

BEYOND CHOICES



THE DESIGN OF ETHICAL GAMEPLAY

Miguel Sicart

Beyond Choices The Design Of Ethical Gameplay

Sonia Fizek



Beyond Choices The Design Of Ethical Gameplay:

Beyond Choices Miguel Sicart, 2013-09-06 How computer games can be designed to create ethically relevant experiences for players Today's blockbuster video games and their never ending sequels sagas and reboots provide plenty of excitement in high resolution but for the most part fail to engage a player's moral imagination In *Beyond Choices* Miguel Sicart calls for a new generation of video and computer games that are ethically relevant by design In the 1970s mainstream films including *The Godfather* *Apocalypse Now* *Raging Bull* and *Taxi Driver* filled theaters but also treated their audiences as thinking beings Why can't mainstream video games have the same moral and aesthetic impact Sicart argues that it is time for games to claim their place in the cultural landscape as vehicles for ethical reflection Sicart looks at games in many manifestations toys analog games computer and video games interactive fictions commercial entertainments and independent releases Drawing on philosophy design theory literary studies aesthetics and interviews with game developers Sicart provides a systematic account of how games can be designed to challenge and enrich our moral lives After discussing such topics as definition of ethical gameplay and the structure of the game as a designed object Sicart offers a theory of the design of ethical game play He also analyzes the ethical aspects of game play in a number of current games including *Spec Ops* *The Line* *Beautiful Escape* *Dungeons and Dragons* *Fallout New Vegas* and *Anna Anthropy's Dys4ia* Games are designed to evoke specific emotions games that engage players ethically Sicart argues enable us to explore and express our values through play

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The Ethics of Computer Games Miguel Sicart, 2011-08-19 Why computer games can be ethical how players use their

ethical values in gameplay and the implications for game design Despite the emergence of computer games as a dominant cultural industry and the accompanying emergence of computer games as the subject of scholarly research we know little or nothing about the ethics of computer games Considerations of the morality of computer games seldom go beyond intermittent portrayals of them in the mass media as training devices for teenage serial killers In this first scholarly exploration of the subject Miguel Sicart addresses broader issues about the ethics of games the ethics of playing the games and the ethical responsibilities of game designers He argues that computer games are ethical objects that computer game players are ethical agents and that the ethics of computer games should be seen as a complex network of responsibilities and moral duties Players should not be considered passive amoral creatures they reflect relate and create with ethical minds The games they play are ethical systems with rules that create gameworlds with values at play Drawing on concepts from philosophy and game studies Sicart proposes a framework for analyzing the ethics of computer games as both designed objects and player experiences After presenting his core theoretical arguments and offering a general theory for understanding computer game ethics Sicart offers case studies examining single player games using Bioshock as an example multiplayer games illustrated by Defcon and online gameworlds illustrated by World of Warcraft from an ethical perspective He explores issues raised by unethical content in computer games and its possible effect on players and offers a synthesis of design theory and ethics that could be used as both analytical tool and inspiration in the creation of ethical gameplay

Ludics Vassiliki Rapti, Eric Gordon, 2021-01-11 This book establishes play as a mode of humanistic inquiry with a profound effect on art culture and society Play is treated as a dynamic and relational modality where relationships of all kinds are forged and inquisitive interdisciplinary engagement is embraced Play cultivates reflection connection and creativity offering new epistemological directions for the humanities With examples from a range of disciplines including poetry history science religion and media this book treats play as an object of inquiry but also as a mode of inquiry The chapters each focusing on a specific cultural phenomenon do not simply put culture on display they put culture in play providing a playful lens through which to see the world The reader is encouraged to read the chapters in this book out of order allowing constructive collision between ideas moments in history and theoretical perspectives The act of reading this book like the project of the humanities itself should be emergent generative and playful *Play and Learning in Adulthood* Nicola Whitton, 2022-11-10 This book provides a theoretical and philosophical examination of games play and playfulness and their relationships to learning and wellbeing in adulthood It draws on an interdisciplinary literature base including game based learning game studies education psychology and game design to present a critical manifesto for playful learning in post compulsory education and lifelong learning While there is an established body of work in games and learning in adulthood and a wide literature on the value of play in childhood the wider potential of play in adulthood and playfulness is under explored and still emergent This book offers a comprehensive overview of play in adulthood exploring the benefits and

drawbacks examining why play in adulthood is different from play in childhood the role of play in culture and making an argument for why it is important in our society that we embrace the principles of playfulness

Interactive Digital Narrative Hartmut Koenitz, Gabriele Ferri, Mads Haahr, Diğdem Sezen, Tonguç İbrahim Sezen, 2015-04-10 The book is concerned with narrative in digital media that changes according to user input Interactive Digital Narrative IDN It provides a broad overview of current issues and future directions in this multi disciplinary field that includes humanities based and computational perspectives It assembles the voices of leading researchers and practitioners like Janet Murray Marie Laure Ryan Scott Rettberg and Martin Rieser In three sections it covers history theoretical perspectives and varieties of practice including narrative game design with a special focus on changes in the power relationship between audience and author enabled by interactivity After discussing the historical development of diverse forms the book presents theoretical standpoints including a semiotic perspective a proposal for a specific theoretical framework and an inquiry into the role of artificial intelligence Finally it analyses varieties of current practice from digital poetry to location based applications artistic experiments and expanded remakes of older narrative game titles

Routledge Handbook of Interdisciplinary Research Methods Celia Lury, Rachel Fensham, Alexandra Heller-Nicholas, Sybille Lammes, Angela Last, Mike Michael, Emma Uprichard, 2018-07-06 The landscape of contemporary research is characterized by growing interdisciplinarity and disciplinary boundaries are blurring faster than ever Yet while interdisciplinary methods and methodological innovation in general are often presented as the holy grail of research there are few examples or discussions of their development and behaviour in the field This Routledge Handbook of Interdisciplinary Research presents a bold intervention by showcasing a diversity of stimulating approaches Over 50 experienced researchers illustrate the challenges but also the rewards of doing and representing interdisciplinary research through their own methodological developments Featured projects cover a variety of scales and topics from small art science collaborations to the big data of mass observations Each section is dedicated to an aspect of data handling from collection classification validation to communication to research audiences Most importantly Interdisciplinary Methods presents a distinctive approach through its focus on knowledge as process defamiliarising and reworking familiar practices such as experimenting archiving observing prototyping or translating

Playing at a Distance Sonia Fizek, 2022-11-01 An essential exploration of the video game aesthetic that decenters the human player requiring little human action and challenges what it means to play Do we play video games or do video games play us Is nonhuman play a mere paradox or the future of gaming And what do video games have to do with quantum theory In Playing at a Distance Sonia Fizek engages with these and many more daunting questions forging new ways to think and talk about games and play that decenter the human player and explore a variety of play formats and practices that require surprisingly little human action Idling in clicker games wandering in walking simulators automating gameplay with bots or simply watching games rather than playing them Fizek shows how these seemingly marginal cases are central to

understanding how we play in the digital age Introducing the concept of distance Fizek reorients our view of computer mediated play To play at a distance she says is to delegate the immediate action to the machine and to become participants in an algorithmic spectacle Distance as a media aesthetic framework enables the reader to come to terms with the ambiguity and aesthetic diversity of play Drawing on concepts from philosophy media theory and posthumanism as well as cultural and film studies Playing at a Distance invites a wider understanding of what digital games and gaming are in all their diverse experiences and forms In challenging the common perception of video games as inherently interactive the book contributes to our understanding of the computer s influence on practices of play and prods us to think more broadly about what it means to play

Games and Narrative: Theory and Practice Barbaros Bostan, 2021-12-07 This book provides an introduction and overview of the rapidly evolving topic of game narratives presenting the new perspectives employed by researchers and the industry highlighting the recent empirical findings that illustrate the nature of it The first section deals with narrative design and theory the second section includes social and cultural studies on game narrative the third section focuses on new technologies and approaches for the topic the fourth section presents practices and case studies and the final section provides industry cases from professionals

Clash of Realities 2015/16 Clash of Realities, 2017-10-15 Digital games as transmedia works of art Games as social environments The aesthetics of play Digital games in pedagogy Cineludic aesthetics Ethics in games these were some of the important and fascinating topics addressed during the international research conference Clash of Realities in 2015 and 2016 by more than a hundred international speakers academics as well as artists This volume represents the best contributions by inter alia Janet H Murray David O'Reilly Eric Zimmerman Thomas Elsaesser Lorenz Engell Susana Tosca Miguel Sicart Frans M yr and Mark J P Wolf

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