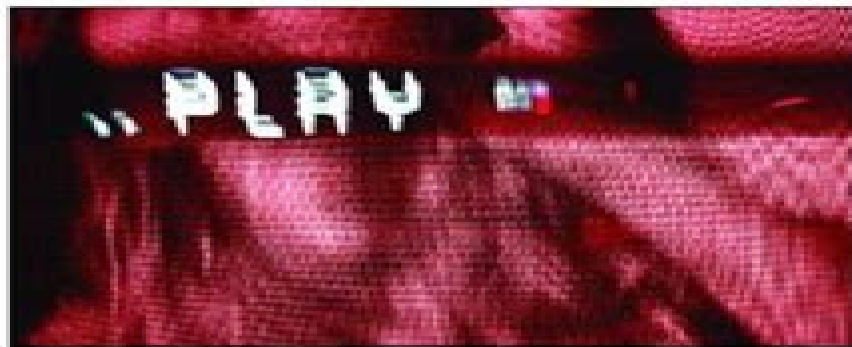


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ETHICS AND GAME DESIGN

Teaching Values through Play



Karen Schrier & David Gibson

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Choice ,2009 *Ethics and Game Design: Teaching Values through Play* Schrier, Karen,Gibson, David,2010-02-28 This book addressing an emerging field of study ethics and gamesand answers how we can better design and use games to foster ethical thinking and discourse in classrooms Provided by publisher *Leadership and Personnel Management: Concepts, Methodologies, Tools, and Applications* Management Association, Information Resources,2016-02-17 Strong leaders are essential to the structure of organizations across all industries Having the knowledge skill sets and tools available to successfully motivate manage and guide others can mean the difference between organizational success and failure *Leadership and Personnel Management Concepts Methodologies Tools and Applications* presents the latest research on topics related to effective managerial practice as well as the tools and concepts that attribute to effective leadership Focusing on a variety of topics including human resources diversity organizational behavior management competencies employee relations motivation and team building this multi volume publication is ideal for academic and government library inclusion and meets the research needs of business professionals academics graduate students and researchers

Rethinking Machine Ethics in the Age of Ubiquitous Technology White, Jeffrey,Searle, Rick,2015-05-31 As the utilization of intelligent machines spreads to numerous realms the discourse of machine ethics has also developed and expanded Concerns over machine intelligence and the role of automata in everyday life must be addressed before artificial intelligence and robotic technologies may be fully integrated into human society *Rethinking Machine Ethics in the Age of Ubiquitous Technology* blends forward looking constructive and interdisciplinary visions of ethical ideals aims and applications of machine technology This visionary reference work incorporates ethical conversations in the fields of technology computer science robotics and the medical industry creating a vibrant dialogue between philosophical ideals and the applied sciences With its broad scope of relevant topics this book serves as an excellent tool for policymakers academicians researchers advanced level students technology developers and government officials This timely publication features thoroughly researched articles on the topics of artificial moral agency cyber warfare transhumanism organic neural nets human worker replacement automaticity and global governance security and surveillance military drones and more

Bulletin of the Atomic Scientists ,1970-06 The Bulletin of the Atomic Scientists is the premier public resource on scientific and technological developments that impact global security Founded by Manhattan Project Scientists the Bulletin s iconic Doomsday Clock stimulates solutions for a safer world **Ebony** ,2005-09 EBONY is the flagship magazine of Johnson Publishing Founded in 1945 by John H Johnson it still maintains the highest global circulation of any African American focused magazine *Ebony* ,2005-09 EBONY is the flagship magazine of Johnson Publishing Founded in 1945 by John H Johnson it still maintains the highest global circulation of any African American focused magazine **Bulletin of the Atomic Scientists** ,1966-06 The Bulletin of the Atomic Scientists is the premier public resource on scientific and

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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 Dungeoneer 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

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

We the Gamers Karen Schrier, 2021-04-30 Distrust Division Disparity Is our world in disrepair Ethics and civics have always mattered but perhaps they matter now more than ever before Recently with the rise of online teaching and movements like PlayApartTogether games have become increasingly acknowledged as platforms for civic deliberation and value sharing We

the Gamers explores these possibilities by examining how we connect communicate analyze and discover when we play games Combining research based perspectives and current examples this volume shows how games can be used in ethics civics and social studies education to inspire learning critical thinking and civic change We the Gamers introduces and explores various educational frameworks through a range of games and interactive experiences including board and card games online games virtual reality and augmented reality games and digital games like Minecraft Executive Command Keep Talking and Nobody Explodes Fortnite When Rivers Were Trails Politicraft Quandary and Animal Crossing New Horizons The book systematically evaluates the types of skills concepts and knowledge needed for civic and ethical engagement and details how games can foster these skills in classrooms remote learning environments and other educational settings We the Gamers also explores the obstacles to learning with games and how to overcome those obstacles by encouraging equity and inclusion care and compassion and fairness and justice Featuring helpful tips and case studies We the Gamers shows teachers the strengths and limitations of games in helping students connect with civics and ethics and imagines how we might repair and remake our world through gaming together

Games and Ethics Maïke Groen,Nina Kiel,Angela Tillmann,André Weßel,2020-11-29 The number of digital gamers is increasing worldwide but public debates about digital games commonly focus on questionable game content or problematic gaming behavior This book offers a broader ethical perspective on digital game cultures presenting theoretical and empirical work on the ethical dimensions of the development production and distribution of digital games as well as issues relating to responsible gaming and the pedagogical use of digital games Questions of the communicative cultural change in game cultures are linked with questions of media education and media ethics With such a comprehensive approach the volume promotes ethical discourse on digital game cultures

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