

GAT 315

3D Game Design I

Instructor

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Office Hours

- Tuesday 3pm-4:30pm
- Thursday 1pm-3pm



Social System Mechanics

- ☐ Morality Systems
- ☐ Reputation & Fame Systems
- ☐ Political Systems
- ☐ Legal Systems

**PLEASE SILENCE
ALL ELECTRONIC DEVICES**

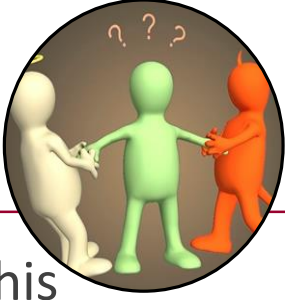
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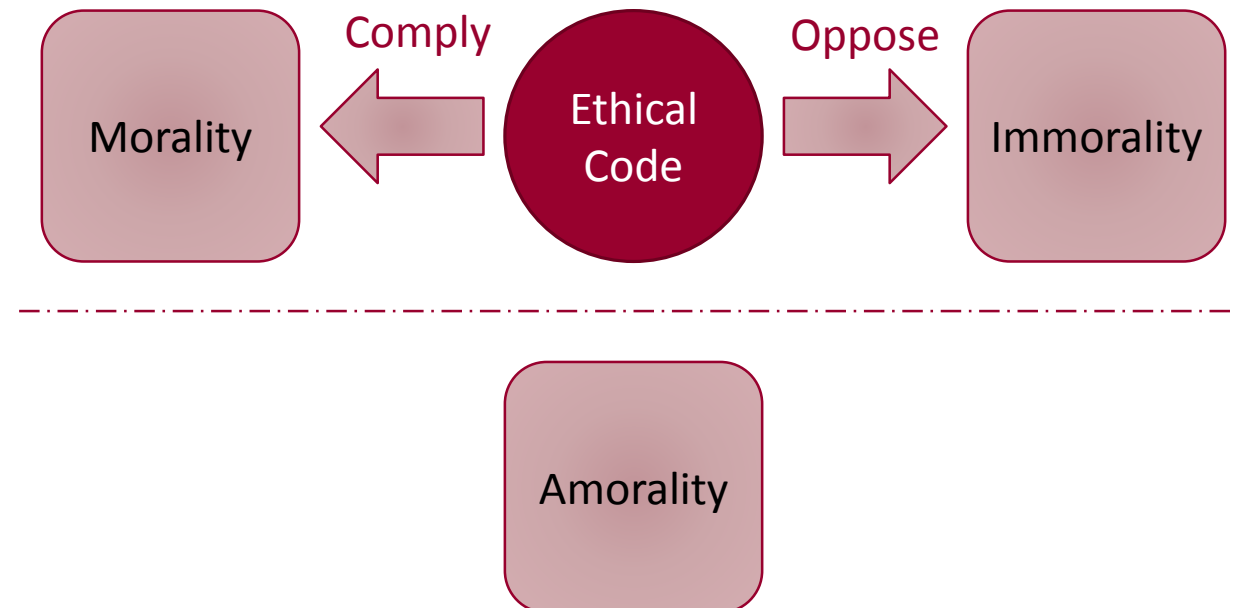


MORALITY SYSTEMS

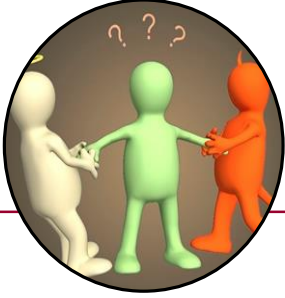
What is Morality?



- Morality, at its core, is the difference between right and wrong. For purposes of this lecture, morality is private vs. reputation is public.
- The term morality is often expressed as adherence to a certain ethical code, whereas immorality is placed as opposition to that code. Amorality is when your choices are made without consideration for that code.
- Most game decisions are amoral.



What is Morality?



- Studies of ethics focus on two main approaches:
 - **Descriptive Ethics**
 - Personal or cultural values, codes of conduct or social mores.
 - Does not make objective claims of right or wrong, but only refers to that which is considered right or wrong.
 - **Normative Ethics**
 - Independent of the values or mores held by any particular peoples or cultures.
 - Describes what is *actually* right and wrong.
- Games with numerical morality systems are defining descriptive AND normative ethics for the game world, which may be different than a player's own morals.

Moral Development

- Lawrence Kohlberg (1958) studied the development of moral systems in children of different ages.
- He determined that there are three different levels of moral reasoning, with each further subdivided into two sub stages. People move through these in order, but not all people reach every stage. Each stage replaces the previous.
- Criticism cites a bias toward an “ethics of justice” over “ethics of care”, or a sex bias (Gilligan, 1977).
- There is some evidence that these stages are not universal (Rest, 1979).

Post-Conventional Morality
(Internalized self-chosen principles
10-15% of adults)

Stage 6: Universal Principles

Developed own set of moral guidelines which may or may not fit the law, and these principles are universal. Most people never reach this stage.

Stage 5: Social Contract & Individual Rights

Situational awareness that laws uphold the general welfare, but sometimes work against the individual.

Conventional Morality
(Internalized group
principles, teen to adult)

Stage 4: Maintaining the Social Order

Individual awareness of wider rules of society, obey rules to uphold the law and avoid guilt.

Stage 3: Good Interpersonal Relationships

Individual is good to be seen as good by others. Related to external approval.

Pre-Conventional Morality
(External, < age 10)

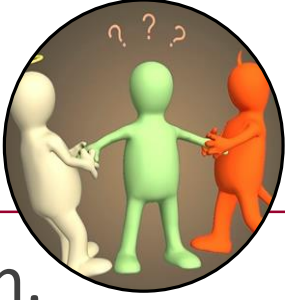
Stage 2: Individualism & Exchange

Recognize that there is not just one right view handed down by authorities.

Stage 1: Obedience & Punishment Orientation

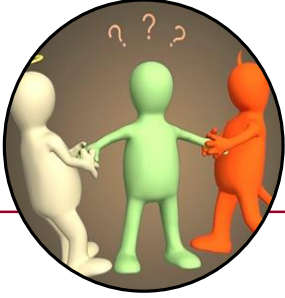
Individual is good to avoid punishment. If they are punished, they must have done wrong.

Social Domain Theory



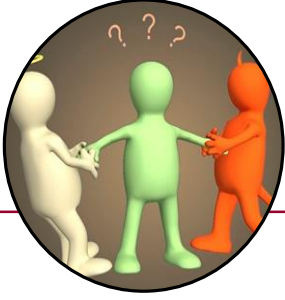
- Elliot Turiel argued for a social domain approach to social cognition. He proposed three domains:
 - **Moral**
 - Principles of how individuals ought to treat one another.
 - Questions of fairness, justice, others' welfare.
 - **Societal**
 - Regulations designed to promote the smooth functioning of social groups and institutions.
 - Questions of convention, tradition, and group functioning.
 - **Psychological**
 - Understanding of self, others, and beliefs about autonomy and individuality.
 - Questions of personal, individual prerogative.
- Research findings have demonstrated that people often differentiate moral and conventional rules and identify the psychological domain as a non-regulated one.

Morality & Religion



- While many people assume that you cannot have morality without religion, the existence of non-religious philosophies such as consequentialism, freethinking, and secular humanist philosophies indicate that this does not necessarily have to be true.
- It is usually within context of religion that views of right and wrong become identified as “good” or “evil.”

Morality & Religion



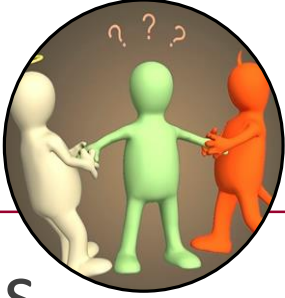
- When designing your game, it is worth considering the source of the moral or ethical code of characters.
 - **Real World**
 - If your game operates within the context of the “real” world, consider how their personal or cultural religion may affect their actions and world view. Use sensitivity and be careful not to stereotype!
 - **Fantasy World**
 - Consider what the religious framework(s) of your world and how that might affect characters’ actions or world view.
 - Fantasy religions can either be moral or amoral – many ancient religions were amoral religions where the gods ruled specific domains, but were not inherently good or evil.

Real World Religions

	Monotheism	Competing Dualism	Polytheism	Balancing Dualism	Monism	Atheism
Concept of God	One transcendent God	Two opposing gods	Many gods	Two equal and opposing forces	Impersonal oneness	No god
Primary Examples	Judaism, Christianity, Islam	Zoroastrianism	Tribal/Folk Religions, Shinto	Taoism, Yin/Yang concept	Hinduism, Buddhism, New Age, Sikhism	Humanism, Marxism, Confucianism
View of Humanity	Part of creation, Different from Animals	Made to join battle against evil	Can be influenced or possessed by spirits	A microcosm of two interacting forces	One with essence, illusion of separation	A complex form of matter
Humanity's Primary Problem	Breaking law, Sin, Not Submitting	Choosing to do evil	Angering the gods	Out of alignment with natural	Ignorance of innate divinity	Superstition, irrational thinking
Solution	Live the law, Faith in God, Seek/submit	Choosing to do right	Appeasing the gods	Living in harmony with nature	Enlightenment, Realization of oneness	Applying rational thinking for problems
Afterlife	Eternal life in heaven or hell	Eternal life in heaven or hell	Sometimes advances to spirit world	Usually advances to spirit world	Reincarnated or merges with oneness	Person ceases to exist

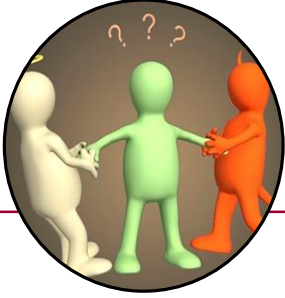
<http://www.slideshare.net/jwase8/spectrum-of-religions>

Morality in Games



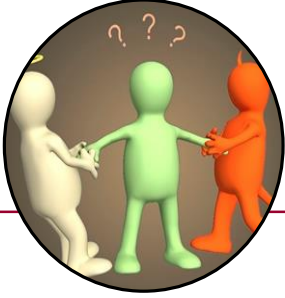
- The first question you should ask about morality systems is, “Should I have one?” 85% of players play as “good”.
- Morality systems in games are often one-dimensional, good vs. evil, but reality is seldom that black and white.
- Often “evil” is a caricature, not a believable depiction of evil. Logically consistent evil acts with selfish intent may often seem more evil than arbitrarily immoral acts.
- The two main complaints about morality systems are that they don’t actually matter to the outcome and/or they feel artificial.
- So, what makes a morality system engaging?

Morality in Games



- There are four main factors in creating an engaging moral system:
 - **Emotional investment**
 - Players need to have an emotional connection with the characters or world that they're interacting with.
 - **Logically consistent**
 - All choices are logically consistent with the information available, not just arbitrary acts of evil
 - **Ambiguity**
 - Right and wrong aren't always clear, but depend on your system of values. Sometimes, it is the lesser of two evils.
 - **Consequences**
 - Choices need to have a discernible, measurable impact on the game. These can be narrative and/or power impacts. Are there options for remorse when you learn the outcomes of your choices?

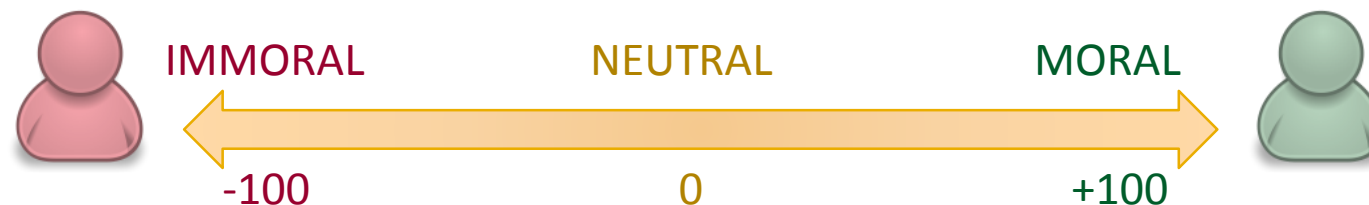
Morality Mechanics



When designing a morality system for your game, there are several possible approaches to consider:

1. Single Spectrum Morality

- Single variable that tracks a dichotomy on a spectrum.
- Can be bounded (easier to game), unbounded (harder to game), or asymmetrical (harder to become “good” than “bad”).
- **Pros:** Simple to implement, less content to develop, conceptual model easy to convey
- **Cons:** Often perceived as simplistic or too extreme by players. Fairly easy to game. Doesn’t allow for more nuanced views of morality
- Examples: Good vs. Evil, Paragon vs. Renegade, Light vs. Dark Side

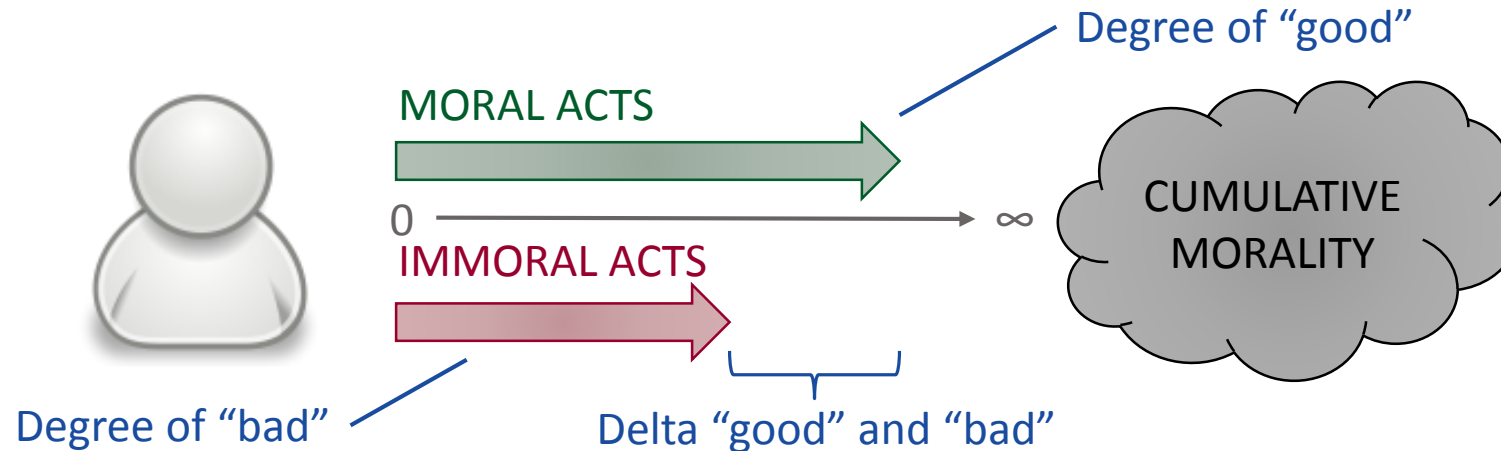


Morality Mechanics

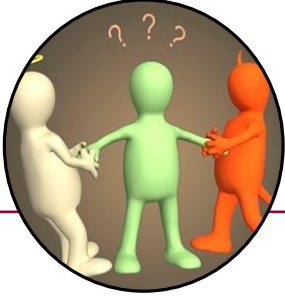


2. Cumulative Morality

- Two variables that tracks degree of both “good” and “bad”, but morality is represented as a combination of the two.
- By its nature, this is unbounded, so the real question comes in as to how you interpret this within the game. Can have options based on each variable independently, or in the difference between the two.
- **Pros:** Still relatively simple to implement, more closely matches the real world
- **Cons:** Can be harder to build a conceptual model or predict reactions

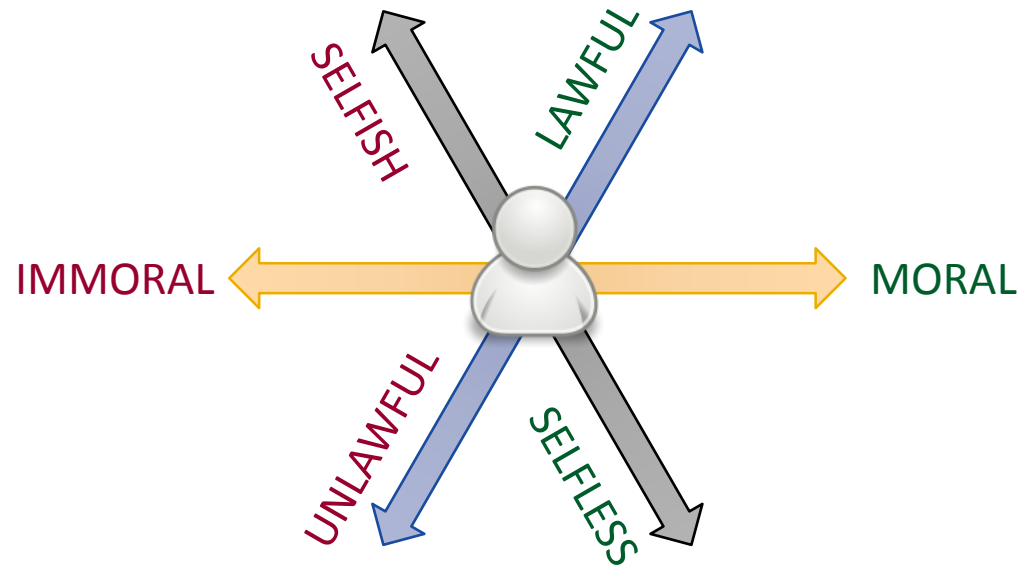


Morality Mechanics

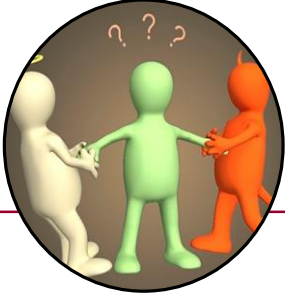


3. Social Domain Morality

- Three vectors of morality, based on SDT: Moral, Societal, Psychological
- Can be bounded, unbounded, asymmetrical, but should be assessed individually.
- **Pros:** Closer to how people actually make moral decisions
- **Cons:** Brings in the psychological (personal preference) vector that is hard to quantify, and unclear if it should be.

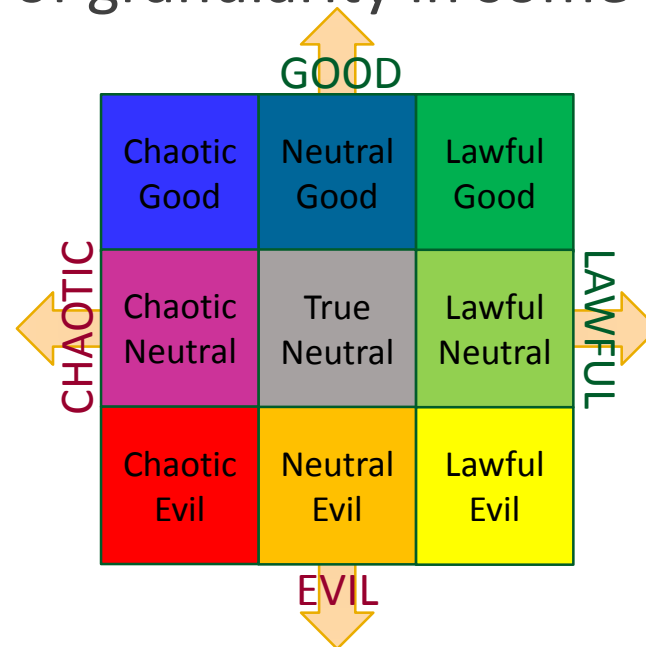


Morality Mechanics

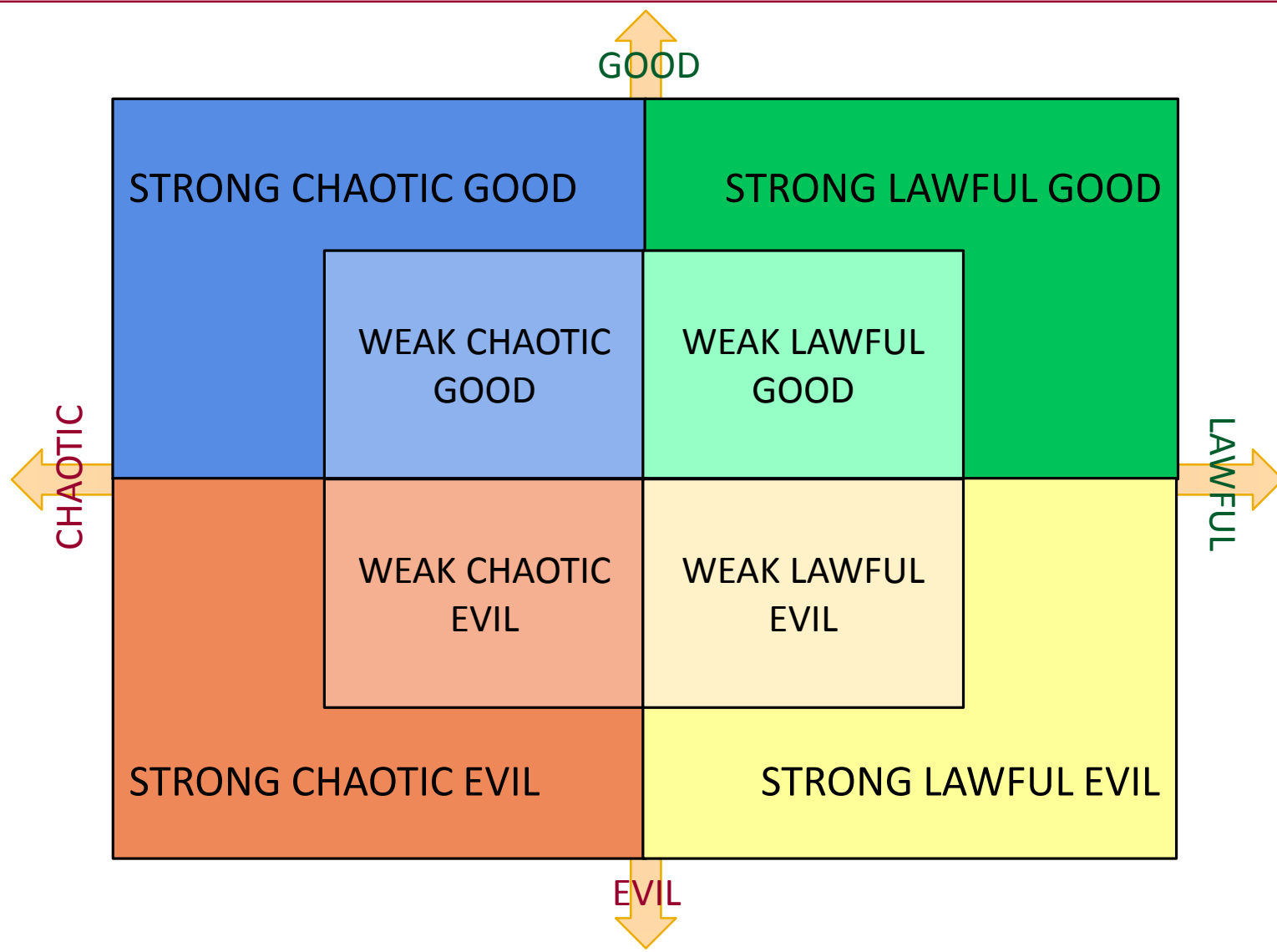
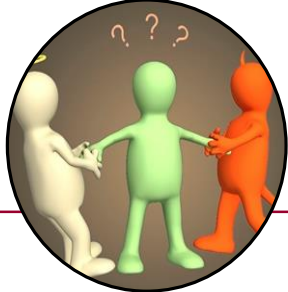


4. Alignment

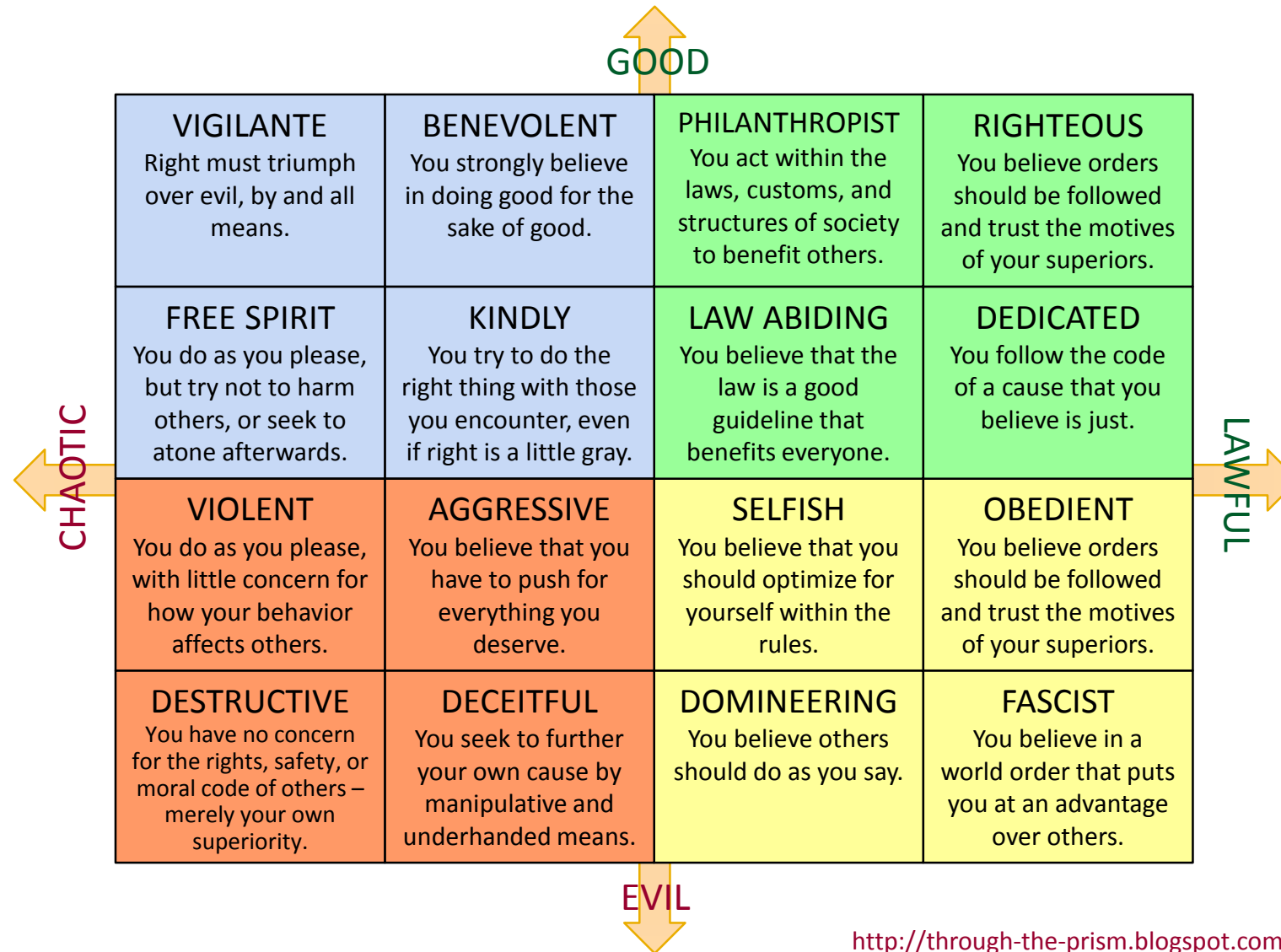
- Two-dimensional model of good-evil/lawful-unlawful.
- Created for Dungeons & Dragons, but holds up very well due to its coincidental relationship to Social Domain Theory.
- **Pros:** People are very familiar with this system
- **Cons:** Not a lot of granularity in some implementations



Morality Mechanics

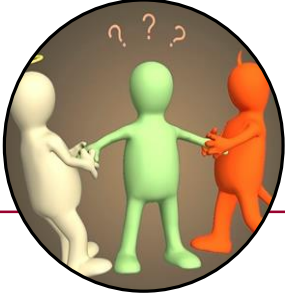


Morality Mechanics



<http://through-the-prism.blogspot.com/2012/08/i-think-im-chaotic-lawful.html>

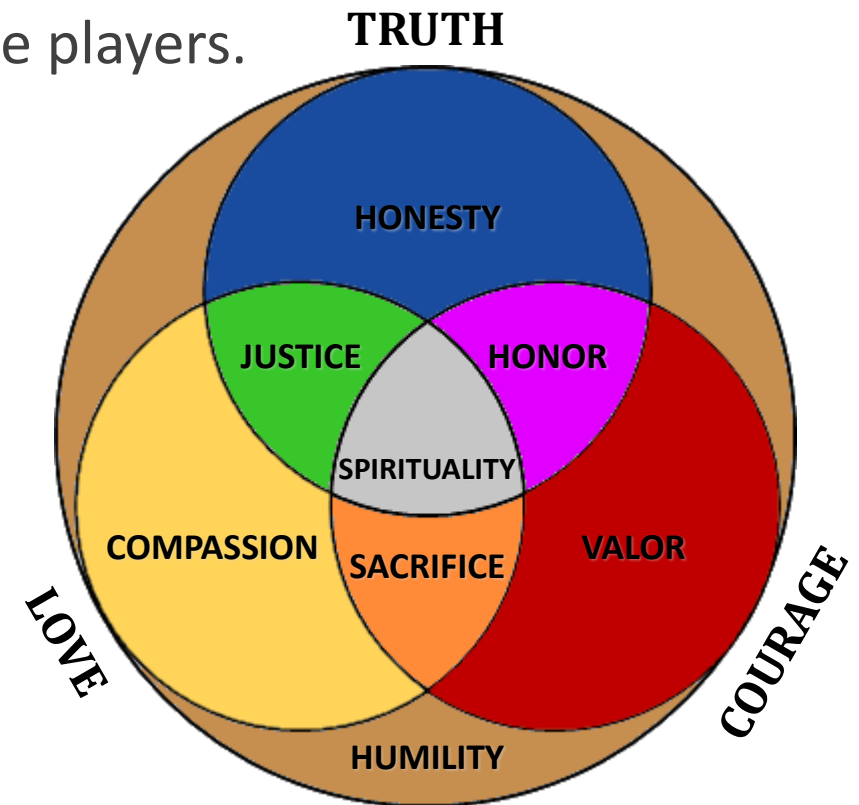
Morality Mechanics



5. Custom Morality

- Can create a custom morality for your game.
- Example: Ultima Virtues
- **Pros:** Creates a distinctive feel for your game.
- **Cons:** Must build the conceptual model for the players.

Ultima had three core **principles**—**Truth**, **Courage**, and **Love**—that combined to give eight virtues.



Possible Applications

- **Adding Depth to the World**
 - Cultural Norms
 - Individual Character's Values
- **Gameplay Options**
 - Specific Moral Tests
 - Moral Consequences for All Choices
 - Foundation for Reputation, Political, and/or Legal Systems
- **Narrative Choices**
 - Alternate Endings of Acts or Game
 - Alternate Dialogue Trees
 - You may need a sparse tree. For example, in the 4x4 alignment chart, you could present dialogue choices for your current alignment and each orthogonally adjacent alignment.



REPUTATION & FAME SYSTEMS

Reputation & Fame



- **Reputation**
 - The beliefs or opinions that are generally held about someone or something.
- **Fame**
 - The condition of being known or talked about by many people, especially on account of notable achievements.
- Obviously, these two things go hand-in-hand. Fame is about the scope of your reputation, but you can have different reputations depending on the value system of the individuals that know about you.
- Example: Donald Trump

Reputation Type



- When we talk about reputation, we need to clarify what type of reputation are we talking about.
 - Reputation of the Character
 - With other specific characters?
 - With game factions?
 - With general populace?
 - Reputation of the Player
 - With other players?
 - With game administrators?

Character Reputation Basis



- If you are going to design a reputation system, you need to understand what is the basis for a character's reputation. It could be more than one thing...
 - **Morality**
 - If you have a morality system in your game, reputation could be the public recognition of your morality.
 - **Accomplishments**
 - Reputation could be a reflection of your specific accomplishments; e.g. defeated a certain dungeon, defeated a gladiator champion, etc.
 - **Power**
 - If you have a leveling system in your game, reputation could be a reflection of your overall growth.
 - **Affiliations**
 - If you have in-game affiliations, factions, or religions, your involvement in such groups could be the primary driver of your reputation, or even just partially drive it.
 - **Contributions**
 - If you have the ability to contribute to a faction, region, etc., your reputation could be entirely (or partially) based on your contributions to that group.
 - **Social**
 - Your reputation could be based on how friendly/hostile you are in interactions with others.

Fame



- Consider the scope of your character's reputation.
 - **Global**
 - Any changes to fame levels are known to everyone in the world automatically
 - Pros: Easy to implement, easy to understand
 - Cons: Not very realistic
 - **Local**
 - Any changes to fame levels are known to everyone in the immediate vicinity of the act.
 - Pros: More realistic
 - Cons: Harder to implement
 - **Tiered**
 - Any changes to fame levels are known to everyone in the immediate vicinity of the act, but to a lesser extent as you move geographically away from the location of the act.
 - Pros: Even more realistic
 - Cons: Even harder to implement
 - **Factions**
 - Any changes to fame levels are restricted to the faction(s) that the action affects.
 - Pros: Allows for varying levels of fame, even within a region.
 - Cons: More to track, harder to implement
- Consequences of fame?

A background image of red stage curtains with vertical pleats and a scalloped valance at the top. The text "See You Next Class" is centered in the middle of the image in a bright yellow font.

See You Next Class