, Fred. *Fashion Culture, and Ide*ntity. Chicago: University of Chicago Press, 1992. (GT525D381992)

Davidson, Ronald M. Tibetan Tantric Buddhism in the Renaissance Rebirht of Tibetan Culture. New York: Columbia University Press, 2005. {B 67}

Dawson, Lorne and Douglas Cowan (eds). *Religion Online: Finding Faith on the Internet.* New York: Routledge, 2004. (M 70). Faith, 17; Space,37; Identity,59;Community,75,175;Mobious, 93;cybersangha,135;

Dawson, Lorne. “**Doing Religion in Cyberspace: The Promise and the Perils.”** *The Council of Societies for the Study of Religion Bulletin. Vol. 30, No. 1, 2001: 3-9 PDF*

Desjarlais, Robert. *Body and Emotion: The Aesthetics of Illness and Healing in the Nepal Himalayas*. Philadelphia: University of Pennsylvania Press, 1992. [T14] In google library

Deleuze, Gilles and Félix Guattari. *Anti-Oedipus: Capitalism and Schizophrenia*. Minneapolis: University of Minnesota Press, 1983. **[T 24]**

Deleuze, Gilles and Claire Parnet. *Dialogues II*. New York: Columbia University Press, 1977. **[T 25]**

Deleuze, Gilles. *Cinema 1: The Movement-Image*. Minneapolis: University of Minnesota Press, 1989. **[T 30]**

Deleuze, Gilles. *Cinema 2: The Time Machine*. Minneapolis: University of Minnesota Press, 1989. **[T 29]**

Detweiler, Craig (ed). *Halos and Avatars: Playing Video Games with God*. Louisville: Westminster John Knox Press, 2010. (M39) (SECOND LIFE) (Wedding)

Diar, Mladen. “Beyond Interpellation.” Qui Parle. 1993 (6): 73-96. (PDF)

Dick, Philip K. “Man, Android, and Machine, in *The Shifting Realities of Philip K. Dick Selected Literary and Philosophical Writings*, 211-233, Ed. Lawrence Sutin. New York: Vintage Books, 1995. [T12]

Dickie, Mure. “**Censorship reaches internet**

**Skeletons,** China's drive to control the web creates a furore with the modification of anonline game.” Financial Times Published: 00:42 July 3, 2007

Dicks, Bella and Bruce Mason, Amanda Coffey and Paul Atkinson. *Qualitative Research and Hypermedia: Ethnography for the Digital Age.* London: Sage Publications, 2005. GN 307.65 D53 2005 Virtual Ethnography

Dibbell, Julian. “A Rape in Cyberspace,” *Village Voice* (December 21, 1993), 36-43. **(M16, 199)** (Body)

Dibble, Julian. *My Tiny Life: Crime and Passion in a Virtual World*. New York: An Owl Book, 1998. **{M 67}**

Dibble, Julian. *Play Money: Or, How I Quite My Day Job and Made Millions Trading Virtual Loot*. New York: Basic Books, 2006. Economy GV 1469.15 D5330 2006

**DIBBELL, JULIAN. “The Life of the Chinese Gold Farmer.” The New York Times. June 17, 2007**

Dodge, Martin and Rob Kitchin. *Mapping Cyberspace*. New York: Routledge, 2001. **{M 83}** Space

Dogen, Zenji. *Beyond Thinking: A Guide to Zen Meditation*. Edited by Kazuaki Tanahashi. Boston: Shambhala, 2004. (B2 also in google library).

Doniger, Wendy. *Other People’s Myths: The Cave of Echoes*. Chicago: The University of Chicago Press, 1995. **[T64]**

*Wendy Doniger O’Flaherty offers a very well told and sophisticated way to look at the role of myth both as story and as theory. Especially useful is the second chapter, “Other People’s Lies: The Cave of Echoes,” which theories about what a myth is, and describes how they differ form other forms of communication. She argues that myths are (1) not lies; (2) sacred stories shared by a group; (3) about the past or future events, and (4) part of a larger group of tales.*

*http://books.google.com/books?id=N7mBwsmp-g0C&lpg=PP1&ots=qf\_GKs5z6N&dq=Other%20Peoples%20Myths%3A%20The%20Cave%20of%20Echoes&pg=PP1#v=onepage&q&f=false*

Donath, Judith Stefania. “Inhabiting the Virtual City: The Design Social Environments for Electronic Communities” http://smg.media.mit.edu/people/judith/Thesis/

Doniger, Wendy. *The Implied Spider: Politics and Theology in Myth*. New York: Columbia University Press, 1998. **[T58]**

Döring, Nicola (2000). Feminist Views of Cybersex: Victimization, Liberation, and Empowerment. *CyberPsychology and Behavior*, 3 (5), 863-884. (PDF)

Dourish, Paul. Where the Action is: The Foundations of Embodied Interaction. Cambridge, MA: The MIT Press, 2001. **(G 56) Body5r**

Ducheneaut, Nicolas, Nicholas Yee, Eric Nickell, and Robert J. Moore. “‘Alone Together?’ Exploring the Social Dynamics of Massively Multiplayer Online Games,” Proceedings of the SIGCHI conference on Human Factors in computing systems. New York, NY, USA ©2006 (PDF)

Ducheneaut, Nicolas, Nicholas Yee, Eric Nickell, and Robert J. Moore. “Virtual ‘Third Places’: A Case Study of Sociability in Massively Multiplayer Games.” Computer Supported Cooperative Work (2—7) 16 129-166.

*Desser, Daphne. “*Who's On Line? Gender Morphing in Cyberspace.” Journal of Electronic Publishing, Volume 6, Issue 1, Sept., 2000

Dreyfus, Hubert. *What Computers Can’t do: The Limits of Artificial Intelligence.* San Francisco: Harper Colophon Books, 1997. {M 65} Distopic

Dreyfus, Hubert. *Being-in-the-World: A commentary on Heidegger’s Being and Time, Division 1.* Cambridge, MA: The MIT Press, 1991. [T 45] (in Google library)

Drury, Nevill. *The New Age: The History of the Movement*. London: Thames and Hudson, 2004. BP 605 N48 D7840 2004 New Age

Dumoulin, Heinrich. *Zen Enlightenment: Origins and Meaning*. New York: Weatherhill, 1979. **[ B 34]**

Dumoulin, Heinrich. *Zen Buddhism: A History. Volume I India and China*. New York: World Wisdom, 2005. **[ B 16]**

Dumoulin, Heinrich. *Zen Buddhism: A History. Japan*. New York: World Wisdom, 2005. **[ B 16.5]**

Dunniway, Troy and Jeannie Novak. Gameplay Mechanics: Game Development Essentials. Clifton Park, NY: Delmar, 2008. {M 86}

Dyer-Witheford, Nick. Cyber-Marx. *Cycles and Circuits of Struggle in High-technology Capitalism.* Urban, IL: Univeristy of Illinois Press, 1999. **(M44)Liquid, Economy**

Dyer-Witheford, Nick and Greig de Peuter. *Games of Empire: Global Capitalism and Video Games*. Minneapolis: University of Minnesota Press, 2009. **M 23. SL-Liquid Modernity**

Eck, Diana. A New Religious America: How a “Christian Country” Has Become the World’s Most Religiously Diverse Nation. San Francisco: Harper, 2001. **(B 109) America Religion**

Edwards, Vickie. “The New Societies: Issues within MUDs and Other Virtual Communities.” 07 December 2000

Eliade, Mircea. *The Quest: History and Meaning in Religion*. Chicago: Chicago and London, 1969. **[T60]BL50.E44**

*Written late in his career the preface to this book clearly and concisely summarizes Eliade’s thought (i-v). What is most useful is the first chapter, “A New Humanism,” where he describes the intellectual task of Religious Studies (1-11). For Eliade’s notion of the sacred see* The Sacred and the Profane: The Nature of Religion *(1957); for his method of comparison see* Patterns in Comparative Religion *(1949); for his concept of history see* Cosmos and History: The Myth of the Eternal Return *(1954).*

Ellul, Jacques. *The Technological Society*. New York: Vintage Books, 1964. [**M 53] Tech**

Ellwood, Robert. *Alternative Altars: Unconventional and Eastern Spirituality in America*. Chicago: The University of Chicago Press, 1979. BL2530 U6E44. Spirituality

Entwistle, Joanne. *The Fashioned Body: Fashion Dress and Modern Social Theory*. New York: Polity Press, 2000. GT525. E57. 2000. (in my google library)

Epstein, Mark. *Psychotherapy Without the Self: A Buddhist Perspective*. New Haven: Yale Univeristy Press, 2007. **{B 61} Anglo, Self**

Epstien, Mark. *Open to Desire: Embracing a Lust for Life*. New York: Gotham Books, 2005. **{G 29} Desire, Buddhism**

Eriksen, Thomas. Tyranny of the Moment: Fast and Slow Time in the Information Age. London: Pluto Press, 2001**. (T 70). Acceleration, Liquid modernity**

Escobar, Arturo. “Welcome to Cyberia Notes on the Anthropology of Cyberculture,” Bell, David and Barbara Kennedy (eds). *The Cybercultures Reader.*  (New York: Routledge, 2000), 56-76

Fabian, Johannes. *Ethnography as Commentary: Writing from the Virtual Archive*. Durham: Duke University Press, 2008. GN 307.65 F 33 2008

**Bodhidharma as Textual and Religious Paradigm**

Bernard Faure

*History of Religions* , Vol. 25, No. 3 (Feb., 1986), pp. 187-198

Faure, Bernard. *The Rhetoric of Immediacy: A Cultural Critique of Chan/Zen Buddhism*. Princeton NJ, Princeton University Press, 1991. **[B26]**

Faure, Bernard. *Chan Insights and Oversights: An Epistemological Critique of the Chan Tradition*. Princeton NJ, Princeton University Press, 1993. **[B43]**

Faure, Bernard. *Visions of Power: Imagining Medieval Japanese Buddhism*. Tans. Phyllis Brooks. Princeton NJ: Princeton University Press, 1996. **[32]**

Faure, Bernard. *Double Exposure: Cutting Across Buddhist and Western Discourses*. Tans. Janet Lloyd. Stanford: Stanford University Press, 2004. [B7] Also in my google library.

Faure, Bernard. *Unmasking Buddhism*. New York: Blackwell, 2007. [B37]

Faure, Bernard (ed). *Chan Buddhism in Ritual Context*. New York: Routledge, 2003. BQ9270C43 2003. Practice

Fernbach, Amanda. *Fantasies of Fetishmism: From Decadence to the Post-Human.* New Brunswick: Rutgers University Press, 2002. (G1)

Ferguson, James and Akhil Gupta. *Anthropological Locations: Boundaries and Grounds of a Field Science.* Berkeley: University of California Press, 1997. GN 34.3 F53A56 1997. Ethnographies,.

Feyerabend, Paul. Against Method: Outlind of an Anarchistic Theory of Knowledge. New York: Verso, 1975.

**Fields, Rick**. *How the Swans Came to the Lake. A Narrative History of Buddhism in America*. 1981. 2nd ed., rev. and updated 1988. 3rd ed., rev. and updated. Boulder, CO: Shambhala Publ., 1992.

Fink, Bruce. *The Lacanian Subject: Between Language and Jouissance.* Princeton, New Jersey: Princeton University Press, 1995. [T4]

Fink, Bruce. *A Clinical Introduction to Lacanian of Psychoanalysis: Theory an Technique.* Cambridge, MA: Harvard University Press, 1997. **[T43] (in Google Library)**

Finkelstein, Joanne*. Fashion: An Introduction*. New York: New Your University Press, 1998. GT525F5561998

Flanagan, Mary. *Critical Play: Radical Game Design*. Cambridge, MA: The MIT Press, 2009. (M42) **Games**

Fornäs, Johan and Kajsa Klein, Martina Laderndorf, Jenny Sundén and Malin Sveningsson. *Digital Borderlands: cultural Studies of Identity and Interactivity on the Internet*. New York: Peter Lang, 2002. HM567D54 2002 **Self**

Ford, Paul. “A further analysis of the ethics of representation in virtual reality: Multi-user Environments.” *Ethics and Information Technology* 3: 113-121, 2001 (PDF).

Foulks, Beverly. “Playing with Karma: A Chinese Buddhist Board Game.” Unpublished Manuscript.

Frost, Madeleine. “Can Cyberspace Truly Be A Temple For The Cybersangha?” Http://Storage02.Video.Muni.Cz/Prf/Mujlt/Storage/1205309867\_Sb\_R07-Frost.Pdf

Foucault, Michel. *Power/Knowledge: Selected Interviews and Other Writings 1972-1977*. New York: Pantheon Books, 1977. **[T 56]**

Friedman, Doran et a1. “**Robots in our Midst: Communicating with Automated Entities in Online Virtual Worlds”** Paper submitted to the 2011 International Communication Association Conference

Friedman, Ted. *Electric Dreams: Computers in American Culture*. New York: University Press, 2005. QA 76.9 C66 F745 2005.

Frye, Marilyn. *The Politics of Reality: Essays in Feminist Theory*. Freedom, CA: The Crossing Press Feminist Series, 1983. HQ 1154 F78 1983. **Reality**

Fukamizu, K. (2007). Internet use among religious followers: Religious postmodernism in Japanese Buddhism. *Journal of Computer-Mediated Communication*, *12*(3), article 11.http://jcmc.indiana.edu/vol12/issue3/fukamizu.html

Fullerton, Tracy and Christopher Swain, and Steven S. Hoffman. *Game Design Workshop: A Playcentric Approach to Creating Innovative Games*. New York: Elsevier, 2008. {M 81}

Gallup, George and Timothy Jones. *The Next American Spirituality Finding God in the Twenty-First Century.* Colorado Springs, CO: Cook Communications, 2000. (B 112)

Ganeva, Mila. “Fashion Photography and Women's Modernity in Weimar Germany: The Case of Yva.” NWSA Journal, Vol. 15, No. 3, Gender and Modernism between the Wars, 1918-1939 (Autumn, 2003), pp. 1-25

Garfield, Jay. *Empty Words: Buddhist Philosophy and Cross-Cultural Interpretation*. Oxford: Oxford University Press, 2002. **[B 50] {Shunyata}**

Gaustad, Edwin and Leight Schmidt. The Religious History of America: The Heart of American Story from Colonial Times to Today. San Francisco: Harper, 2002. (B 116) American Religion

Gee, James Paul and Elisabeth R. Hayes. *Women and Gaming: The Sims and 21st Century Learning.* **LB1029S53G44 2010 Sims**

Gee, James Paul. Good Video Games and Good Learning: Collected Essays on Video Games, Learning and Literacy. New York: Peter Lang, 2007. M 91

Geertz, Clifford. *The Interpretation of Cultures*. New York, Basic Books, 1973. **[E 8] (in Library)**

Geertz, Clifford. *Local Knowledge: Further Essays in Interpretive Anthropology*. New York: Basic Books, 1983. **[E 11] (in Google Library)**

Gergen, Kenneth. *The Saturated Self: Dilemmas of Identity in Contemporary Life.* New York: BasicBooks, 1991. **(G 41)**

Giddens, Anthony. *The Transformation of Intimacy: Sexuality, Love & Eroticism in Modern Societies*. Stanford, CA: Stanford University Press, 1992. **(G 51) Cybersex**

Ginsburg, Faye, Lila Abu-Lughod and Brain Larkin. Media Worlds: Anthropology on New Terrain. Berkeley: University of California Press, 2002. {M 92}

Glazer, Nathan and Daniel Patrick Moynihan. Beyond the Melting Pot. Cambridge, MA: The MIT Press, 1963. **(B 111)** American Religion

Goffman, Erving. The Presentation of Self in Everyday Life. New York: Anchor Books, 1959. G 47 Self

Goldberg, David Theo (ed). *Anatomy of Racism*. Minneapolis: University fo Minnesota Press, 1990. **(G 12) {Race}**

Golub, Alex. “Being in the World (of Warcraft): Raiding, Realism, and Knowledge Production in a Massively Multiplayer Online Game,” *Anthropological Quarterly*, 83(2010): 17-46. PDF

Goldberg, Natalie. *Zen in American: Five Teachers and the Search for an American Buddhism*.Tokyo: Kodansha International, 1994. {B 107) Anglo

Gombrich, Richard. “The Consecration of a Buddhist Image.” The Journal of Asian Studies, Vol. 26, no 1, 1966: 23-36. PDF

Gonzalo, Fransca “Play the Message” M 106 [also a PDF ]

Graves, Robert. *The White Goddess*. New York: Farrar, Straus and Giroux, 1948. **[T 23]**

Green, Eileen, and Alison Adam. Virtual Gender: Technology, Consumption and Identity. New York: Routledge, 2001. **{G 44) Self, Gender**

Green, James (trans and introduction). *The Recorded Sayings of Zen Master Joshu*. Boston: Shambhala, 1998. **[B 14]**

Grieve, Gregory. “There is no Spoon? *The Matrix*, Ideology,and The Spiritual logic of Late Capital,” in *Teaching Religion and Film*. Ed. Greg Watkins. American Academy of Religion’s Religious Studies Series Teaching. Oxford: Oxford University Press, 2009. (Grieve2009.PDF as Grieve 2009 in orange box). PDF

Griffith, Marie. *Born Again Bodies: Flesh and Spirit in American Christianity.* Berkeley, CA: University of California Press, 2004.  **(G 57)**

Griffiths, Paul. *On Being Buddha: The Classical Doctrine of Buddhahood*. Delhi: Sri Satguru Publications, 1994. **[B 49] {Buddha}**

Grodin, Debra and Thomas Lindolf. *Constructing the Self in a Mediated World.* London: Sage Publications, 1996. BF 697 C583 **Self**

Grosz, Elizabeth. *Jacques Lacan A Feminist Introduction*. New York: Routledge, 1990. {G 17] Desire

Grosz, Elizabeth. *Volatile Bodies: Toward a Corporeal Feminism*. Bloomington, IN: Indiana University Press, 1994. **{G 29) Self, Body**

Gutierrez, Gustavo. A Theology of Liberation. Maryknoll, New York: Orbis Books, 1973. (T 71) Awake

Hacking, Ian. *The Social Construction of What*? Cambridge, MA: Harvard University Press, 1999. **T 61**

*While there are books, such as Peter Berger and Thomas Luckman’s* The Social Construction of Reality *(1966), which are classics in the field, and while there are books that deal directly with religion, such as Berger’s* The Sacred Canopy: Elements of a Sociological Theory of Religion *(1967), for further reading on the social construction start with this very readable and enjoyable book by Ian Hacking.*

LINK: http://books.google.com/books?id=XkCR1p2YMRwC&lpg=PP1&ots=ND29U9Ysoa&dq=The%20Social%20Construction%20of%20What%3F&pg=PP1#v=onepage&q&f=false

Hakken, David. *Cyborgs @ Cyberspace: An Ethnographer Looks to the Future.* New York: Routledge, 1999. QA 76.9 C66 H34 1999. Ethnogrpahy

Hall, Stuart. *Representation: Cultural Representations and Signifying Practices*. London: Sage, 1997. **{M 94}**

Hanegraaf, Wouter. *New Age Religion and Western Culture*. Leiden: E.J. Brill, 1996. BP 605 N48H36 1996. New Age

Hanh, Thich Nhat. The Mircle of Mindfulness: A Manual on Meditation. Boston: Beacon Press, 1975. {B 91} Mindfulness

Hansen, Mark. *New Philosophy for New Media*. Cambridge, MA: The MITE Press, 2006. **(M 46) Body, 161, 235.**

Hansen, Mark. *Bodies in Code: Interfaces with Digital Media. New York: Routedge, 2006.* **(M 46.5)**

Harari, Roberto. *Lacan’s Four Fundamental Concepts of Psycholanalysis: and Introduction*. New York: Other Press, 2004. BF173L14623H37132004. (in Google Library).

Haraway, Donna. “A Cyborg Manifesto: Science, Technology, and Socialist Feminism in the Late Twentieth Century,” in *Simians, Cyborgs, and Women: The Reinvention of Nature*, 149-181. New York: Routledge, 1991. [G3] (<http://www.stanford.edu/dept/HPS/Haraway/CyborgManifesto.html>) (M16, 28)

Harding, Sandra and Merrill Hintikka. *Discovering Reality: Feminist Perspectives on Epistemology, Metaphysics, Methodology, and Philosophy of Science*. Boston: Kluwer Academics Publishers, 2003. HQ 1154 D538 2003 **Reality**

Harrison, Peter. *“Religion,” and the Religions in the English Enlightenment.* Cambridge: Cambridge University Press, 1990. **BL41H37 1990**

Harvey, Olivia. “Marshall McLuhan on Technology, Subjectivity and ‘the Sex Organs of the Machine World,” *Continuum: Journal of Media and Cultural Studies* 20 (2006), 331-344. (in SL PDF’s Harvey2006)

Hayles, Katherine. *How We Became Posthuman: Virtual Bodies, in Cybernetics, Literature, and Informatics*. Chicago: University of Chicago Press, 1999. (T7 also in my google library)

Hayles, Katherine. *Electronic Literature: New Horizons For the Literary.* Notre Dame: University of Notre Dame Press, 2008. **{Style 5}**

Harris, Marvin. *The Rise of Anthropological Theory*. New York: Harper Collins Publishers, 1968. **[E 5] (in google books)**

Hart, Lynda. *Between the Body and the Flesh: Performing Sadomasochism*. New York: Columbia University Press A, 1998. (T8 also in my google book list)

Harrigan, Pat and Noah Wardrip—Fruin. *Second Person: Role-Playing and Story in Games and Playable Media*. Cambridge, MA: The MIT Press, 2007. **{M41) Role Play**

Hawes, Colin. “Meaning beyond Words: Games and Poems in the Northern Song.” Harvard Journal of Asiatic Studies, Vol. 60, No. 2 (Dec., 2000), pp. 355-383 PDF

Heath, Joesph and Andrew Potter. *The Rebel Sell: Why the Culture Can’t be Jammed.* New York: Harper, 2004. **(Bauman 12)**

Heelas, Paul. “The New Age in Cultural Context: The Premodern, the Modern and the Postmodern.” Religion (1993) 23, 103-116. PDF

Heidegger, Martin. *Basic Writings*. New York: Harper and Row, 1976. **[T 50]**

Heider, Don. *Living Virtually: Researching New Worlds*. New York: Peter Lang, 2009. (M 34)

Heim, Michael. “The Erotic Ontology of Cyberspace,” in *The Metaphysics of Vi* *Ar* *Atual Reality* (New York: Oxford 1994), 83-108. {Awake}

Heim, Michael. *The Metaphysics of Virtual Reality*. Oxford: Oxford University Press, 1993. QA 76.9 H85H45 1993. Virtual

Hein, Steven. *Opening a Mountain*: *Kōans of the Zen Masters.* Oxford: Oxford University Press, 2002. {B 104}

Hein, Steven. *Shifting Shape and Shaping Text: Philosophy and Folklore*. Honolulu: University of Hawai’i Press, 1999. (B 105)

Hein, Steven. *Opening a Mountain*: *Kōans of the Zen Masters.* Oxford: Oxford University Press, 2002. {B 104}

Hein, Steven and Dale Wright (eds). *The Kōan: Texts and Contexts in Zen Buddhism.* Oxford: Oxford University Press, 2000. {B 81} Practice

Hein, Steven and Dale Wright (eds). The Zen Canon: Understanding The Classic Texts. Oxford: Oxford University Press, 2004. **{B 97} Zen**

Heine, Steven. *Zen Skin, Zen Marrow: Will the Real Zen Buddhism Please Stand Up?* Oxford: Oxford University Press, 2008. BQ 9265.4 H45 2008

Hein, Steven and Dale Wright (eds). *Zen Ritual: Studies of Zen Buddhist Theory in Practice.* Oxford: Oxford University Press, 2008. **BQ 9270.2 Z46 2008 Practice**

Heelas, Paul. *The New Age Movement*. New York: Blackwell Publishers, 1996. A **[B 54] {New Age}**

Heelas, Paul. *Religion, Modernity and Postmodernity*. New York: Blackwell, 1998. **(Bauman 17)**

Herberg, Will. Protestant Catholic Jew. Garden City, New York: Anchor Books, 1955. **(B 113) American Religon**

Hershhock, Peter D. *Reinventing the Wheel: A Buddhist Response to the Information Age*. Albany, NY: State Univeristy of New York Press, 1999. BQ 4570 I55 H47 1999

Herz, J.C. *Surfing on the Internet: A Nethead’s Adventures On-Line*. Boston: Back Bay Books, 1995. {M 68}

Herz, J.C. JoyStick Nation: How Video Games ate our Quarters, Won our Hearts and Rewired our Minds. Boston: Little Brown, 1997 {M 69} (Games)

Heston, Kevin. The Aleph Technique: Quantitative and Ethnographic Inquiries into Subjectification and Religion in Second Life (Originally Presented in session *Second Life and Virtual Identities*, NCA Annual Convention 2008)

Hillis, Ken. *Digital Sensations: Space, Identity, and Embodiement, Virtual Reality.* Minneapolis: University of Minnesota Press, 1999. QA 76.9 I58H53 1999. Body, Self

Hine, Christine. *Virtual Ethnography*. London: Sage Publications, 2000. HM 851 H56 2000. Virtual Ethnography

Hines, Melissa. *Brain Gender*. Oxford: Oxford University Press, 2004. **{G 66}**

Hjarvard, Stig. “Introduction.” 1st Seminar in the Nordic Network on the Mediatization of Religion and Culture, Oslo 2006

Hjarvard, S. (2008). The Mediatization of Religion: A Theory of the Media as Agents of Religious Change. In Northern Lights 2008. Yearbook of Film & Media Studies. Bristol: Intellect Press.

Højsgaard, Morten and Margit Warburg (eds). *Religion and Cyberspace*. New York: Routledge, 2005. M40

Hollywood, Amy. *Sensible Ecstasy: Mysticism, Sexual Difference, and the Demands of History*. Chicago: The University of Chicago Press, 2002.

Horan, Thomas. Digital Places: Building our city of Bits. Washington DC: Urban Land Institute, 2000. (M31) {SPACE)

Hori, Victor Sōgen. *Zen Sand: The Book of Capping Phrases for Kōan*. Honolulu: University of Hawai’i Press, 2003. BQ 9289.5 H67 2003

Homes, David. Virtual Places: Identity & Community in Cyberspace. London: Sage, 1997. (M32) Identity, Community.

Hopman, Ellen Evert and Lawrence Bond. *Being a Pagan: Druids, Wiccans, and Witches Today.* Rochester, VT: Destiny Books, 2002. **(B 118) Pagan**

Hotchkiss, Brian. *Buddhism in America*. Rutland, VT: Charles Tuttle, 1997. BQ 4302 B84 1997. ANGLO

Hoover, Stewart and Lynn Schofield Clark (eds). *Practicing Religion in the Age of the Media: Explorations in Media, Religion and Culture*. New York: Columbia University Press, 2002. **{M 55} Cultural Approach to Media**

Hover, Stewart and Knut Lundby. *Rethinking Media, Religion and Culture*. London: Sage, 1997. P 94 R48 1997 **{M 90}**

Hudson, Winthrop. *Religion in America*. New York: Macmillan Publishing Company, 1987. (B 110) American Religion

Hudson, Winthrop and John Corrigan. *Religion in America: An Historical Accoutn of the Development of American Religious Life*. Upper Saddle River, NJ: Prenticee Hall, 1999. **{B 77} Religion History**

Huizinga, Johan. *Homo Ludens*. Boston: The Beacon Press, 1955.

Huisman, Kimberly and Pierrette Hondagneu-Sotelo. “Dress Matters: Change and Continuity in the Dress Practices of Bosnian Muslim Refugee Women.” Gender and Society, Vol. 19, No. 1 (Feb., 2005), pp. 44-65

Huxley, Aldous. The Perennial Philosophy. New York: Harper and Row, 1944. **T 75**

Huxley, Aldous. *The Doors of Perception*. New York: Harper and Row, 1954. **T 74**

Irigaray, Luce. *This Sex Which is Not One*. Ithaca, NY: Cornell University Press, 1977. **{G 39} Self**

Irigaray, Luce. Elemental Passions. New York: Routledge, 1992. {T 77} Desire

Irigaray, Luce. *An Ethics of Sexual Difference*. Ithaca, NY: Cornell University Press, 1984. **{G 33) Self**

Irigaray, Luce. *Elemental Passions*. London: The Athlone Press, 1982. {G 35

**Iwamura, Jane Naomi. “Altared States: Exploring the Legacy of Japanese American Butsudan Practice.”** *Pacific World: Journal of the Institute of Buddhist Studies* 3:5 (2003): 275-291.

Iwamura, Jane Naomi. Virtual Oreintalism: Asian Religions and American Popular Culture. Oxford: Oxford University Press, 2011.

Jackson, Linda et al. “Cultural Differences in Morality in the Real and Virtual Worlds: A Comparison of Chinese and U.S. Youth.” **CYBERPSYCHOLOGY & BEHAVIOR Volume 11, Number 3, 2008**

Jackson, Michael. “Introduction: Phenomenology, Radical Empiricism, and Anthropological Critique.” Ed. Michael Jackson, 1-50. Indianapolis: Indiana University Press, 1996. GN33T551996

Jakobsson, Mikael. “**Virtual worlds and social interaction design.”** Umeå Universitet.; [2006]

Jansen, Bernard, Andrea Tapia, and Amadna Spink. “Searching for salvation: An analysis of US religious searching on the

World Wide Web.” Religion 40 (2010) 39–52

Jameson, Fredric. “FEAR AND LOATHING IN GLOBALIZATION.” New Left Review 23 sep oct 2003, 105-114

.Jenkins, Henry. *Convergence Culture: Where Old and New Media Collide*. New York: New York University Press, 2006. **[M14] [**Convergence]

Jones, Caroline A (ed). Sensorium: Embodied Experience, Technology, and Contemporary Art. Cambridge, MA: The MIT Press, 2006. **(M45)**

Jones, Linday. “The Hermeneutics of Sacred Architecture: A Reassessment of the Similtude between Tula, Hidalgo and Chichen Itza, Yucatan, Part I.” History of Religions, Vol. 32, No. 3 (Feb., 1993), pp. 207-232

Jones, Steven (ed). *Cybersociety: Computer-Mediated Communication and Community*. Londona: Sage, 1995. **(M 29)**

Jones, Steven (ed). Cybersociety 2.0: Revisiting Computer-mediated Communication and Community. Londona: Sage, 1995. **(M 35)** Community 1, 35, 212, feminist 100, Gender 129, Race 184.

Josephson, Jason Ānanda. “When Buddhism Became a "Religion": Religion and Superstition in the Writings of Inoue Enryō.” Japanese Journal of Religious Studies, Vol. 33, No. 1 (2006), pp. 143-168

Juul, Jesper. *Half-Real: Video Games Between Real Rules and Fictional Worlds*. Cambridge, MA: The MIT Press, 2005. **M 77**

Kabat-Zinn, Myla and Jon. *Everyday Blessings: The Inner Work of Mindful Parenting.* New York: Hyperion, 1997. **{B 83} Anglo, Mindful**

Kaklauskas, Francis, Susan Nimanheminda, Louis Hoffman, and MacAndrew Jack. *Brilliant Sanity: Buddhist Approaches to Psychotherapy*. Colorado Springs, CO: University of the Rockies Press, 2008. {B 108} Mindful 161; Desire 339; Self 340.

Karaflogka, Anastasia. *E-Religion: A Critical Appraisal of Religious Discourse on the World Wide Web*. London: Equinox, 2006. {see E-RELIGION-GRIEVE in Awake Online/Docs} **[M13]**

Kapleau, Philip. *The Three Pillars of Zen*. New York: Doubleday, 1989. **[B27]**

Kavetsky, Jennifer. “MEN BEHAVING (NOT SO) BADLY: INTERPLAYER COMMUNICATION IN WORLD OF WARCRAFT.” A Thesis Submitted to the Graduate College of Bowling Green State University in partial fulfillment of the requirements for the degree of MASTER OF ARTS August 2008

Kay, Sarah. *Žižek: A Critical Introduction*. Cambridge: Polity, 2003 [T6] (Google Books)

Kendall, Lori. *Hanging Out in the Virtual Pub: Masculinities and Relationships Online*. Berkeley: University of California Press, 2002. **{G 76}**

Keenan, Thomas. *Fables of Responsibility: Aberrations and Predicaments in Ethics and Politics.* Stanford: Stanford University Press, 1997. (From Library JA79 k44 1997)

Kelly R. V. *Massively Multiplayer Online Role-Playing Games*. London: McFarland and Company, Inc, 2004. **(M24)**

Kennett, Jiyu. *Selling Water by the River*. New York: Pantheon Books, 1972. **[B 21]**

De Kerckhove, Derrick. The Skin of Culture: Investigating the New Electronic Reality. Toronto: Somerville House Publishing, 1995. (M33) REALITY, Cyberspace 37. **(M33)**

Kapstien, Matthew. *The Tibetans*. Malden, MA: Blackwell Publishing, 2006. **{B 94} Tibetan**

Kainz, Howard. *Hegel’s Phenomenology of Spirit* (Translated and Annotated). University Park, PA: The Pennsylvania State University Press, 1994. B 2927 E5P47 1994 Desire Reality (Start Here)

Keane, Webb. *Christian Moderns: Freedom & Fetish in the Mission Encounter*. Berkeley: University of California Press, 2007. **(G 46)**

**Kellner, Douglas. “New Technologies, TechnoCities, and the Prospects for Democratization.” (http://www.gseis.ucla.edu/faculty/kellner/kellner.html)**

Kent, Steven. *The Ultimate History of Video Games: The Story Behind the Craze that Touched Our Lives and Changed the World*. New York: Three Rivers Press, 2001. **{M 93} Games**

Kerouac, Jack. *The Dharma Bums*. New York: Penguin, 1958**[B 74] {Anglo Buddhism, Beat Buddhism}**

Kerouac, Jack. *Some of the Dharma*. New York: Viking, 1997 **[B 53] {Anglo Buddhism, Beat Buddhism}**

Kessler, Suzane. Lessons From the Intersexed. New Brunswick, NJ: Rutgers University Press, 2002. {G 67)

Kieschnick, John. *The Impact of Buddhism on Chinese Material Culture*. Princeton, NJ: Princeton University Press, 2003. BQ 626 K54 2003.

King, Richard. “Spirituality and the Privatisaztion of Asian Wisdom Traditions.” In *Selling Spirituality The Silent Takeover of Religion*, 87-123. Jeremy Carrette and Richard King. London: Routledge, 2005. [B6] also KING2005.pdf

King, Sallie. *Buddha Nature*. Albany: State University of New York Press, 1991. BQ 4180 k56 1991 **Self**

King, Ursula. *Religion & Gender.* Cambridge, MA: Blackwell, 1995. **{G 73}**

Kitagawa, Joseph and Mark Cummings. *Buddhism And Asian History*. New York: Macmillian Publishing Company, 1987. **{B 73} History**

Klien, Anne. *Knowledge and Liberation: Tibetan Buddhist Epistemology in Support of Transformative Religious Experience*. Itacha, NY: Snow Lion Publications, 1986. **(G 54)**

Klein, Anne Carolyn. “Presence with a Difference: Buddhists and Feminists on Subjectivity.” Hypatia, Vol. 9, No. 4, Feminist Philosophy of Religion (Autumn, 1994), pp. 112-130 PDF

Klien, Anne and Geshe Tenzin Wangyal Rinpoche. *Unbounded Wholeness: Dzogchen, Bon, and the Logic of the Nonconceptual*. Oxford: Oxford University Press, 2006. (T 76) Virtual

Klein, Anne Carolyn. *Meeting the Great Bliss Queen. Buddhists, Feminists, and the Art of the Self.* Ithaca, NY: Snow Lion Publications, 2008 **PDF**

Klein, Anneke. “Christian Communities in the Virtual World of Second Life.” Bachelor Thesis Religious Studies, University of Amsterdam. May 2008

Klein, Anneke. “Faith on the Screen: Christian Traditions in the Networked Society. Master Thesis Religious Studies, UNiveristy of Amsterdam October 2009

Kozinets, Robert. V. Netnography: Doing Ethnographic Research Online. London: Sage, 2010. **(Ethnography 15)**

Kraft, Kenneth. *Zen Tradition and Transition*. New York: Grove Press, 1988. **[B 31]**

Krausnick, Andrew Oliver. “Artificial Societies, Virtual Worlds, and Their Meaningful Integration.” Computer Science Honors Theses, Trinity University, 2006

Krauss, Rosalind. “**The Cultural Logic of the Late Capitalist Museum.”** *October*, Vol. 54. (Autumn, 1990), pp. 3-17.

Kroker, Arthur. The Will to Technology & The Culture of Nihilism: Heidegger, Nietzsche, and Marx. Toronoto: University of Toronto Press, 2004. {M85}

**Krzywinska, Tanya. “The Pleasure and Dangers of Games: Up Close and Personal,” Games and Culture, vol 1, number 1, (2006) 119-122.**

Lacan, Jacques. *The Ethics of Psychoanalysis: The Seminar of Jacques Lacan Book VII*. Ed. Jacques-Alain Miller; trans Dennis Porter. New York: Norton Company, 1986. **[T 33]**

Lacan, Jacques. *The Seminar of Jaques Lacan: On Feminine Sexuality the Limits of Love and Knowledge. Boox XX Encore 1972-1973*. New York: W.W. Norton & Company, 1988. BF 173 L14613 1988.

Lacan, Jacques. *Television: A Challenge to the Psychoanalytic Establishment*. New York: W.W. Norton and Company, 1990. BF 173 L14713 1990. **Lacan**

Lacan, Jacques. Écrits. New York: W.W. Norton and Company, 2006. BF 173 L14213 2006.

Laderman, Gary. *Sacred Matters: Celebrity Worship, Sexual Ecstasies, The Living Dead, and Other Signs of Religious Life in the United States*. New York: The New Press, 2009. BL 2525 L34 2009

Landow, George. “Hypertext and Critical Theory.” Hypertext: The Convergence of Contemporary Critical Theory and Technology (London: Johns Hopkins University Press, 1991, pp. 2-12. (M16, 98) {Form}

Landy, Joshua and Michael Saler. *The Re-enchantment of the World: Secular Magic in a Rational Age*. Stanford: Stanford University Press, 2009. **BF1621R42 2009**

Larkin, Brian. *Signal and Noise: Media, Infrastructure, and Urban Culture in Nigeria*. Durham and London: Duke University Press, 2008. (P 96 T422N65 2008)

Lastowka, Gregory and Dan Hunter. “The Laws of the Virtual Worlds,” *California Law Review*. 2004 (92): 1-73. (PDF)

Layman, McCloy Emma. *Buddhism in America*. Chicago: Nelson-Hall, 1976. BQ 732 L39. **Anglo**

Learman, Linda (eds). *Buddhist Missionaries in the Era of Globalization*. Honolulu: University of Hawai’i Press, 2005. BQ 5925B83 2005.

LeCompte, Margaret, Jean Shensul, Margaret Weeks and Merril Singer. *Researcher Roles and Research Partnerships.* London: Altamira Press, 1999. **[E 4]** (in my Google library)

LeCompte, Margaret, Jean Shensul. *Designing And Conducting Ethnographic Research.* London: Altamira Press, 1999. **[E 9]** (in my Google library)

Lefebvre, Henri. *The Production of Space*. Cambridge, MA: Blackwell, 1974. [T 46] (in Google library)

Le Goff, Jacques. *Time, Work, and Culture in the Middle Ages.* Chicago: The University of Chicago Press, 1980. [T 59]

Le Goff, Jacques. The Medieval Imagination. Chicago: The University of Chicago Press, 1988. PQ155 M27L413 1988. **Imagination**

Leighton, Taigen Dan. Faces of Compassion: Classic Bodhisattva Archetypes and their Modern Expression. Boston: Wisdom Publications, 2003. {B 96} **Anglo, Compassion**

Leonardo, Micaela. *Gender at The Crossroads of Knowledge: Feminist Anthropology in the Postmodern Era*. Berkeley: University of California Press, 1991. (G 22) Gender

Lethem, Jonathan. Chronic City. New York: Vintage Contemporaries, 2009. (Novel 7)

Lessig, Lawrence. *Code and Other Laws of Nature of Cyberspace*. New York: Basic Books, 1999. **(M 78)**

Levine, Noah. *Against the Stream: A Buddhist Manula for Spiritual Revolutionaries*. San Francisco: Harper, 2007. **{B 59} Anglo**

Levine, Peter. *Healing Trauma: A Pioneering Program for Restoring the Wisdom of Your Body*. Boulder, CO: Sounds True, 2005. **{B 84} Anglo, Zen, theraputic**

Levy, David. “No time to think: Reflections on information technology and contemplative scholarship.” Ethics and Information Technology (2007) 9:237–249

Lhalungpa, Lobsang. *The Life of Milarepa*. Boulder: Shambala, 1984. **{B 93}**

Lifton, Robet Jay. *The Protean Self: Human Resilience in an Age of Fragmentation.* New York: Basic Books, 1993.  **(G 25) Self**

Lincoln, Bruce. *Discourse and the Construction of Society: Comparative Studies in Myth, Ritual and Classification*. Oxford: Oxford University Press, 1989. **[T15]**

***Lee, Raymond. “***BAUMAN, LIQUID MODERNITY AND DILEMMAS OF DEVELOPMENT.” *Thesis Eleven*, Number 83, November 2005: 61–77

Levy, David M. “Information, silence, and sanctuary.” Ethics and Information Technology (2007) 9:233–236 PDF

Long, Christropher. “Art’s Fateful Hour: Benjamin, Heidegger, Art and Politics.” *New German Critique*, No. 83, Special Issue on Walter Benjamin. (Spring - Summer, 2001), pp. 89-115. (Politics)

Lopez, David. *The Heart Sutra Explained*. Albany: State University of New York Press, 1988. **[B 52] Emptiness**

Lopez, David. *Buddhist Hermeneutics*. Honolulu: University of Hawaii Press, 1988. BQ4175B831988. (In My Google Library)

Lopez, David (eds). *Buddhism in Practice*. Princeton, NJ.: Princeton University Press, 1995a. [B19]

Lopez, David (eds). *Curators of the Buddha: The Study of Buddhism under Colonialism*. Chicago: The University of Chicago Press, 1995b. [B38]

Lopez, David . *Elaborations on Emptiness Uses of the Heart Sutra*. Princeton: Princeton Univeristy Press, 1966. **[B51] Emptiness**

Lopez, David. *Prisoners of Shangri-La*. Princeton, NJ.: Princeton University Press, 1997. [B12] (Orientalism)

Lopez, Donald. *A Modern Buddhist Bible: Essential Readings From East and West*. Boston: Beacon Press, 2002. **{B 103}**

Loptson, Peter. *Reality: Fundamental Topics in Metaphysics.* Toronto: University of Toronto Press, 2001. BD111L6602001 Reality

Loy, David. Awareness Bound and Unbound: Buddhist Essays. Albany: Suny Press, 2009. **BQ4165 L68 2009.**

Loori, John Daido. *The Eight Gates of Zen: A Program in Zen Training*. Boston, Shambala, 2002. {B 79} Practice

Ludlow, Peter and Mark Wallace. The Second Life Herald: The Virtual Tabloid that Witnessed the Dawn of the Metaverse. Cambridge, MA: The MIT Press, 2007. **(M 38)**

Lyotard, Jean-François and Jean-Loup Thébaud. *Just Gaming*. Minneapolis: University of Minnesota Press, 1989. **[T67] {Awake} {Gaming}**

MacCannell, Juliet Flower. *“Joyce, Lacan:* THE REAL IMAGINARY” Journal of the Jan Van Eyck Circle for Lacanian Ideology Critique 1 (2008): 46-57

MacKinnon, Richard. “**Virtual Rape.”**

MacLeod, Arlene Elowe. *Accommodating Protest: Working Women, The New Veiling, and Change in Cairo*. New York: Columbia University Press, 1991. {G 23) Gender, Fashion

**MacLeod, Kalvin. “THE ONLINE IDENTITY: HOW MUDS SHAPE FANTASY INTO REALITY.”**

MW, M W. “**Introduction to the Symposium.”** *Religion* (2002) **32,** 277–278 PDF

Mahmood, Saba. *Politics of Piety: The Islamic Revival and the Feminist Subject*. Princeton University Press, 2005. (G 23) Fashion, Gender

Malaby, Thomas. “Beyond Play: A New Approach to Games.” *Games and Culture* 2007 2: 95

Malaby, Thomas. *Making Virtual Worlds: Linden Lab and Second Life*. Ithaca: Cornell University Press, 2009. **M9**

Malinowski, Bronislaw. *Argonauts of the Western Pacific*. New York, E P. Dutton, 1961, **[E 12] (in Google Library)**

Malinowski, Bronislaw. *Magic, Science and Religion*. Prospect Heights, IL: Waveland Press, Inc, 1992. **[T 63]**

Mander, Jerry. Four Arguments for the Elimination of Television. New York: Morrow Quill Paperbacks, 1978. (M 80)(Distopia)

Mander, Jerry. *In the Absence of the Sacred: the Failure of Technnology and the Survival of the Indian Nations*. San Francisco, Sierra Club Books, 1991. (M 28). (Tech/ Distopia)

Manovich, Lev. *The Language of New Media*. Cambridge, MA: The MIT Press, 1995. **(M 47) Digital Media**

Martin, Emily. Flexible Bodies: Tracking Immunity in America Culture From the Days of Polio to the Age of Aids. Boston: Beacon Press, 1994. **(G 26) Self**

Martin, Luther, Huck Gutman, and Patrick H. Hutton. *Technologies of the Self: A Seminar with Michel Foucault.* Amherst: The Univeristy of Massachusetts Press, 1988. **{ G 30 }**

Marcus, George. *Ethnography Through Thick and Thin*. Princeton: Princeton University Press, 1998. **[S 3] (In google Library)**

Masquilier, Adeline (ed). *Dirt, Undress and Difference: Critical Perspectives on the Body’s Surface*. Bloomington: Indiana University Press, 2000. GT 525 A63 2000 **Dress**

Massanari, Adrienne. *Critical Cyber-Culture Studies*. New York: New York University Press, 2006. QA 76.9 C66 C744 2006

Mauss, Marcel. “Techniques of the Body,” *Economy and Society* 2 (1973), 70-88 (PDF)

**Maxwell, Patrick. Virtual Religion in Context. Religion (2002), 32, 343-354.**

McDannell, Collen. Material Christianity: Religion and Popular Culture in America. New Haven: Yale University Press, 1995.

McCutcheon, Russel. *Critics Not Caretakers: Redescribing the Public Study of Religion*. Albany: State University of New York Press, 2001. **T65**

http://books.google.com/books?id=UWapEkbSTWUC&lpg=PP1&ots=2fvkpHMmc6&dq=Critics%20Not%20Caretakers%3A%20Redescribing%20the%20Public%20Study%20of%20Religion&pg=PP1#v=onepage&q&f=false

McGonigal, Jane. *Reality is Broken: Why Games Make us Better and How They Can Change the World*. New York: The Penguin Press, 2011. **[M15]** {Mirror flourishing}

McLuhan, Marshall. *Understanding Media: The Extensions of Man*. New York: Signet, 1964. **[M 5]**

McMahan, David. *The Making of Buddhist Modernism*. Oxford: Oxford University Press, 2008. (BQ316M362008 also in my google library)

McRae, John. *Seeing Through Zen: Encounter, Transformation, and Genealogy in Chinese Chan Buddhism*. Berkeley: University of California Press, 2003. [B1]

Masunaga, Reihō. A Primer of Sōtō Zen: A translation of Dōgen’s Shōbōgenzō Zuimonki. Honolulu: An East-West Center Book, 1971. {B 64}

Mansfield, Richard. *How to Do Everything with Second Life*. New York: McGraw Hill, 2008. **[M12]** {Second Life}

Meadows, Stephen Mark. I, Avtar: The Culture and Consequences of Having a Second Life. Berkeley, CA: New Riders, 2008. **G 58** Avatar

Merleau-Ponty, Maurice. “Eye and Mind,” in *The Primacy of Perception*, ed. John Wild (Evanston, IL: Northwestern University Press, 1964) **[T10]**

Merzel, Dennis Genpo. *The Eye Never Sleeps: Striking to the Heart of Zen*. Boston: Shambhala, 1991. **(B 62) Anglo**

Merzel, Dennis Genpo. *Beyond Sanity and Madness: The Way of Zen Master Dogen.*  Rutland, VT: Tuttle, 1994. **(B 86) Anglo**

Merzel, Dennis Genpo. *Big Mind. Big Heart*. Salt Lake City: Big Mind Publishing, 2007. {B 85} **Anglo**

Meyer, Birgit, David Morgan, Crispin Paine and Brent Plate. “The origin and mission of Material Religion.” Religion 40 (2010) 207–211

Miller, Laura. “Women and Children First: Gender and the Settling of the Electronic Frontier,” in James Borooks and Ian Boa (eds.), Resisting the Virtual Life (San Francisco: City Lights Books, 1995), 49-58. (M16, 214) {Body}

Ming, Sie. “I Want to Back Bread.” http://lloydandlauren.com/lloyd-stuff/i-want-to-bake-bread/

Mitchell, W.J.T. *Iconology: Image, Text, Ideology*. Chicago: University of Chicago Press, 1986. **[T 22]**

Mitchell, William J. *City of Bits: Space, Place and the Infobahn*. Cambridge, MA: The MIT Press, 1995. **(M22) space and place, 47; soft city, 107.**

Mirzoeff, Nicholas (eds). *The Visual Culture Reader*. New York: Routledge, 1998. (M 88)

Mizruchi, Susan L. *Religion and Cultural Studies*. Princeton, NJ: Princeton University Press, 2001. (B 119) Religion

Mishra, Pankaj. *And End to Suffering: The Buddha in the World*. New York: Farrar, Straus and Giroux, 2004. {B 92} Anglo

Moore, Laurence. Religious Outsiders and the Making of Americans. Oxford: Oxford University Press, 1986. **(B 114) American Religion**

Moore, Laurence. Selling God: American Religion in the Marketplace of Culture. Oxford: Oxford University Press, 1994. (Bauman 16)

Morgan, David. The Sacred Gaze: Religious Visual Culture in Theory and Practice. Berkeley: University of California Press, 2005. N 7790 M667 2005 Image, Visual

Morgan, David (ed). *Key Words in Religion, Media and Culture*. New York: Routledge, 2008. **(M30)**

Morgan, Diane. *The Buddhist Experience in America*. Westport, CT: Greenwood Press, 2004. BQ 722 M67 2004. **Anglo**

Mori, Masahiro. *The Buddha in the Robot: A Robot Engineer’s Thoughts on Science and Religion*. Tokyo: Kosei Publishing: CO, 1981. **{G 12}**

Morris, Adalaide and Thomas Swiss. *New Media Poetics, Contexts, Tehcnotexts, and Theories*. Cambridge, MA: The MIT Press, 2006. {S 4} Style

Morris, Brian. *Western Conceptions of the Individual*. New York: Berg, 1991. GN 345 M67 1991. Self

Morse, Margaret. “Virtually Female: Body and Code,” in Jennifer Terry and Melodie Calvert, eds. Processed Lives: Gender and Technology in Everyday Life (New York: Routledge, 1997), pp. 23-36. (M16, 87) **{Body}**

Morris, Brian. *Anthropological Studies of Religion*. New York: Cambridge University Press, 1987. [**E 7] (in Google Library)**

Munster, Anna. Materializing New Media: Embodiement in Information Aesthetics. Hanover, NH: Dartmouth College Press, 2006. (G 8) **{Body}**

**Muramatsu, Jack and Mark S. Ackerman. “Computing, Social Activity, and Entertainment: A Field Study of a Game MUD.”** *Computer-Supported Cooperative Work*

*Journal* - special issue on MUDs, 1998.

Murphy, Peter and Michael Peters, and Simon Marginson. *Imagination: Three Models of Imagination in the Age of the Knowledge Economy*. New York: Peter Lang, 2010. BF 411 M86 2010 Imagination

Murray, Janet H. *Hamlet on the Holodeck*. Cambridge, MA: The MIT Press, 1999. {M70}

Nachmanovitch, Stephen. Free Play: Improvisation in Life and Art. New York: Penguin, 1990. **{T 69) {awake}**

Nakamura, Lisa. “Race In/For Cyberspace: Identity Tourism and Racial Passing on the Internet,” in Beth E. Kolko, Lisa Nakamura, Gilbert B. Rodman, eds. *Race in Cyberspace* (Routledge 2000, 15-27. **(M16, 226) {body/self/race}**

Nakamura, Lisa. *Digitizing Race: Visual Cultures of the Internet*. Minneapolis: Minnesota Press, 2008. (G 11) {Race}

Nagasiva, Tyagi. “**LIBER MUD: The MUD as a Basis for Western**

**Mysticism”**

Negroponte, Nicholas. *Being Digital*. New York: Alfred Knopf, 1995. **(M 71)**

Newman, Jay. Religion and Technology: A Study in the Philosophy of Culture. London: Praeger, 1997. **BL240N46 1997 [technology]**

Nielsen, Simon, Jonas Smith, and Susana Tosca. *Understanding Video Games: The Essential Introduction*. New York: Routledge, 2008. **[M7]**

Nolan, Steve. *Film, Lacan and the Subject of Religion: A Psychoanalytic Approach to Religious Film Analysis*. London: Continuum, 2009.

Numrich, David Paul. *Old Wisdom in the New World: Americanization in Two Immigrant Theravada Buddhist Temples*. Knoxville: The University of Tennessee Press, 1996. BQ 734 N86 1996. Buddhism

Nusselder, Andre. *Interface Fantasy: A Lacanian Cyborg Ontology*. Cambridge, Massachusetts: MIT Press, 2009 [T1] (see also Nusselder, C. (2006) *Interface Fantasie: Een Lacaniaanse Cyborg Ontologie.* Dissteration. Universiteit Rotterdam. (Filed in Nusselder2006.PDF)(In My Google Library) PDF

O’Farrell, Mary Ann and Lynne Vallone (eds). Virtual Gender: Famtaseis of Subjectivity and Embodiement. Ann Arbor: the University of Michigan Press, 1999. (G 27) Body—1; Race,Gender—91; Awake 91;Body as Screen 158.

O’Gorman, Marcel. *E-Crit: Digital Media, Critical Theory and the Humanities*. Toronto: University of Toronto Press, 2006 **[M19]**

Ohelo, Aesha. “The Structure of the Self-Concept and Its Relation to Psychological Well-Being among *Second Life* Residents” Master Thesis for the degree of Master of Arts in Psychology, Pepperdine University, 2008 (PDF)

O’Leary, Stephen. “Cyberspace as Sacred Space: Communicating Religion on Computer Networks.” Journal Of The American Academy of Religion, 1996 781-808

O’Toole, Laurence. *Pornocopia: Porn, Sex, Technology and Desire*. London: Serpent’s Tail, 1988. {G 38) Desire

Olson, Carl. *The Different Paths of Buddhism: a Narrative-Historical Introduction*. New Brunswick, NJ: Rutgers University Press, 2005. [B29]

Ong, Walter*. Presence of the Word: Some Prolegomena for Cultural and Religious History*. Minnesota: University of Minnesota Press, 1967. [T11] (in my Google library)

Ono, Kent and Vincent Pham. *Asian Americans and the Media.* Cambridge: Polity, 2009. {G 64} Race, Asia

Ortner, Sherry. *Making Gender: The Politics and Erotics of Culture*. Boston: Beacon Press, 1996. **(G 34) Gender**

Ostrowski, Ally (2006) 'Buddha Browsing: American Buddhism and the Internet', Contemporary Buddhism, 7: 1, 91 — 103

Paasonen, Susanna. *Figures of Fantasy: Internet, Women & Cyberdiscourse*. New York: Peter Lang, 2005. **(G 49)**

Paola, Apolito. *The Internet and the Madonna: Religious Visionary Experience on the Web*. Chicago: The University of Chicago Press, 2005. {M 57} Hype, 144. (Utopia/Distopia, disruption of dichotomy, Disenchantment).

Park, Jin Y (ed). *Buddhisms and Deconstructions*. New York: Rowman and Littlefield, 2006. **[B36]**

Pavlik, John. Media in the Digital Age. New York: Columbia University Press, 2008. (M 101)

Peace, Celia and Artemesia. *Communities of Play: Emergent Cultures in Multiplayer Games and Virtual Worlds*. Cambridge, MA: The MIT Press, 2009. (M25) Second Life

Pesce, Mark. The Playful World: How Technology is Transforming our Imagination. QA 76.9 C66 P4850 2000

Perron, Bernard and Mark Worlf. The Video Game Theory Reader. Routledge: New York and London, 2003. {M 99}

Perron, Bernard and Mark Worlf. The Video Game Theory Reader 2. Routledge: New York and London, 2009. {M 98}

Pickering, Andrew. The Mangle of Practice: Time, Agency, and Science. Chicago: The University of Chicago Press, 1995. Q 175 P522 1995. Technology

Pine, Red. *The Diamond Sutra: Text and Commentaries Translated From the Sanskrit and Chinese*. Berkeley: Counterpoint, 2001. [B 9]

Plant, Sadie. *Zeros + Ones: Digital Women + The New Technocutlure*. New York: Double Day, 1997. **[G 14] Gender**

Plant, Sadie. “On the Matrix: Cyberfeminist Simulations,” in Bell, David and Barbara Kennedy (eds). *The Cybercultures Reader.*  (New York: Routledge, 2000), 325-336. **(M20)**

Possamai, Adam. “**Alternative Spiritualities and** **the Cultural Logic of Late** **Capitalism.”** *Culture and Religion, Vol. 4, No. 1, 2003*

Powers, Richard. *Galatea 2.2: A Novel*. New York: Harper Perennial, 1995. [N 6]

Porter, David (eds). *Internet Culture*. New York: Routledge, 1996. {M62} Community, 5’ Body, 73; Liquid, 253.

Prebish, Charles. *American Buddhism*. North Scituate, MA: Duxbury Press, 1979. [B 13]

Prebish, Chartles and Martin Baumann (eds). *Westward Dharma: Buddhism Beyond Asia.* Berkeley: University of California Press, 2002. **{B 76} Anglo**

Prebish, Chartles. *Luminous Passage: The Practice of and Study of Buddhism in America.*  Berkley: University of California Press, 1999. **{B 72} Anglo**

Prebish, Charles and Kenneth Tanaka. *The Faces of Buddhism in America*. Berkeley: Univeristy of California Press, 1998. **BQ 746 F35 1998 Anglo**

Prentiss, Craig (ed.). Religion and the Creation of Race and Ethnicity: an Introduction. New York: New York University Press, 2003. **(G10) {Race}**

Preston, David. *The Social Organization of Zen Practice*. Cambridge, MA: Cambridge University Press, 1988. BQ 9294.4 U6P74 1988 **Anglo, Reality**

Prothero, Stephen. The White Buddhist: The Asian Odyssey of Henry Steel Olcott. Delhi: Sri Satguru Publications, 1996. **{B 78} History**

Proulx, Serge and Guillaume Latzko-Toth. “Mapping the Virtual in Social Sciences: On the Category of “Virtual Community.” *The Journal of Community Informatics, (2005) Vol. 2, Issue 1, pp. 42-52* (PDF)

Ogas, Ogi and Sai Gaddam. *A Billion Wicked Thoughts: What he World’s Largest Experiment Reveals about Human Desire*. New York: Dutton, 2011 (G 77)

Ong, Walter J..*Orality and Literacy: The Technologizing of the Word.* New Accents. Ed. Terence Hawkes. New York: Methuen, 1988. (in my Google library)

Queen, Christopher (ed). *Engaged Buddhism in the West*. Boston: Wisdom Publications, 2000. BQ 724 E 64 2000. Anglo

Radway, Janice. Reading the Romance: Women, Patriarchy, and Popular Literature. Chapel Hill, NC: The University of North Carolina Press, 1991. (G 78)

Raessens, Joost and Jeffrey Goldstein. *Handbook of Computer Game Studies*. Cambridge, MA: The MIT Press, 2005. **{M 94}**

Raessens, Joost. “Playful Identities, or the Ludification of Culture.” *Games and Culture* 2006 1: 52

Ragland-Sullivan. “Feminism and the Problem of Gender Identity.” SubStance, Vol. 11, No. 3, Issue 36 (1982), pp. 6-20 PDF

Rambelli, Fabio. *Buddhist Materiality: A Cultural History of Objects in Japanese Buddhism*. Stanford, CA: Stanford University Press, 2007. BQ 678 R36 2007 Material Cutlure

Reid, Elizabeth. “Cultural Formations in Text-Based Virtual Realities.” A thesis submitted in fulfillment of the requirements for the degree of Master of Arts Cultural Studies Program Department of English University of Melbourne January 1994

Rheingold, Howard. *The Virtual Community: Homesteading on the Electronic Frontier.* Reading MA: Addison-Wesly Publications, 1993. **(M16, 272)** Community . . . see fred turn page 159

Ricard, Matthieu. The Life of Shabkar: The Autobiography of a Tibetan Yogin. Albany NY: State University of New York Press, 1994. **{B 63} Tibetan**

Rinchen, Sonam. *The Six Perfections*. Ithaca, NY: Snow Lion Publications, 1998. **{B 90}**

Rinpoche, Patrul. The Words of my Perfect Teacher (Kunzan Lama’I SHelung). New YorkL Harper Collins, 1994. {B 68}

Roberts, Lynne. “**T H E S O C I A L G E O G R A P H Y O F G E N D E R - SWI T C H IN G I N V I R T U A L E N V I R O NME N T S O N T H E I N T E R N E T”** *Information, Communication & Society* 2:4 1999 521–540

Roces, Mina and Louise Edwards. *The Politics of Dress in Asia and the Americas.* Brighton: Sussex Academic Press, 2007 (GT523.9P65207b)

Rodowick, D.N. *Gilles Deleuze’s Time Machine*. Durham NC: Duke University Press, 1997. **[T 28]** (in Google Library)

Rogers, Eugene (eds). Theology and Sexuality. New York: Blackwell, 2002. (G 52) **Body, Self**

Rogers, Eugene. Sexuality and the Christian Body. New York: Blackwell, 1999. **Body=240 (G 52.1)**

Rosenberg, Michael. “Virtual Reality: Reflections of Life, Dreams, and Technology AnEthnography of a Computer Society.” (1992) http://www.fragment.nl/mirror/various/Rosenberg\_M.1992.Virtual\_reality\_Reflections\_of\_life.txt

Ross, Andrew. “The New Smartness,” in Gretchen Bender and Timothy Druckery (eds) Culture on the Brink: Ideologies of Technologies (San Francisco: Bay Press, 1998), 329-41. (M16, 354) **{Awake}**

Rouzie, Albert. “Conversation and Carrying-On: Play, Conflict, and Serio-Ludic Discourse in Synchronous Computer Conferencing.” Vol. 53, No. 2 (Dec., 2001), pp. 251-299 PDF

Rutherford, Paul. *A World Made Sexy: Freud to Madonna*. Toronto: The University of Toronto Press, 2007. H221 R9750 2007 **Cybersex**

Rymaszewski, Michael et al. *Second Life: The Official Guide.* Indianapolis, Indiana: Wiley Publishing, 2007. **[M11] {Second Life}**

Salen, Katie and Eric Zimmerman. Rules of Play: Game Design Fundamentals. Cambridge, MA: The MIT Press, 2004. M 87 Game

Sanford, James. Zen-Man Ikkyū. Chico, CA: Scholar Press, 1981. **{B 60} Zen**

Savran, David. Taking It Like a Man: White Masculinity, Masochism, and Contemporary American Culture. Princeton, NJ: Princeton University Press, 1998. (G 28) Self

Schlütter, Morten. *How Zen Became Zen: The Dispute Overt Enlightenment and The Formation of Chan Buddhism during the Song Dynasty China*. Honolulu: University of Hawai’i Press, 2008. {B 55} Zen/China

Schopen, Gregory. Bones, Stones, and Buddhist Monks: Collected Papers ont eh Archaeology, Epigraphy, and Texts of Monastic Buddhism in India. Honolulu: University of Hawai’i, 1997. BQ 6160 I4s36, 1997

Schroeder, Raplh (ed). *The Social Life of Avatars: Presence and Interaction in Shared Virtual Environments*. London: Sweden: Springer, 2002. **G48 (Avatar)**

Schroeder, Ralph, Noel Heather and Raymond M. Lee. “The Sacred and the Virtual: Religion in Multi-User Virtual Reality.” **JCMC 4 (2) December 1998**

Scott, Linda. *Fresh Lipstick: Redressing Fashion and Feminism*. New York: Palgrave-Macmillan, 2005. (G 21) Fashioning The Self,

Seager, Richard Hughes. *Buddhism in America*. New York: Columbia University Press, 1999. (B4)

Sekida, Katsuki. *Zen Training: Methods and Philosophy*. New York: Weatherhill, 1975. {B 75) Zen, Practice

Serpentelli, Jill. “Conversational Structure and Personality Correlates of Electronic Communication.” ttp://www.ibiblio.org/pub/academic/communications/papers/Conversational-Structure

Title:  "The Handmill Gives You the Feudal Lord": Marx's Technological Determinism

Author(s):  William H. Shaw

Source:  History and Theory, Vol. 18, No. 2  (May, 1979), pp. 155-176

Publisher(s): Blackwell Publishing for Wesleyan University

Stable URL:  <http://www.jstor.org/stable/2504754>

Shensul, Stephen and Jean Schensul and Margaret LeCompte. *Essential Ethnographic Methods*. London: Altamira Press, 1999. **[E 6]** (in my Google library)

Shensul, Stephen and Margaret LeCompt, Bonnie Nastasi, and Stephen Borgatti. *Enhanced Ethnographic Methods: Audiovisual Techniques, Focused Group Interviews, and Elicitation Techniques*. London: Altamira Press, 1999. **GN345.S36 1999** Website

Shensul, Jean and Margaret LeCompte, Ellen Crowley and Merrill Singer. *Mapping Social Networks, Spatial Data, and Hidden Populations.* London: Altamira Press, 1999. **[E 3]** (in my Google library)

Sharf, Robert H. “Modernism and the Rehtoric of Meditative Experience,” *Numen* 42 (1995), 228-283 (Sharf 1995 both paper and PDF)

Shields, Rob. “Meeting or Mis-Meeting? The Dialogical Challenge to Verstehen.” The British Journal of Sociology, Vol. 47, No. 2 (Jun., 1996), pp. 275-294

Shields, Rob (eds). *Cultures of the Internet: Virtual Spaces, Real Histories, Living Bodies*. London: Sage, 1996. **[M52]**

Simpkins, Alexander and Annellen Simpkins. Simple Zen: A Guide to Living Moment by Moment. Rutland, VT: Tuttle Publishing, 1999. **{B 82} Anglo, Zen**

Silverman, Kaja. *Male Subjectivity at the Margins*. New York: Routledge, 1992. {G 59}

Silverman, Kaja. The Threshold of the Visible World. New York: Routledge, 1996. {G 59}

Smart, Ninian. *Worldviews: Crosscultural Explorations of Human Beliefs*. New Jersey: Prentice Hall, 1981. **[T 52]**

Smith, Buster G. “Variety in the Sangha: A Survey of Buddhist Organizations in America.” Review of Religious Research, Vol. 48, No. 3 (Mar., 2007), pp. 308-317

Smith, J. C. and Carla Ferstman. The Castration of Oedipus: Feminism, Psychoanalysis, and the Will to Power. New York: New York University Press, 1996. {G 74}

Smith, J. Z. *Imaging Religion: From Babylon to Jonestown*. Chicago: The University of Chicago Press, 1982. **[T 62]**

*In Smith’s seminal work, he argues that religion is solely the creation of the scholar’s imagination and posits three conditions for its use: (1) a mastery of both primary and secondary materials; (2) an example which is used to display an important theory or fundamental question; and (3) that there be a method for explicitly relating the theory to the example.*

*http://books.google.com/books?id=d65YElEIK3AC&lpg=PP1&ots=mKho5jsFQ\_&dq=Imagining%20Religion%3A%20From%20Babylon%20to%20Jonestown&pg=PP1#v=onepage&q&f=false*

SMITH, SIMON. “**Western Buddhism: Tradition and Modernity.”** *Religion* (1996) **26**, 311–321

Snodgrass, Judith. *Presenting Japanese Buddhism to the West*. Chapel Hill, NC: The University of North Carolina Press, 2003. BQ 5925 S63 2003 Anglo

Spickard, James, Shawn Landres, and Meredith McGuire. *Personal Knowledge and Beyond: Reshaping the Ethnography of Religion*. New York: New York University Press, 2002. BL 41 P468 2002 **Ethnography**

Spencer, Robert F. “Social Structure of a Contemporary Japanese-American Buddhist Church.” Social Forces, Vol. 26, No. 3 (Mar., 1948), pp. 281-287

Sorabji, Richard. *Self: Ancient and Modern Insights about Individuality, Life and Death.* Chicago: University of Chicago Press, 2006. **{G 43} Self**

**Squire, Kurt. “Content to Context: Video Games as Designed Experience.” Educational Researcher, vole 35, (2006), 19-29.**

Stephenson, Neal. *Snow Crash*. New York: Bantam Books, 1992.(N1)

Stephenson, Neal. *Reamde*. New York: HarperCollins, 2011.(N1.1)

Stivale, Charles. *The Two-Fold Thought of Deleuze and Guattari: Intersections and Animations*. London: The Guildford Press, 1998. **PN 94 S75 1998**

Stone, Sandy. “Will the Real Body Please Stand Up? Boundary Stories about Virtual Cultures,” in Michael Benedikt, ed., *Cyberspace: First Steps* (Cambridge, MA: MIT Press, 1991). ) **(M16, 185)** {Body}

Stone, Allucquère Rosanne. *The War of Desire and Technology*. Cambridge, MA: The MIT Press, 1995. **(G 7) {DESIRE} {identity}**

Strauss, Anselm and Juliet Corbin. *Basics of Qualitative Research: Techniques and Procedures for Developing Grounded Theory*. London: Sage Publications, 1998. **[E 14] (**in my google library)

Strmiska, MIcheal. Modern Paganism in World Cultures. Santa Barbara, CA: ABC Clio, 2005. BP 605 N46 M63 2005. Paganism

**Suler, John. “Do Boys Just Wanna Have Fun? Male Gender-Switching in Cyberspace (And How to Detect It?)”**

Suzuki, Daisetz Teitaro. *The Training of the Zen Buddhist Monk.* [Ebook]

Suzuki, Daisetz Teitaro. *Outlines of Mahayana Buddhism* (with a forward by Alan Watts). New York: Grove Press, 1963. [B78]

Suzuki, Daisetz Teitaro. *An Introduction to Zen Buddhism* (with a forward by Dr. C. G. Jung). New York: Grove Press, 1964. [B30]

Suzuki, Shunryu. *Zen Mind, Beginners Mind*. New York: Weatherhill. **[B25]**

Suzuki, Shunryu. *Branching Streams Flow in the Darkness: Zen Talks on the Sandokai.* Berkeley, CA: University of California Press, 1999. **[B44]**

Swearer, Donald K. *Becoming the Buddha*. Princeton, NJ: Princeton University Press, 2004. **{B 102} Buddha**

Sweet, William. *The Story of Religion in American*. Grand Rapids, MI: Baker Book House, 1930. (B 117) American Religion

Tart, Charles T. Living the Mindful Life: A Handbook for Living in the Present Moment. Boston: Shambhala, 1994. {B 88} Mindful

Tart, Charles T. *Waking Up: Overcoming the Obstacles to Human Potential*. Lincoln, NB: BackinPrint.com, 2001. **{B 89} Awake**

Tasler. Yvonne and Diane Negra (eds). *Interrogating Postfeminism: Gender and Politics in Popular Culture*. Durham, NC: Duke University Press, 2007. {G 37} Self

Taylor, Charles *The Ethics of Authenticity*. Cambridge: Harvard University Press, 1991. **[T68]****{Authenticity}**

Taylor, T. L. *Play Between Worlds: Exploring Online Game Culture*. Cambridge, MA: The MIT Press, 2006. {M 82}

Teng, Chun-Yuen and Lada A. Adamic. “Longevity in Second Life.”Proceedings of the Fourth International AAAI Conference on Weblogs and Social Media

Thacker, Eugene. “Data Made Flesh: Biotechnology and the Discourse of the Posthuman.” Cultural Critique, No. 53, Posthumanism (Winter, 2003), pp. 72-97

Thandeka. Learning to be White: Money, Race and God in American. New York: Continuum, 1999. **{G 16} Race**

*The Palace Wizard’s Guide.* Copyright © 1998 Electric Communities

Thera, Nyanaponika. The Heart of Buddhist Meditation. New York: Samuel Weiser, 1962. **{B 65} Meditation, Mindfulness, Awake**

Thorne, Barrie. *Gender Play: Girls and Boys in School*. New Brunswick, NJ: Rutgers University Press, 1993. **{G 72}**

Thubten, Anam. No Self No Problem. Ithaca, NY: Snow Lion Publications, 2009. {B 69} Anglo, Self

Thurman, Robert (trans). *The Tibetan Book of the Dead*. New York: Quality Paperback Book Club, 1994. **(B33).**

Thurman, Robert. *Essential Tibetan Buddhism*. San Francisco: Harper, 1995. **{B 95} Tibetan**

Thurman, Robert. *Inner Revolution: Life, Liberty, and the Pursuit of Real Happiness*. New York: Riverhead Books, 1998. **{G 20} Buddhism, Self**

Tiefer, Leonore. *Sex is Not a Natural Act and Other Essays*. Brooklyn, NY: Westview Press, 2004. HQ 21 T574 2004 **Cybersex**

Tillich, Paul. *Theology of Culture*. New York: Oxford University Press, 1959. (B18) (Google Books)

Titmus, Christopher. *An Awakened Life: Uncommon Wisdom from Everyday Experience.* Boston: Shambhala, 2000. BQ 4132 A576 2000. **Awake**

Tonkinson, Carole. *Big Sky Mind: Buddhism and the Beat Generation*. New York: Riverhead Books, 1995. [B5]

Toms, Michael. *Buddhism in the West: Spiritual Wisdom for the 21st Century.* Carlsbad, CA: Hay House, Inc, 1998. **[B 45]**

Tsëëlon, Efrat. *The Masque of Femininity: The Presentation of Women in Everyday Life*. London: Sage, 1995. **{G 60}**

Turkle, Sherry. *The Second Self: Computers and The Human Spirit*. New York: Simon and Schuster, 1984. [G6]

Turkle, Sherry. *Life on the Screen: Identity in the Age of Internet*. New York: Simon and Schuster, 1995. [G5]

Turkle, Sherry. *Alone Together: Why We Expect More from Technology and Less From Each Other*. New York: Basic Books, 2011. **[M10]**

Turner, Fred. From Counterculture to Cyberculture: Stewart Brand, The Whole Earth Network, and the Rise of Digital Utopianism. Chicago: The University of Chicago Press, 2006. (Meida 107)

Turner, Victor. *Dramas, Fields and Metaphors: Symbolic Action in Human Society*. Itacha: Cornell University Press, 1974. [T19] (in my Google Library)

Turner, Victor. *The Ritual Process: Structure and Anti-Structure*. Itacha: Cornell University Press, 1969. [T21] (in my Google Library)

Turner, Victory and Edward Bruner. *The Anthropology of Experience*. Chicago: University of Illinois Press, 1986. [E 2] (in my Google Library)

Trend, David (eds). Reading Digital Culture. New York: Blackwell Publishers, 2001. **(M 17)**

Trungpa, Chögyam. *Crazy Wisdom*. Boston: Shambala, 2001. **{B 70} Anlgo, Tibet**

Turner, Fred. *Counterculture to Cyberculture*. QA 76.9 C66 T875 2006

Thaweesit, Suchada. “The Fluidity of Thai Women's Gendered and Sexual Subjectivities.” Culture, Health & Sexuality, Vol. 6, No. 3, Gender and Sexuality among Women in Thailand (May - Jun., 2004), pp. 205-219

Tweed, Thomas. *The American Encounter with Buddhism: 1844-1912*. Chapel Hill, NC: The University of North Carolina Press, 1992. **[B28]**

Tweed, Thomas and Stephen Prothero. *Asian Religion in America: A Documentary History.* Oxford: Oxford University Press, 1999. BL 2525 A 85 1999.

Vergati, Anne. Gods, Men and Territory: Society and Culture in Kathmandu Valley. Kathmandu: Ratna Pustak Bhandar, 1995. **[B 15]**

Vipassana Research Institute. Mahāsatipaṭṭhāna Sutta: The Great Discourse on the Establishing of Awareness. Seattle, WA: Vipassana Research Publications of America, 1996. {B 98} **Mindfulness**

Vimalaramsi, U. The Ānāpānasati Sutta: The Practical Guide to Mindfulness of Breathing and Tranquil Wisdom Meditation. Morriston, NJ: Yin Shun Foundation, 1999. {B 99} Mindfulness

Virilio, Paul. “Speed and Information: Cyberspace Alarm!” in *Le Monde Diplomatique,* August 1995. Translated by Patrice Riemens, University of Amsterdam. (http://www.ctheory.net/articles.aspx?id=72)

Vološinov, V. N. *Marxism and the Philosophy of Language*. London: Harvard University Press, 1973. **[T 27] (in my Google Library).**

Waghorne, Joanne Punzo. *The Raja’s Magic Clothes: Revisioning Kingship and Divinity in England’s India*. University Park, PA: Pennsylvania State University Press, 1994. (**Object)**

Wagner, Rachel. *Godwired: Religion, Ritual and Virtual Reality*. New York: Routledge, 2012.

Waltemathe, Michael. “Towards a Phenomenology of Computer-Worlds.” In *Phenomenology, Organisation and Technology*. Ed. Fernadno Iharco and Eric Fay, 295-314. Lisbon: UC Editora, 2008. [PDF]

Walter, Benjamin. *Illuminations: Essays and Reflections*. New York: Schocken Books, 1968. **[T 51]**

Wakeford, Nina. “Cyberqueer,” in Bell, David and Barbara Kennedy (eds). *The Cybercultures Reader.*  (New York: Routledge, 2000), 403-415.

Wang, Youru. “**De-Substantializing Buddha-Nature in the Tathagatagarbha Tradition.”** *IJFB*, Vol. 1(1), Part 2, Article No. 10, 2001. http://www.iifb.org/ijfb/YWang-2-10

Waskul, Dennis D., ed. *Net SeXXX: Readings on Sex, Pornography and the Internet*. New York: Peter Lang, 2004. (From Library HQ23N472004)

Ward, Annalee. *Mouse Morality: The Rhetoric of Disney Animated Film*. Austin TX: University of Austin Press, 2002. **[T 54] (in my Google Library)**

Wardirp, Noah and Pat Harrigan (eds). *First Person: New Media as Story Performance, and Game*. Cambridge: The MIT Press, 2004. **[M18]**

Wark, McKenzie. Gamer Theory. Cambridge, MA: Harvard University Press, 2007. (M 81) Game theory

Waskul, Dennis. *Self-Games and Body-Play: Personhood in Online Chat and Cybersex.* New York: Peter Lang, 2003. **{G 40)Desire, Body, Self**

Watson, Burton (trans). *The Lotus Sutra*. New York: Columbia University Press, 1993. [B 11]

Watson, Burton(trans). *The Vimalakirti Sutra*. New York: Columbia University Press, 1997. **[B 46]**

Watson, Burton(trans). *The Zen Teachings of Master Lin-Chi*. New York: Columbia University Press, 1999. [B 42]

Watts, Alan. *Tao The Watercourse Way.* New York: Pantheon Books, 1975. **[B 100]**

Watts, Alan. *The Wisdom of Insecurity.* New York: Vintage Books. **[B 18]**

Watts, Alan. *The Way of Zen.* New York: A Mentor Book, 1957. **[B 17]**

Wayman, Alex and R. Tajima. *The Enlightenment of Vairocana*. Delhi: Motilal Banarsidass Publishers, 1998. **[B 35]**

Wei, Lo Ping. “SELF, SPACE, PLACE, AND MEDIA: A SOCIAL-EMBODIED COGNITION REVIEW OF INTRAPERSONAL OR/AND INTERPERSONAL COMMUNICATION IN DIGITAL-MEDIANETWORKED WORLD.” *57th Annual Conference of the International Communication Association: Creating Communication:* *Content, Control, Critique* (*ICA ’07*), San Francisco, CA, USA.

Webster, David. The Philosophy of Desire in the Buddhist Pali Cannon. RoutledgeCurzon: London and New York, 2005.

Weigel, Sigrid. *Body and Image Space*: *Re-reading Walter Benjamin*. New York: Routledge, 1996. **{G 45} Body, Self**

Westfall, Joseph. “**What is cyberwoman?: *The Second Sex* in cyberspace.”** *Ethics and Information Technology* **2:** 159–166, 2000.

Wertheim, Margaret. *The Pearly Gates of CyberSpace: a History of Space from Dante to the Internet*. New York: W.W. Norton & Company, 1999. **(M37)**

White, Gordan David. *Tantra In Practice*. Princeton: Princeton University Press, 2000. [B10]

Wilbur, Shawn. “An Archaeology of Cyberspaces: Virtuality, Community, identity,” inBell, David and Barbara Kennedy (eds). *The Cybercultures Reader.*  (New York: Routledge, 2000), 45-55.

Williams, Duncan Ryūken and Christopher S. Queen (eds). American Buddhism: Methods and Findings in Recent Scholarship. Surrey: Curzon, 1999. (B 106) Anglo

Williams, Duncan Ryūken. The Other Side of Zen: A Social History of Sōtō Zen Buddhism in Tokugawa Japan. Princeton, NJ: Princeton University Press, 2005. BQ 9412.6 W55 2005. Zen History

Williams, Dmitri. “Why Game Studies Now? Gamers Don't Bowl Alone.” Games and Culture 2006 1: 13

Williams, Patrick and Jonas Heide Smith. *The Players’ Realm: Studies on the Culture of Video Games and Gaming*. Jefferson, NC: McFarland and Company, 2007. (GV 1469.34 S52 P53 2007) Games

Williams, Paul. *Buddhist Thought: A Complete Introduction to the Indian Tradition*. New York: Routledge, 2000. **{B 87}**

Williams, Matthew. *“*Avatar watching: participant observation in graphical online environments*.” Qualitative Research* 2007 (7): 5-24.

Williams, Rick. Visual Communication: Integrating Media, Art, and Science. New York: Lawrence Erlbaum Associates, 1996. {M 95}

Wilson, Elizabeth and Joanne Entwistle. *Body Dressing*. Oxford: Oxford University Press, 2001. GT524,B63, 2001

Winston, Diane (ed). *Small Screen Big Picture: Television and Lived Religion*. Waco, TX: Baylor University Press, 2009. **PN 1992.6S58 2009 Virtual**

Wittgenstein, Ludwig. Remarks on the Philosophy of Psychology, vol 1. Edited by G. E. M. Anscombe and G.H. Von Wright (Chicago: University of Chicago Press, 1980).

Wolf, Naomi. The Beauty Myth: How Images of Beauty are Used Against Women. New York: Doubleday, 1991. {G 36}

Woods, James Matthew. *The Sexual Revolution Will be Digitized Performativity and Queer Theory in Second Life*. (Master Diss., San Francisco State University, 2008).

Wright, Elizabeth and Edmond Wright (Eds.). *The Žižek Reader*. New York: Blackwell Publishers, 1999. **[T 32] (in Google Library)**

Wuthnow, Robert. After Heaven: Spirituality in American Since the 1950’s. Berkeley: University of California Press, 1998. **T66** {Spirituality}

Jean Wyatt.  (2005). Jouissance and Desire in Michael Haneke's The Piano Teacher. *American Imago,* *62*(4), 453-482.  Retrieved March 8, 2011, from Research Library. (Document ID: 977553301).

Yamada, Shoji. *Shots in the Dark: Japan, Zen, and the West*. Trans. Earl Hartman. Chicago: University of Chicago Press, 2009. [B39]

Yampolsky, Philip (trans.). *The Platform Sutra of the Sixth Patriarch*. New York: Columbia University Press, 1996. [B40]

Yifa. *The Origins of Buddhist Monastic Codes in China: an Annotated Translation and Study of the Chanyuan qinggui*. Honolulu: Univeristy of Hawai’i Press, 2002. BQ 9295 Y54 2002. Community

Young, Kimberly. *Tangled in the Web: Understanding Cybersex from Fantasy to Addiction*. New York: 1st Books Library, 2001. **{G 42} Desire, Addiction**

Zaleski, Jeff. *The Soul of Cyberspace: How Technology is Changing our Spiritual Lives.* San Francisco: HarperEdge, 1997. **(M42) (good list of early websites from different religions**

Zhai, Philip. *Get Real: A Philosophical Adventure in Virtual Reality*. Lanham: Rowman and Littlefield Publishers, Inc, 1998. QA 76.9 H85 Z45 1998. **Real**

Zickmund, Susan. “Approaching The Radical Other: The discursive culture of cyberhate.” Bell, David and Barbara Kennedy (eds). *The Cybercultures Reader.*  (New York: Routledge, 2000), 237-253. **(M20)**

Zielinski, Siegfried. *Deep Time of the Media: Toward an Archaeology of Hearing and Seeing by Technical Means*. Cambridge, MA: The MIT Press, 2006. {M 58} Awake

Žižek, Slavoj. *Enjoy Your Symptom*! New York: Verso, 1989

Žižek, Slavoj. *The Sublime Object of Ideology*. New York: Routledge, 1992**. (T 40) (in Google Library).**

**Plague of Fantasies T40.1**

**Less than Nothing T40.2**

Žižek, Slavoj. *Tarrying with the Negative: Kant, Hegel, and the Critique of Ideology*. Durham NC: Duke University Press, 1993. **(T 36) (in Google Library).**

Žižek, Slavoj. *For They Know Not What They Do: Enjoyment as a Political Factor*. New York: Verso, 1994a. **(T 37) (in Google Library).**

Žižek, Slavoj (Ed.). *Mapping Ideology*. New York: Verso, 1994b. **(T 34) (in Google Library).**

Žižek, Slavoj. “From Virtual Reality to The Virtualization of Reality,” in Timothy Drucjery, ed. Electronic Culture: Technology and Visual Representation (New York: Aperture, 1996), 290-5 (M16, 17) {Self}

Žižek, Slavoj. *The Ticklish Subject: The Absent Centre of Political Ontology*. New York: Verso, 2000. **(T 35) (in Google Library).**

Žižek, Slavoj. *Welcome to the Desert of the Real*. New York: Verso, 2002. **(T 39) (in Google Library).**

Žižek, Slavoj. *The Puppet and The Dwarf: The Perverse Core of Christianity*. Cambridge, MA: MIT Press, 2003. **(T 38)**

**Zheng, Nan.** **"Your World, Your Imagination: Community Construction in Online Multiplayer Game Second Life"*Paper presented at the annual meeting of the International Communication Association, TBA, San Francisco, CA*, May 23, 2007 (PDF)**

Zuboff, Shoshana, “Dilemmas of Transformation in the Age of the Smart Machine,” in The age of the Smart Machine: the Future of Work and Power (New York: Basic Book, 1988), 3-12. **(M16, 125)** {Liquid modern}

Zylinska, Joanna. The Cyborg Experiments: The Extention of the Body in the Media Age. (G 13) **{Body}**