

Compulsive Creativity: Virtual Worlds, Disability, and Digital Capital

In this lecture, I analyze the intersection of creativity and agency by examining what might appear to be a very different intersection: disability and the digital. I do this by exploring what I term “compulsive creativity” as experienced by persons living with Parkinson’s disease who are active in the virtual world Second Life. To address forms of social and cultural capital, I introduce the notions of “digital embodied states” and “digital objectified states.” In doing so, I suggest ways that compulsive creativity speaks to questions of cultural capital in the context of disability online and emerging creative economies.