

The Effect of Control Systems on Player Aggression

COMP230 - Ethics Essay

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The intention of this essay is look at the effects of video game violence on aggression levels, specifically when the games use motion controls to make the player act out in game violence. It will also look at whether it is ethical for players to act these violent acts in game and whether it's ethical for game developers to make them.

1 Introduction

The effects of violent video games on real life aggression is a commonly addressed subject and one that appears often in the media.

2 Violence in video games

Modern video games have vastly improved graphics compared to graphics from games years ago- Caranagey

The motion controls of the Wii lead to similar devices on other platforms, the PlayStation Move which uses wands like the Wii and the XBox kinect which requires not controllers and uses a camera to record the players movement. This technology continues to evolve, with the recent developments in VR come new controllers again that use motion controllers. Improvements in technology means that video games continue to get more realistic, graphics and sound have been continually improving increasing the players immersion in the game [1]. Recently advances in VR has lead to new ways to control games

Kinetic or motion controls often require the user to mimic a real life movement to cause something to happen in game.

One issue is what can be defined as violence in a video game from a ethical stand point an absolutist would say murder is wrong under any circumstance. [?] However all of the violence in video games is a pretence, none of it is a real and the player is not harming or killing anyone. [2] This raises of the issue of whether video game violence should be viewed in the same way as real violence.

This relates to motion controls are often the player is mimicking the violent act and seeing the reaction on screen...

Realistic controllers [3]

3 Motion controls in video games

McArthur suggests that users may not want full immersion but instead "neo-immersion". [4] Whitson describes immersion in games as loss of self, social and game awarenenses, in contrast Neo-Immersion focuses on those three factors. [5] Wii Sports is a game released with the Wii that uses movement controls using a Wiimote, Whitson suggests that this game is not

trying to fully immerse the player they are likely to be playing it with friends and family. However as this is only one game of many released on the Wii platform this idea can not be applied to them all. This suggests that while motion controls make the game more interactive it also make it more social...

4 Conclusion

In conclusion...

References

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