

Font: Times New Roman, 12, pt.

A4, margins Left 2,5 cm, Right 2,5cm, Top 2,5cm, Bottom 2,5 cm

# Fictional and Simulated Objects in World of Warcraft 22 pt, bold

Jonathan Smith

## **Introduction**

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## 1 Only footnotes, not endnotes.

## The Concept of Simulation

## Conclusion

Games

WARCRAFT III: REIGN OF CHAOS. Blizzard, PC, 2002.  
WORLD OF WARCRAFT. Blizzard/Vivendi, PC, 2004.

## References

- Juul, J. (2005). *Half-real: Video games between real rules and fictional worlds*. Cambridge, Mass.: MIT Press.

Salen, K., & Zimmerman, E. (2003). *Rules of play: Game design fundamentals*. Cambridge, Mass.: MIT Press.