**Ethical and Legal issues in Computer Gamming**

**Ethical Issues**

1. Violence

Violence can be defined as an act where a character or player in a video game causes harm to another character or even causes death. Whether this actually effects young individuals who play video games is controversial, there are scientific studies that prove it can affect the young community which have existed for quite a long time now. Due to the advancement in technology, studies can go in more depth to discover if violence in video games can actually cause harm.

1. Online Transaction

The most popular MMORPGS on the market today and it has been for a long time World of Warcraft (WoW). Using this as an example there are a lot of people that are extremely addicted to games of this genre. So, some people pay monthly fees for accounts for games such as WoW, you may deem this to be fine yet it doesn’t stop there, a lot of addicted players will spend ridiculous amounts of money in the thousands for WoW accounts. Gaming is a hobby non the less, just like playing a musical instrument or a sport. Why pay over £1000 on a video game?

1. Micro Transaction

Micro transactions are a form of virtual items which can be purchased online through an in-game shop, they can range from character upgrades, clothing, mounts etc. Is it really OK for someone to spend hundreds, thousands of pounds on virtual items on a single video game?

**Legal Issues**

Be respectful of others

We will be respectful of others, including IEEE members and IEEE employees, and will act in a professional manner while participating in IEEE activities.