BEYOND CHOICES

THE DESIGN OF ETHICAL GAMEPLAY

Miguel Sicart

Beyond Choices The Design Of Ethical Gameplay

Wikipedia contributors

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 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 **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 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 **Playing Oppression** Mary Flanagan,Mikael Jakobsson,2023-02-28 A striking analysis of popular board games roots in imperialist

reasoning and why the future of play depends on reckoning with it Board games conjure up images of innocuously enriching entertainment family game nights childhood pastimes cooperative board games centered around resource management and strategic play Yet in Playing Oppression Mary Flanagan and Mikael Jakobsson apply the incisive frameworks of postcolonial theory to a broad historical survey of board games to show how these seemingly benign entertainments reinforce the logic of imperialism Through this lens the commercialized version of Snakes and Ladders takes shape as the British Empire s distortion of Gyan Chaupar an Indian game of spiritual knowledge and early twentieth century trading games that f ted French colonialism are exposed for how they conveniently sanitized its brutality while also relying on crudely racist imagery These games most explicitly abhorrent features may no longer be visible but their legacy still lingers in the contemporary Eurogame tendency to exalt and incentivize cycles of exploration expansion exploitation and extermination An essential addition to any player s bookshelf Playing Oppression deftly analyzes this insidious violence and proposes a path forward with board games that challenge colonialist thinking and embrace a much broader cultural imagination **BioShock** Robert Jackson,2014-11-28 A historical critical look at the famous videogame franchise BioShock understanding it through philosophical ideological and computational interpretations of systems decisions and propaganda The Fundamentals of Video Game Literacy Ryan Zhao,2025-04-16 This book posits a novel framework for sense making and meaning making in the play of video games Extending a modern process oriented audience inclusive philosophy of artistic meaning generation this book grapples with the question of how to personally and critically examine video games as artistic artifacts that do not have set predetermined standardized forms until live play is enacted The resulting artistic product live gameplay expresses both the game s developers and its players This book argues that players hold three separate concurrent perspectives during play the embodied avatar within the simulated space the role playing participant in the narrative fantasy and the external strategist manipulating the game s software affordances The exciting dynamics that arise from live gameplay are the result of the tensions and harmonies between these three parallel layers of play Video games are systems with designed behaviors capable of a great diversity of instantiated expressions Players are brought into that system of instantiated generation to produce truly emergent and personal gameplay As such players directly impact the shape and form of the gameplay artifact itself This creates a relationship between the art the player and its meaning radically different from all previous art forms This book builds around this central premise with examinations of related subjects pertaining to video game meaning making such as the ways in which video games facilitate play that is expressive of their players and the ways in which it is appropriate to compare and contextualize the differences in players instantiated play activities These subjects are designed to give readers an in depth understanding of the dynamics of gameplay in order to facilitate richer more meaningful encounters with video games as cultural artifacts This book Provides a useful framework for enriching players experiences with video game play Helps players identify and distinguish aspects of their own and game developers expression in

gameplay Posits a novel framework examining the role of player as embodied avatar role player and strategist Gives players appropriate questions to better interrogate the generation of meaning from within and surrounding the system of gameplay

End-Game Lorenzo DiTommaso,James Crossley,Alastair Lockhart,Rachel Wagner,2024-09-02 Video games are a global phenomenon international in their scope and democratic in their appeal This is the first volume dedicated to the subject of apocalyptic video games Its two dozen papers engage the subject comprehensively from game design to player experience and from the perspectives of content theme sound ludic textures and social function The volume offers scholars students and general readers a thorough overview of this unique expression of the apocalyptic imagination in popular culture and novel insights into an important facet of contemporary digital society   **Media Ethics and Global Justice in the Digital Age** Clifford G. Christians,2019-03-21 Presents a new theory of media ethics that is explicitly international   News Media Innovation Reconsidered Maria Luengo,Susana Herrera-Damas,2021-05-11 A guide to journalistic ethics for today s digital technologies With contributions from an international panel of experts on the topic News Media Innovation Reconsidered offers a guide for the revitalizing of the ethical and civil ideals of journalism The authors discuss how to energize journalistic practices and products and explore how to harness the power of digital technological innovations such as immersive journalism the automatization and personalization of news newsgames and artificial intelligence news production The book presents an innovative framework of creative reconstruction and reviews new journalistic concepts models initiatives and practices that clearly demonstrate professional ethics that embrace truth seeking transparency fact checking and accuracy and other ethical considerations While the contributors represent numerous countries many of examples are drawn from the Spanish speaking media and can serve as models for an international audience This important book Explores the impact on the news media from mobile first virtual reality and artificial intelligence driven platforms Examines the challenges of maintaining journalistic ethics in today s digital world Demonstrates how to use technology to expose readers to news outside their comfort zones Provides information for discerning truth from fake news Written for researchers students in journalism and communication programs New Media Innovation Reconsidered offers a much needed guide for recreating journalistic ethics in our digital age   **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   *Focus On: 100 Most Popular Unreal Engine Games* Wikipedia contributors,   *Games, Sports, and Play* Thomas Hurka,2019 A distinguished group of philosophers discuss a wide range of issues about games sport and play a topic largely neglected in recent philosophical literature They ask consider what games and sports have in common pose questions about their value and add philosophical voices to the on going debates in game studies   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 **Hybrid Museum Experiences** Annika Waern,Anders Løvlie,2025-10-01 So you re the one getting this gift Lucky you Someone who knows you has visited the museum They searched out things they thought you would care about and they took photos and left messages for you This is the welcoming message for the Gift app designed to create a very personal museum visit Hybrid Museum Experiences use new technologies to augment expand or alter the physical experience of visiting the museum They are designed to be experienced in close relation to the physical space and exhibit In this book we discuss three forms of hybridity in museum experiences Incorporating the digital and the physical creating social yet personal and intimate experiences and exploring ways to balance visitor participation and museum curation This book reports on a 3 year cross disciplinary research project in which artists design researchers and museum professionals have collaborated to create technology mediated experiences that merge with the museum environment *Against Flow* Braxton Soderman,2021-04-13 A critical discussion of the experience and theory of flow as conceptualized by Mihaly Csikszentmihalyi in video games Flow as conceptualized by the psychologist Mihaly Csikszentmihalyi describes an experience of being in the zone of intense absorption in an activity It is a central concept in the study of video games although often applied somewhat uncritically In Against Flow Braxton Soderman takes a step back and offers a critical assessment of flow s historical theoretical political and ideological contexts in relation to video games With close readings of games that implement and represent flow Soderman not only evaluates the concept of flow in terms of video games but also presents a general critique of flow and its sibling play **How to Play Video Games** Matthew Thomas Payne,Nina B. Huntemann,2019-03-26 Forty original contributions on games and gaming culture What does Pok mon Go tell us about globalization What does Tetris teach us about rules Is feminism boosted or bashed by Kim Kardashian Hollywood How does BioShock Infinite help us navigate world building From arcades to Atari and phone apps to virtual reality headsets video games have been at the epicenter of our ever evolving technological reality Unlike other media technologies video games demand engagement like no other which begs the question what is the role that video games play in our lives from our homes to our phones and on global culture writ large How to Play Video Games brings together forty original essays from today s leading scholars on video game culture writing about the games they know best and what they mean in broader social and cultural contexts Read about avatars in Grand Theft Auto V or music in The Legend of Zelda Ocarina of Time See how Age of Empires taught a generation about postcolonialism and how Borderlands exposes the seedy underbelly of capitalism These essays suggest that understanding video games in a critical context provides a new way to engage in contemporary culture They are a must read for fans and students of the medium **Intelligent Computing**

Kohei Arai,2024-06-13 Explore the forefront of computing with the proceedings of the Computing Conference 2024 Featuring 165 carefully selected papers from a pool of 457 submissions this collection encapsulates the cutting edge research and innovation presented during the conference Delve into a diverse range of topics insights and methodologies that shape the future of computing Whether you re an academic researcher or enthusiast this concise volume offers a snapshot of the dynamic and collaborative spirit defining the Computing Conference 2024 **Monstrosity in Games and Play** Sarah Stang,Mikko Meriläinen,Joleen Blom,Lobna Hassan,2025-10-01 Monsters fascinate us From ancient folklore to contemporary digital games they are at the core of the stories we tell They reflect our fears deepest desires and the monstrosity hidden within ourselves Monsters hold a mirror to our contemporary society and reveal who we truly are This edited collection examines monsters and monstrosity in games and play Monsters are a key feature of most games we fight kill and eat them and sometimes we become them However monsters in games and play are not only entertaining but also a reflection of the monstrosity of our world In this book twenty two scholars explore how themes such as mental health colonialism individualism disability gender sexuality racism and exclusion are reflected in the monsters we interact with in games play and our daily lives both online and offline Monstrosity in Games and Play is recommended to readers interested in the monstrous in contemporary game cultures and their surrounding societies *Transgression in Games and Play* Kristine Jorgensen,Faltin Karlsen,2019-02-05 Contributors from a range of disciplines explore boundary crossing in videogames examining both transgressive game content and transgressive player actions Video gameplay can include transgressive play practices in which players act in ways meant to annoy punish or harass other players Videogames themselves can include transgressive or upsetting content including excessive violence Such boundary crossing in videogames belies the general idea that play and games are fun and non serious with little consequence outside the world of the game In this book contributors from a range of disciplines explore transgression in video games examining both game content and player actions The contributors consider the concept of transgression in games and play drawing on discourses in sociology philosophy media studies and game studies offer case studies of transgressive play considering among other things how gameplay practices can be at once playful and violations of social etiquette investigate players emotional responses to game content and play practices examine the aesthetics of transgression focusing on the ways that game design can be used for transgressive purposes and discuss transgressive gameplay in a societal context By emphasizing actual player experience the book offers a contextual understanding of content and practices usually framed as simply problematic Contributors Fraser Allison Kristian A Bj rkelo Kelly Boudreau Marcus Carter Mia Consalvo Rhys Jones Kristine J rgensen Faltin Karlsen Tomasz Z Majkowski Alan Meades Torill Elvira Mortensen V ctor Navarro Remesal Holger P tzsch John R Sageng Tanja Sihvonen Jaakko Stenros Ragnhild Tronstad Hanna Wirman

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Table of Contents Beyond Choices The Design Of Ethical Gameplay

1. Understanding the eBook Beyond Choices The Design Of Ethical Gameplay
    - The Rise of Digital Reading Beyond Choices The Design Of Ethical Gameplay
    - Advantages of eBooks Over Traditional Books
2. Identifying Beyond Choices The Design Of Ethical Gameplay
    - Exploring Different Genres
    - Considering Fiction vs. Non-Fiction
    - Determining Your Reading Goals
3. Choosing the Right eBook Platform
    - Popular eBook Platforms
    - Features to Look for in an Beyond Choices The Design Of Ethical Gameplay
    - User-Friendly Interface
4. Exploring eBook Recommendations from Beyond Choices The Design Of Ethical Gameplay
    - Personalized Recommendations
    - Beyond Choices The Design Of Ethical Gameplay User Reviews and Ratings
    - Beyond Choices The Design Of Ethical Gameplay and Bestseller Lists
5. Accessing Beyond Choices The Design Of Ethical Gameplay Free and Paid eBooks

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