

“Microtransactions in Video Games”

Thesis Statement:

Our paper will talk about why microtransactions in video games are unfair or harmful. Things like loot boxes and pay to win mechanics can make games unfair, manipulate players, and have gambling like aspects. This problem, especially when games are targeted for kids, has ethical implications for the stakeholders in question. Some questions we will explore are; What are the ethical implications of developers implementing microtransactions that use manipulative design and gambling-like mechanics? What responsibility do developers have if their games negatively impact their player base? To what degree can these features be compared to financial exploitation, that leads to psychological harm, and promotes addictive behaviors? These questions will be explored through specific cases such as the Epic Games FTC settlement, which shows the deceptive practices of the game fortnite in order to sell their in game cosmetics. As Well as EA sports with their Fifa Ultimate Team Packs, which shows the effective gambling mechanics and pay to win aspects of loot boxes as well as the response of other countries to this issue.