

Lucas Neidlinger

Professor Henderson

CSCI 325

3 October 2019

### Morals in the Workplace

In 2019 computer science is bigger than it has ever been and is growing exponentially. With the growth of a culture that values certain opinions over others, morals in the workplace seem to take on an interesting role. The beauty of computer science is that it allows us to create but what we create and how we do it will determine who we are as a person and what role our creation takes on. It is important to know yourself and be true to that self.

In the workplace I believe it is the Christian's duty to love. We should not preach but show love and resolve conflict. In Roman's Paul said, "Do not be conformed to this world, but be transformed by the renewal of your mind, that by testing you may discern what is the will of God, what is good and acceptable and perfect" (*English Standard Version*, Romans 12.2). We are called to be different from others, not to force others to be different with us. I think a Christian in a workplace should show love and respect for those around him while holding fast to what they believe. If asked to break their moral code they should refuse but otherwise do not create conflict and respect and love those around them. This directly supports ACM code of ethics and the IEEE code of ethics. With both of these being an industry standard, I feel confident in my ability to collaborate and work with my peers. As well as in a higher position deflating conflict between subordinates.

My dream position would be a gameplay developer in the video game industry. With a position like this my morals would come more into question. From the content I was producing to the people and the story I was creating. Since video games were created, they have been criticized for everything, from violence and content depicted to the amount of time kids spend playing them. Every human that creates must decide what they want their name on. Whether that means the quality of work produced or the content in the work, we must hold ourselves to standards. That is where I think my moral dilemma will arise, not in the getting along in a work environment but with the content I will be in charge of creating.

With big name games like Grand Theft Auto and Call of Duty it might become a real problem for people whether they should be creating this or if they should walk away. Getting into the game industry is not easy and to walk away from big name companies like Activision and Rockstar is hard to do. But every individual has to come to terms with what their moral line is; what is the hill they die on? Throughout every profession each individual has to decide what they think is wrong or right and how that affects the way they act in their work. It is the responsibility to one's self to hold true to that line and do not let anything cross it. Whether that means to speak up for yourself or to go as far to not comply with commands. No matter the consequences, there must be a point you will not go over. In the video game industry, there are people who do not cross as many lines and should be sought after to work for. I think one of the big ways to handle this is do not get yourself in the situation. If you know the line for you is guns then do not put in an application with Activision or if you know you could never work on a company's major title, like GTA, then do not apply at Rockstar Games. If you do find yourself in the company and they are asking you to cross your line, then try to talk with them. Explain to them what the situation is and why you do not think you will be able to do what they ask. Not

everyone will respect that, but some will. For those who do they will try and work with you, and for those who do not then you will have to move on. Our own morals are all we have, if we sell out to ourselves then what do we have left?

I personally feel I am well prepared and will do fine in such situations. I grew up in a Christian school and doing such has taught me a lot. It taught me what I believe and gave me a foundation for what is to come. Also, I have never had a problem with speaking my mind, it has always come naturally to me. So, given the situation I think I will know where I stand and what needs to be done. The actions that I will take will be getting connected in a church and growing and practicing my faith at every opportunity. The more you practice it the more you will live it. Also having someone keep you accountable will help keep you in check of your line, making sure you do not cross it. I think for a lot of people the action is one thing, but they do not know where they stand, they have no line. That is vital in every walk of life as we are tested daily and we have to check everything to our world view. Without a line we have no code of ethics or no standards. This is dangerous as we can fall victim to things we did not intend and do not believe in.

In the computer science workplace there are standards to uphold, this is laid out in the ACM Code of Ethics under section 2. Which talks about striving and maintaining high standards while also respecting those around you. The IEEE Code of Ethics states that we should respect and support the people around us and ourselves. Any workplace that follows these guidelines should align perfectly with who I am as a Christian as that is who I am called to be. For those going into a workplace they need to decide where they stand and realize their line. As for me, I think when a line is crossed, I will have what it takes to stand up for what I believe and say and do what needs to be done.

Works Cited

*The English Standard Version Bible*. New York: Oxford University Press, 2009. Print.

“The Code Affirms an Obligation of Computing Professionals to Use Their Skills for the Benefit of Society.” *Code of Ethics*, 2018, [www.acm.org/code-of-ethics](http://www.acm.org/code-of-ethics).

“IEEE Code of Ethics.” *IEEE*, [www.ieee.org/about/corporate/governance/p7-8.html](http://www.ieee.org/about/corporate/governance/p7-8.html).