Main Purpose: To highlight the unethical usage of data mining in the gaming industry

Key question: What can we do address and fix the tools use by this company that are continuously exploiting their user

Most importantly info:

Main inference:

Key concept:

Main Assumption: That generally, data collected is being used to exploit the user for monetary gain

Line of reasoning

Failure to take this seriously: Players will continue to be exploited by this by the company using this tools

Main point of this view: Looking at he tool use and how its being used

Summary:

The method and tools use currently to collect data from user, if left unchecked, can pose a threat to the user as it can leave them vulnerable to exploitation.

In the article “Data-Driven Game Development: Ethical Considerations”, Magy, Erica explains that, in this data-driven world, there is the need to highlight and regulate the unethical use of data-collecting and creation to protect the user from exploitation from companies and business as this data are used to exploit the user emotionally and financially.