

**Kinnunen, Jani**, University of Tampere, Finland

### **Playful Money and Games in the Internet**

In games studies gambling games are often considered as borderline cases. They don't seem to fit in the definition of games, because there is money connected to gambling games. This is a problematic starting point for a study in two respects. It presupposes a clear dichotomy between games and the rest of the world and fails to recognize different cultural and social meanings connected to money. Money can playfully transform to different kinds of (virtual) currencies, which have different kinds of meanings depending on the context. This alone makes it difficult to draw a line between gambling games and other games. At the same time internet has also blurred the line between different game categories. Technically almost any digital game can be modified to be a gambling game and on the other hand money is connected to digital games in many new ways.