

# **My Avatar, My Self: Identity In Video Role-Playing Games By Zach Waggoner**

**By Zach Waggoner**

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Zach Waggoner has worked as an His research interests focus on video games, rhetoric, and identity; his publications include My Avatar, My Self: Identity in Role <https://class.stanford.edu/courses/VPUE/PWR/AdventuresinWriting/about>

The Avatar is also the main character in both Ultima Underworld games. The Avatar Yet some of them may play a major role Lists of video game characters [http://en.wikipedia.org/wiki/List\\_of\\_Ultima\\_characters](http://en.wikipedia.org/wiki/List_of_Ultima_characters)

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the complex construction of identity through membership in various (and sometimes conflicting/competing) groups. <http://www.homeworkmarket.com/sites/default/files/qx/15/04/25/01/eng107project1identityandrepresentation2.docx>

Zach Waggoner is the author of My Avatar, 8 ratings, 1 review, published 2009), Terms of Play (0.0 avg rating, 0 ratings, 0 rev Zach Waggoner s Followers. [http://www.goodreads.com/author/show/3112224.Zach\\_Waggoner](http://www.goodreads.com/author/show/3112224.Zach_Waggoner)

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View Zachary Waggoner's business profile and see work history, He is the author of My Avatar, My Self: Identity in Video Role-Playing Games (McFarland, 2009). <http://www.zoominfo.com/p/Zachary-Waggoner/670674563>

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