# Ethics Essay Plan

1. Introduction
   1. Define violence in games
   2. Define aggressive behaviour
   3. Define movement based control systems?
   4. Modern games look realistic
2. Violence & presence in games
   1. Do video games cause violence in general?
   2. Publication bias?
   3. Pathological gaming
   4. Look at ethics – what different ethics code think of vg?
      1. Can real life ethics be applied to fictional games
3. Movement control schemes
   1. Examples of mcs
   2. Effects of
   3. Presence + mcs
4. Conclusion

### Random points:

* Resident Evil 4 wii edition - replaced gun with wiimote on promo stuff

## Paper 1: Violent gaming and player aggression: Exploring the effects of socio-psychological and technology influences

* More general paper about aggression and video game violence
* Specific to South Africans?
  + Paper is looking at whether video games cause violence in youth there
* Currently in the third era of gaming:
  + Has better graphics – making violence more realistic – Carnagey & Anderson
* Adolescents who play violent games more likely to be:
  + Hostile to others
  + Argue with teachers
  + Perform badly at school
* Ferguson – publication bias around vg and aggression
  + If vg cause increase aggressive thoughts doesn’t necessarily translate into aggressive behaviour
* Games reinforce the idea that violence is good
  + Rewarded for killing in games
* Pathological gamers less social
* Presence in games / how interactive that game is - link to acting out violence
* Suggests to only excessive and/or pathological gamers are effected??
* Not a huge sample size? Only 101 people questioned
* Excessive and pathological gaming linked
* Findings did not support idea that violent video games lead to aggressive behaviour
  + Only small correlation
  + Unclear conclusion
* Interactive richness (controllers’ large screens) had no effect on aggression but did affect excessive gaming

## Paper 2: Evidence for publication bias in video game violence effects literature: A meta-analytic review

* Publication biases against video games and violence

## Paper 3: Towards an Ethics of Video Gaming

* General look at ethics in video games – uses first person – maybe not good paper?
* Looking whether this is cause and negative effect with video games
* Can video games be blamed for negative consequences of playing them
* Just because player enjoys violence in games like gta doesn’t mean they enjoy it irl
  + Flight simulators different to actual flight
  + No “real violence” all a pretence
  + Pretending to be violent doesn’t mean your violent
  + Tie in absolutist – the violent act is wrong but it’s a pretence so can it be condemned
* Link between vg and short term rise in aggression levels
* Is there a link between playing violent games & being desensitised to violence? Again can reality be compared to fictional games

## Paper 4: Analysing Sociocultural Perspectives on Violence in Digital Games

* Lack of consequences for selling gaming to underage players
  + No age validation?? On digital platforms
* Many court cases try to blame video games/ films for real life acts of violence
  + “It appears simply impossible to predict that these games, movie, and internet sites (alone, or in what combinations) would incite a young person to violence” (Clarke, 2003)
* Columbine incident –April 20th 1999 lead to spike in media coverage of games
* Recurrent themes about vg violence in media
  + US gun control - lots of school based killings using guns where killer played violent games
  + Religious beliefs
* Many courts cases have been held against Nintendo, Sony etc.
  + No direct correlation between playing violent games and committing violent crimes such as murder

## Paper 5: The Effects of Realistic Controller and Real-Life Exposure to Gun on Psychology of Violent Video Game Players

* Using realistic gun shaped controllers
* Games becoming more realistic
  + better graphics, sounds, content etc.
  + Intuitive/interactive controls
    - Mimicking body movements
  + Increasing immersion
* Example: Guitar shaped controllers meant to feel like holding a real guitar
* Gun controllers shaped like real guns – guns have aggressive connotations
* Greater immersion in violent games could be bad
* “a psychological state or subjective perception in which even though part or all of an individual’s current experience is generated by and/or filtered through human-made technology, part or all of the individual’s perception fails to accurately acknowledge the role of the technology in the experience.”
* Games are normally more enjoyable with greater immersion
* Realistic mapping vs. symbolic mapping: Effects of controllers on video game experience.
  + ^^^^^^^^ look up paper