

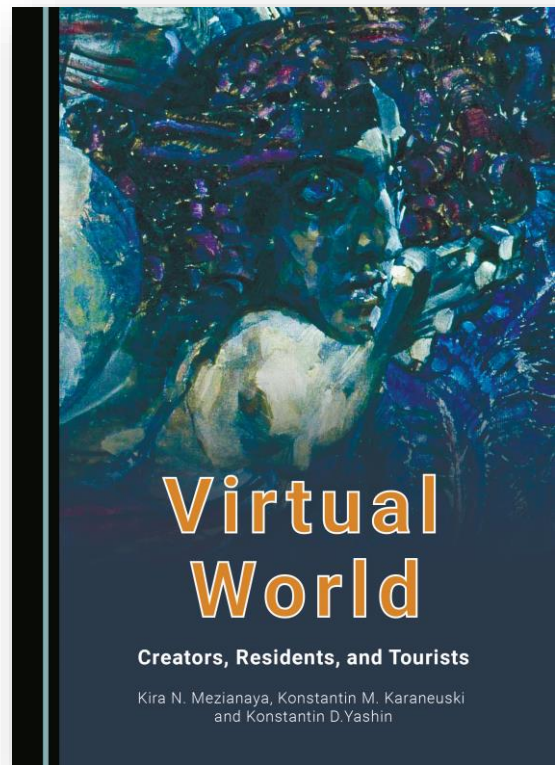
VIRTUAL WORLD: CREATORS, RESIDENTS, AND TOURISTS

BY KIRA N. MEZIANAYA, KONSTANTIN M. KARANEUSKI, KONSTANTIN D. YASHIN |
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This study acquaints the reader with the virtual world, which has become a part of the contemporary entertainment industry, and an environment for both professional activity and communication.

It discusses the role of computer games in people's lives and the results of computer addiction studies. A separate section is devoted to the theme of Scandinavian mythology, the subjects of which are often present in the virtual world, allowing a comparison to be made between images from ancient myths and legends and their reflection in computer games.

The book will appeal to a wide audience interested in interaction in the virtual world.



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Kira N. Mezianaya is a psychiatrist and has been a Research Associate of the Department of Engineering Psychology and Ergonomics of the Belarusian State University of Informatics and Radioelectronics since 2014. She has published 16 articles in the field of psychiatry since 2001.

Konstantin M. Karaneuski is a neurologist and postgraduate student of the Department of Engineering Psychology and Ergonomics of the Belarusian State University of Informatics and Radioelectronics. He has published 13 articles.

Konstantin D. Yashin has been Head of the Department of Engineering Psychology and Ergonomics of the Belarusian State University of Informatics and Radioelectronics since 2008. He is the co-author of the book *Fluorescent Semiconductor Nanostructures for Medical Diagnostics*, as well as 200 published articles.

