

What are the ethical implications for video game developers to make addictive games?

COMP230 - Ethics and Professionalism

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November 10, 2018

This essay will be about

1 Introduction

2 Video game addiction, what is it?

The world health organization's definition for gaming disorder is Gaming disorder is defined as a pattern of gaming behaviour characterized by impaired control over gaming, increasing priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences.

In short video game addiction is a form of substance abuse, in which the player will use it to the point that it starts bringing negative consequences in their life and that they carry on using despite being aware of the problems.

3 What are the negative effects?

4 ways in which games are designed to be addictive

4.1 Skinner Box Method

4.2 Social Aspect of online games

4.3 Subscription based games

5 who's responsibility is it?

6 Humane Design

7 Conclusion

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