

Rune Klevjer  
What is the Avatar?

**Rune Klevjer** is an associate professor at the Department of Information Science and Media Studies, University of Bergen. He specializes in computer game theory, with particular interest in player-avatar relationships, narrative, and the nature of fictional representation in virtual environments.

Rune Klevjer

## **What is the Avatar?**

Fiction and Embodiment in Avatar-Based Singleplayer Computer Games.  
Revised and Commented Edition

**[transcript]**

### **Bibliographic information published by the Deutsche Nationalbibliothek**

The Deutsche Nationalbibliothek lists this publication in the Deutsche Nationalbibliografie; detailed bibliographic data are available in the Internet at <http://dnb.d-nb.de>



This work is licensed under the Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 (BY-NC-ND) which means that the text may be used for non-commercial purposes, provided credit is given to the author. For details go to <http://creativecommons.org/licenses/by-nc-nd/4.0/>

To create an adaptation, translation, or derivative of the original work and for commercial use, further permission is required and can be obtained by contacting [rights@transcript-publishing.com](mailto:rights@transcript-publishing.com)

Creative Commons license terms for re-use do not apply to any content (such as graphs, figures, photos, excerpts, etc.) not original to the Open Access publication and further permission may be required from the rights holder. The obligation to research and clear permission lies solely with the party re-using the material.

**First published in 2022 by transcript Verlag, Bielefeld**

© Rune Klevjer

Cover layout: Maria Arndt, Bielefeld

Cover illustration: Colourbox

Printed by Majuskel Medienproduktion GmbH, Wetzlar

Print-ISBN 978-3-8376-4579-8

PDF-ISBN 978-3-8394-4579-2

<https://doi.org/10.14361/9783839445792>

ISSN of series: 2750-3739

eISSN of series: 2750-3747

Printed on permanent acid-free text paper.