

Contents

Introduction

When Faust Entered the Holodeck...

Felix Schniz and Leonardo Marcato9

Part I – Role-Play and Spirituality

The Epiphany Experiment

Role-Playing for Personal Transformation

Sarah Lynne Bowman 23

Play to Find Yourself

Using Tabletop Role-Playing Games in Spiritual Direction

Menachem Cohen 53

The Hunter Will Take You

Seeking Spiritual Experiences within Live Action Role-Play

Anna Milon 85

Part IIa – Practice: Game Design

Conjuring The Witch's Way

Game Design as Magic and Spiritual Practice

Doris C. Rush and Andrew M. Phelps 109

Practicing Dying

How Role-Playing Games Can Help Us Accept Death and Boost Our Quality of Life

Kjell Hedgard Hugaas..... 137

Part IIb – Practice: Research

Exploring Applications of Videogame Magic through Tumblr's Pop Culture Witchcraft

A. Rose Johnson 161

Where the Magic is

Ceremonial Magic as a Design Perspective for Mixed Reality Immersive Experiences

Maria Saridaki and Mariza Dima187

Part IIIa –Videogames: Experience

I Believe in Videogames

A Medium's Potential for Spiritual Experiences

Felix Schniz 211

Fittingly Violent

Narrative Properties of Violence in Digital Games

Frank G. Bosman 239

Part IIIb – Videogames: Perspective

Spes Ultracombinatoria

Neo- Human Spirituality and Digital Games

Leonardo Marcato 265

Sacred Places and Spatial Design in Fantasy-themed Isometric cRPGs

Mateusz Felczak 287

Franchised Esotericism

Religion as a Marketing Strategy for the *Assassin's Creed* Franchise

Lars de Wildt.....301

Part IIIc – Videogames: From the East

Ex Anankes

Cultural Syncretism and the Experience of Necessitation in *Saint Seiya: The Hades' Gameplay*

Graziana Ciola and Francesca Samà321

"At the Same Time ... Both Truth and Fiction"

Interrelation(s) of Psychology, Faith, and the Esotericism of the JRPG

David Stevenson 347

Religion and Spirituality in *NieR: Automata*
Marco Seregini and Francesco Toniolo 373

Part IIId – Videogames: The Case Study of *Dragon Age*

Negotiating Spiritual Uncertainty through the Lens of Videogames
Individual and Societal Struggles with Belief Systems in the *Dragon Age* and *Hate* Series
Sarah Faber..... 397

Religion According to Bioware
Religious Dimensions of Chantry in *Dragon Age: Inquisition*
Leonid Moyzhes 411

Light, Blood, Stone, and Order
The Religious Beliefs and Systems of *Dragon Age*
Christine Tomlinson 441

Part IV – Concluding thoughts

Unlocking the Spiritual Potential of Games
Reflections and Future Directions
Michele Fanelli and Magdalena M. Strobl 465