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# My Research Methods and Philosophical Thoughts

## My Research Methods

## Philosophical Problems I’ve explored in video games

One very interesting topic that I explored in video games was the disclosure of sensitive information to the public. In Deus Ex: Human Revolution, you spend the entire game uncovering a plot to enslave all of humanity through microchips secretly placed in cybernetic implants that are a pervasive throughout society. You are essentially given three choices, reveal everything to the public, doctor the information disclosed to the public, or destroy all information about the incident and let the public decide what happened. If you reveal everything to the public, it is implied that the public freaks out and completely lose trust in technology and experiences a technological backslide. If you doctor the information, you can influence a backlash against extremists or a push towards greater regulation, depending on how you decide to doctor the info. The final option is the belief that we have no right to influence the publics decision and should let them figure out what happened themselves. I found it extremely interesting how the game suggested that control of information and the release thereof, especially in our day and age, is basically the power to control public opinion and the actions of humanity.