

Résumé présenté à l'ASC

Beyond Reality: Deviances in Social Synthetic Universe (Benoît GAGNON)

World of Warcraft is a world that never sleeps, a micro-society where people from around the globe meet and live adventures together. In real life they are students, entrepreneurs, workers, but in those worlds they can personify warlords, wizards, space pirates, knights, elves, gnomes, etc. World of Warcraft is a social synthetic universe (SSU), a virtual site of social interaction for millions of users. And as is the case with any form of social group, SSUs are also sites of deviance and delinquency. In this paper, we want to study the interactions between SSU users, administrators and owners with regards to various forms of virtual delinquency.

This presentation will be divided in three segments. First, we categorize delinquent acts that occur in SSUs. Second, we present the results of interviews we have conducted with ten "delinquents" who are active in World of Warcraft. Finally, we confront this type of delinquency with the theory of control developed by Hirschi and Gottfredson.