

Philosophy and Game Design

- **Thought Experiment:** An imagined scenario that tests a philosophical issue that wouldn't be appropriate to actually test or carry out in real life. Often used to attempt to explain and understand the nature of things.
- **Branches of Philosophy**
 - Ethics
 - Morality questions
 - Epistemology
 - Knowledge questions
 - Metaphysics
 - Reality, Mind and the relation between the two
 - Logic
- **Utilitarianism:**
 - Greatest happiness possible for the greatest amount of people
- **Deontology:**
 - The intentions behind what you are doing is what matters.
 - The normative ethical theory that the morality of an action should be based on whether that action itself is right or wrong under a series of rules, rather than based on the consequences of the action.
- **Trolley Problem:**
 - Who do you save?

