

Ethical, Environmental, Economic or Social Impact - Design of Tron

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ECE 3710

12/14/2020

Ethical, Environmental, Economic Impacts:

In order to dig deeper into our simplified re-design of the video game Tron, we first need to understand the positive and negative impacts that could potentially affect society. We will do this by discussing whether or not Tron is ethical, how it will have an impact on the environment and if the game is affordable.

From an ethics standpoint, it is hard to say if the video game Tron is good or bad. There are always two sides to every story. Perhaps the best way to decide if it is ethical, is to see if the good outweighs the bad. That is easier said than done of course as it often depends on how you look at it. For example, the game can be viewed as a great way to entertain people without promoting violence or bad behaviors. It can potentially improve creativity, quick thinking, and doesn't take a long time to play. In addition, it can bring people together since it is a multiplayer game. On the flip side, games can become time consuming, addicting, and can even potentially impact human health if not monitored. Tron is a family friendly game that promotes brain development and problem solving skills, so we came to the conclusion that this is an overall ethical game. Furthermore, from an ethical standpoint if we were to bring our game to market and profit off of it we would most likely be in violation of a copyright for Tron. However, we are not profiting off the game and it is being used for educational purposes meaning that it falls under fair use and we are not in violation of copyright law.

As far as the environment is concerned, anything that is manufactured will essentially impact the ecosystem one way or another. The production of the electronic parts needed to build the game require energy and materials like silicon, copper, and aluminum. If not properly disposed of, this can also produce harmful electronic waste.

In order to determine if our project can be built for a reasonable cost, we needed to do some investigating. We estimated that our project would cost around four hundred and forty five dollars. This would be enough to purchase an FPGA board, desktop computer, monitor, power cable, VGA cable, mouse, and keyboard. That said, if a customer already has most of these parts, of course that would ultimately lower the cost. We could lower the price by implementing the game without the need of an FPGA board. However, since our game requires the use of an FPGA board and a computer, we feel that our product is overpriced. With that said, it can continue to be built and the resources are not scarce as of yet.