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Topic: Loot Boxes

Description:

The topic of Loot Boxes, and their current implementation from gaming development companies and publishers such as Electronic Arts (EA), Activision/Blizzard, Activision, Blizzard, Ubisoft, Nexon, and Grinding Gear Games puts to question many of the ethical implementations of the ACM Code of Ethics.

First we must ask how loot boxes are even related to the area of computing and Computer Science. Loot boxes are an algorithmically designed piece of code to work within the framework of a video game. Video games are, in essence, just a extremely large bundle of code. Even if you use some type of plug and play design methodology like the Unity or Unreal Engines, much of the simplicity has programmer code backing it. Loot Boxes are also mathematical methods of design of to be fully both in and outside of the Video Game paradigm.

Ethically they break the ACM Code of Ethics in 1.1, 1.2, 2.5, 2.6, 3.1, 3.2, 3.7, and 4.1. We plan on using 3 of these ethical breaches for our presentation, and not talk about the others, but can also point out that they seem to in violation of them as well.

This topic is in conflict with the ACM Code of Ethics 1.2: Avoid harm. Video game loot boxes were designed as a means to both give players a form of entertainment and enjoyment while also making money for publishers and developers. The conflict arises when you are in agreement that loot boxes are considered a form of gambling. In this case, many children under the age of 18 can access and purchase loot boxes, meaning that they have easy access to a form of gambling that is unregulated by United States current law regarding gambling. There are cases where a parent can buy a lottery ticket for a minor for some states where as in other states it is illegal to do so.

Legal Age Gambling and Restrictions: Pathological Gambling: A Critical Review:
<https://www.ncbi.nlm.nih.gov/books/NBK230619/>

The Preferred days to do the presentation:

- 1st Preference: February 18th
- 2nd Preference: February 25th
- 3rd Preference: March 4th