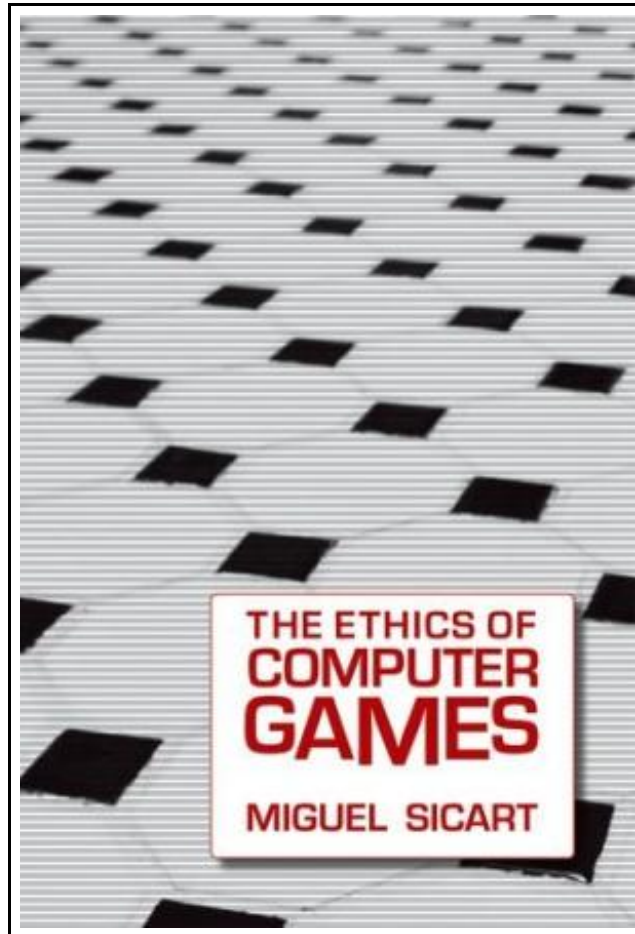


The Ethics of Computer Games (Hardback)



Filesize: 1.57 MB

Reviews

Merely no words to clarify. I could comprehend every little thing using this created e pdf. I am just effortlessly could possibly get a enjoyment of reading through a created publication.

(Mr. Ari Powlowski)

THE ETHICS OF COMPUTER GAMES (HARDBACK)



MIT Press Ltd, United States, 2009. Hardback. Book Condition: New. 229 x 157 mm. Language: English . Brand New Book. Despite the emergence of computer games as a dominant cultural industry (and the accompanying emergence of computer games as the subject of scholarly research), we know little or nothing about the ethics of computer games. Considerations of the morality of computer games seldom go beyond intermittent portrayals of them in the mass media as training devices for teenage serial killers. In this first scholarly exploration of the subject, Miguel Sicart addresses broader issues about the ethics of games, the ethics of playing the games, and the ethical responsibilities of game designers. He argues that computer games are ethical objects, that computer game players are ethical agents, and that the ethics of computer games should be seen as a complex network of responsibilities and moral duties. Players should not be considered passive amoral creatures; they reflect, relate, and create with ethical minds. The games they play are ethical systems, with rules that create gameworlds with values at play. Drawing on concepts from philosophy and game studies, Sicart proposes a framework for analyzing the ethics of computer games as both designed objects and player experiences. After presenting his core theoretical arguments and offering a general theory for understanding computer game ethics, Sicart offers case studies examining single-player games (using Bioshock as an example), multiplayer games (illustrated by Defcon), and online gameworlds (illustrated by World of Warcraft) from an ethical perspective. He explores issues raised by unethical content in computer games and its possible effect on players and offers a synthesis of design theory and ethics that could be used as both analytical tool and inspiration in the creation of ethical gameplay.



[Read The Ethics of Computer Games \(Hardback\) Online](#)



[Download PDF The Ethics of Computer Games \(Hardback\)](#)

Related eBooks



Bully, the Bullied, and the Not-So Innocent Bystander: From Preschool to High School and Beyond: Breaking the Cycle of Violence and Creating More Deeply Caring Communities

HarperCollins Publishers Inc, United States, 2016. Paperback. Book Condition: New. Reprint. 203 x 135 mm. Language: English . Brand New Book. An international bestseller, Barbara Coloroso's groundbreaking and trusted guide on bullying-including cyberbullying-arms parents...

[Read ePub »](#)



The Diary of a Goose Girl (Illustrated Edition) (Dodo Press)

Dodo Press, United Kingdom, 2007. Paperback. Book Condition: New. Claude A Shepperson (illustrator). Illustrated. 229 x 152 mm. Language: English . Brand New Book ***** Print on Demand *****.Kate Douglas Wiggin, nee Smith (1856-1923) was...

[Read ePub »](#)



The Story of Patsy (Illustrated Edition) (Dodo Press)

Dodo Press, United Kingdom, 2007. Paperback. Book Condition: New. Illustrated. 229 x 152 mm. Language: English . Brand New Book ***** Print on Demand *****.Kate Douglas Wiggin, nee Smith (1856-1923) was an American children's...

[Read ePub »](#)



The Diary of a Goose Girl (Illustrated 1902 Edition)

Echo Library, United States, 2008. Paperback. Book Condition: New. Illustrated. 203 x 127 mm. Language: English . Brand New Book ***** Print on Demand *****.Kate Douglas Wiggin, nee Smith (1856-1923) was an American children's...

[Read ePub »](#)



The Romance of a Christmas Card (Illustrated Edition) (Dodo Press)

Dodo Press, United Kingdom, 2007. Paperback. Book Condition: New. Alice Erle Hunt (illustrator). Illustrated. 229 x 147 mm. Language: English . Brand New Book ***** Print on Demand *****.Kate Douglas Wiggin, nee Smith (1856-1923) was...

[Read ePub »](#)



Who Am I in the Lives of Children? an Introduction to Early Childhood Education with Enhanced Pearson Etext -- Access Card Package

Pearson, United States, 2015. Paperback. Book Condition: New. 10th. 251 x 203 mm. Language: English . Brand New Book. NOTE: Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies

[Download PDF »](#)



Games with Books : Twenty-Eight of the Best Childrens Books and How to Use Them to Help Your Child Learn - from Preschool to Third Grade

Book Condition: Brand New. Book Condition: Brand New.

[Download PDF »](#)



Computer Q & A 98 wit - the challenge wit king(Chinese Edition)

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Publisher: Twenty-first Century Press Pub. Date :2007-2-1. This is a collection of scientific knowledge

[Download PDF »](#)



California Version of Who Am I in the Lives of Children? an Introduction to Early Childhood Education, Enhanced Pearson Etext with Loose-Leaf Version -- Access Card Package

Pearson, United States, 2015. Loose-leaf. Book Condition: New. 10th. 249 x 201 mm. Language: English . Brand New Book. NOTE: Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies

[Download PDF »](#)



Plants vs Zombies Game Book - Play stickers 1 (a puzzle game that swept the world. the most played together(Chinese Edition)

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Paperback. Pub Date: Unknown in Publisher: China Children Press List Price: 13.00 yuan Author:

[Download PDF »](#)