

Abstract

This thesis is based on virtual ethnographic research, through which it explores the environment of the video game Minecraft, focusing on its environmental aspects. In particular, monster theory, but also theories of modernity, extractivism and environmental critiques of development are used to analyse the data collected through this virtual ethnography. The focus is on how male and female players relate to the virtual environment of the game, and how this relationship is influenced by the 'real' world, and in turn, how it feeds back into it. Thus, through the aforementioned theories and concepts, the thesis explores the environmental dimensions of players' and players' interactions with the Minecraft environment.

Keywords

Extractivism, Minecraft, virtual, ethnography, monsters, player, environment, modernity