



Religions in Play

Games, Rituals, and Virtual Worlds

hg. von Philippe Bornet, Maya Burger

46,20 €

Lieferbar

Often dismissed as “not serious,” the notion of play has nevertheless been at the center of classical theories of religion and ritual (Huizinga, Caillois, Turner, Staal, etc.). What can be retained of these theories for the contemporary study of religions? Can a study of “play” or “game” bring new perspectives for the study of religions?

The book deals with the history of games and their relation to religions, the links between divination and games, the relations between sport and ritual, the pedagogical functions of games in religious education, and the interaction between games, media and religions. Richly illustrated, the book contributes to the study of religions, to ritual, game and media studies, and addresses an academic as well as a general public.

Pano Verlag
CULTuREL, Band 2
2012, 352 Seiten, 14.0 x 21.0 cm, Paperback mit
s/w- und Farbbildungen
ISBN 978-3-290-22010-5
46,20 €

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