# 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
3. Movement control schemes
   1. Examples of mcs
   2. Effects of
   3. Presence + mcs
4. Conclusion

## 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