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Week 00 - CS Ethics Article

In China, Kids Are Limited To Playing Video Games For Only 3 Hours Per Week

<https://www.npr.org/2021/08/30/1032489883/china-kids-video-games-limits#:~:text=It's%20not%20the%20first%20time,10%20p.m.%20and%208%20a.m.>

In China, children under 18 years of age will be limited to playing video games for only 3 hours a week, and only on weekends. They will have a short window during which games are available to them: Fridays, Saturdays and Sundays between 8pm and 9pm, and the same time window on national holidays. According to the article, gaming companies will be responsible for implementing this law. They will need to track to make sure players are using their real names to log in to the systems and prevent anyone under age from playing outside the specified time windows. Previously, China had set a limit of 90 minutes per day for children's gaming. In addition, there is a maximum monthly amount children can spend on in-game purchases, as dictated by a 2019 law.

This article brings up many ethical CS issues. In addition to the question of how much control a government should have over its populations' technology use, there is the issue of the technology itself. Is it ethical for software developers to design a technology specifically so that it is used over and over again for hours at a time? And if you make the argument that people have control over their actions, so they should be able to play however much they want, does the same apply for adults and children? I've definitely witnessed the negative effects of video game overuse in my students, my daughter, and some of her friends. If the child doesn't want to play with friends in real life, tries to play games in the classroom, has a major tantrum whenever technology is taken away, can't think of anything to do other than play video games, in other words if gaming is interfering with significant portions of a child's life, then I believe there is a problem that needs to be addressed. The government of China clearly agrees that video game addiction is a problem, although their approach will seem extreme and overbearing to Americans. I believe it is up to families to set limits on their child's gaming. But do developers and video game designers have some responsibility in making sure that their products do not harm, especially their younger users? Here I have to side with China in a way. If you are designing a product that is meant to be immersive, for users to be on it for hours without pausing, the impact on children has to be considered.

**** Part 1 - folder in your repo: week_00**

Find an article dealing with a CS issue and:

- *Post a link to the async channel with a link to the article and a short (1 or 2 sentences) summary/title.*
- *Write and post a short (no more than 1 page) summary (which should include a hyperlink to the article) to the week_00 folder of your repo named article.pdf. You can also store additional files.*
- *You're analysis should ideally be with respect to at least one of these groups:*
 - *Your students*
 - *Your community/family*
 - *You*
 - *World at large?*

***** Part 2**

Respond to at least 2 other classmates posts by adding to a thread under their part 1 post.

Offer any/all of:

- *your take on the topic*
- *extra information*
- *links for further reading*
- *your personal experience with something similar*
- *something this inspired you to think about*
- *etc*

No need to read their PDF, you can just read the source material.

***** Part 3**

Start to review Python