Should I stay or should I go? A Study of Pickup Groups in Left 4 Dead 2

# Details

## Year

Not reported

## Scope

Other

## Type

Other

## Methodologies

Other

## Other Methodology

Autoethnography

## Researched Groups

Individuals (whole population, children included)

## Children Ages

Other

## Other Childrens Age Group

Not specified. The games examined are played by children and adults (player ages not disclosed).

## Funder

Swedish Knowledge Foundation (KK-stiftelsen); the Swedish Research Council (Vetenskapsrådet); the Integrated Project TA2, Together Anytime, Together Anywhere

## Funder Types

* Foundation
* National Research Council
* European Union / Commission

## Informed Consent

No consent needed

## Ethics

Ethical issues flagged in the paper

## URL

http://todigra.org/index.php/todigra/article/view/15/25

## Data Set Availability

Not mentioned

# Goals

"In this article we investigate what it means for a play activity to take place in a social setting that for the participants is cut off from other settings outside the game session. What are the mechanisms for inclusion and exclusion in these situations? How are identities and social positions in and outside of the game session negotiated? What role does the particular design of the game play in structuring these activities?" (Authors, 118)