

Name:

Video: When is Video Game Violence Wrong?

1. For Bartel (TEDx Video)¹, what determines whether a virtual action is morally right or wrong?

Article: The Grave Resolution to the Gamer's Dilemma

2. For Luck, what determines whether a virtual action is morally right or wrong?

3. Is the position Bartel puts forward in the TEDx video compatible or incompatible with Luck's position? (Note: Ignore what the Gamer's Dilemma article says about Bartel for this question; just compare Luck's position with what Bartel says in the TEDx video)

Article: My First Virtual Reality Groping

4. What was the QuiVr groping incident?

5. How might a utilitarian or deontologist (choose one) explain why the QuiVr groping was an immoral action?

6. What might Bartel say about the QuiVr groping incident? What might Luck say about it?

General Reflection:

7. Why might having a theory that explains why some virtual actions are morally right and others morally wrong be relevant to developers who create video games and other shared virtual environments (e.g. the metaverse)?

¹ A version of Bartel's theory is also described in the Gamer's Dilemma article, but it differs from what Bartel says in the TEDx video. This question is only asking about the position Bartel puts forward in the video, not what is said about him in the article.