

ETHICS

CART 416

RILLA KHALED

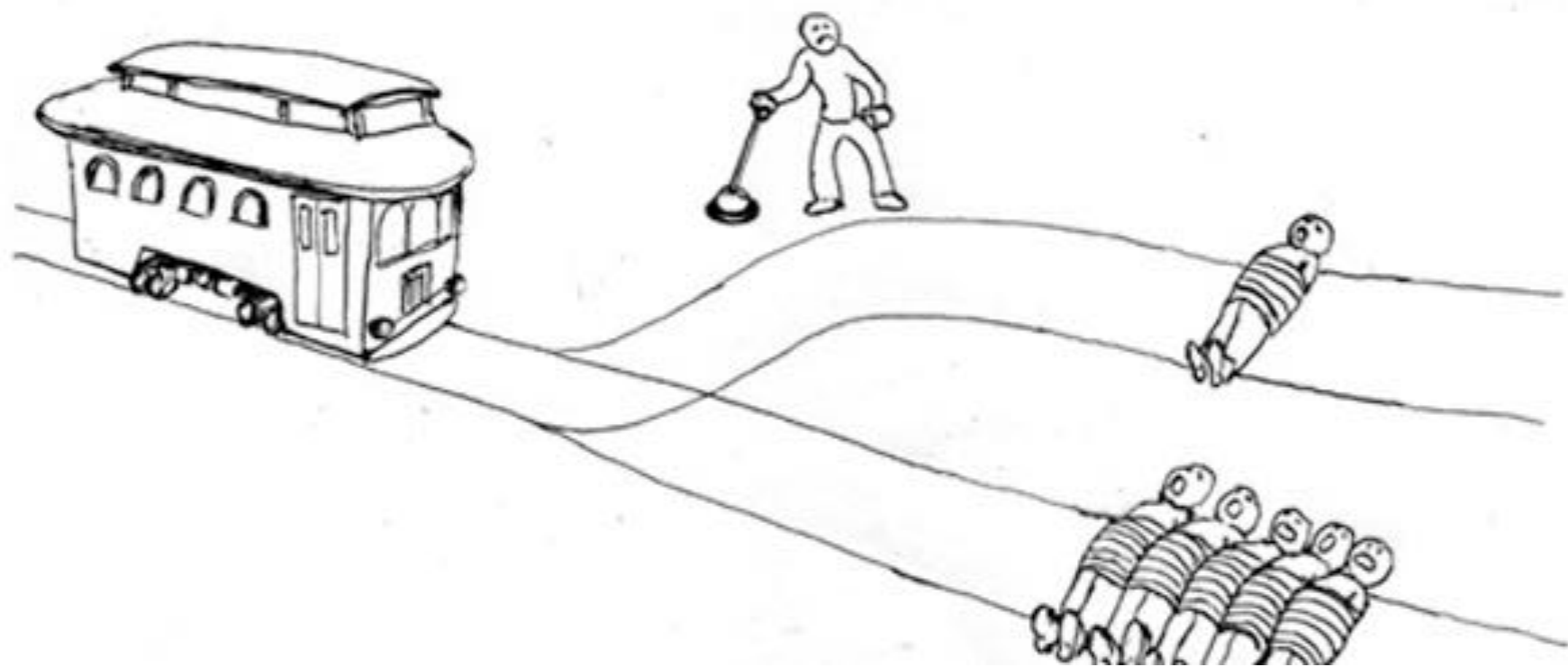


image courtesy of: 4chan?

A trolley is running out of control down a track. In its path are 5 people who have been tied to the track. Fortunately, you can flip a switch, which will lead the trolley down a different track to safety. Unfortunately, there is a single person tied to that track.

Should you flip the switch?

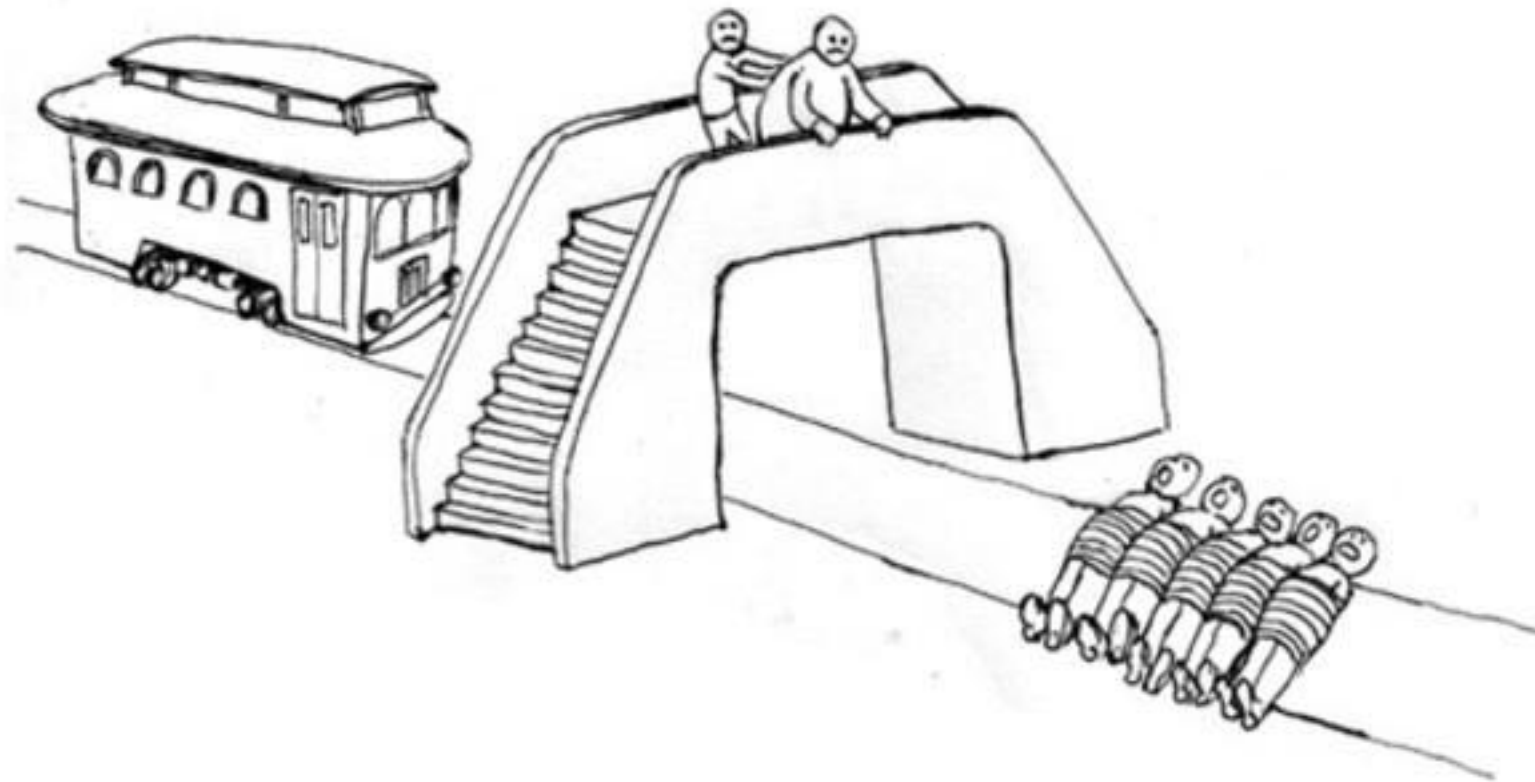


image courtesy of: 4chan?

As before, a trolley is hurtling down the track. You are on a bridge under which it will pass, and you can stop it by dropping a heavy weight in front of it. As it happens, there is a large man next to you - your only way to stop the trolley is to push him over the bridge and onto the track, killing him to save five.

Should you proceed?

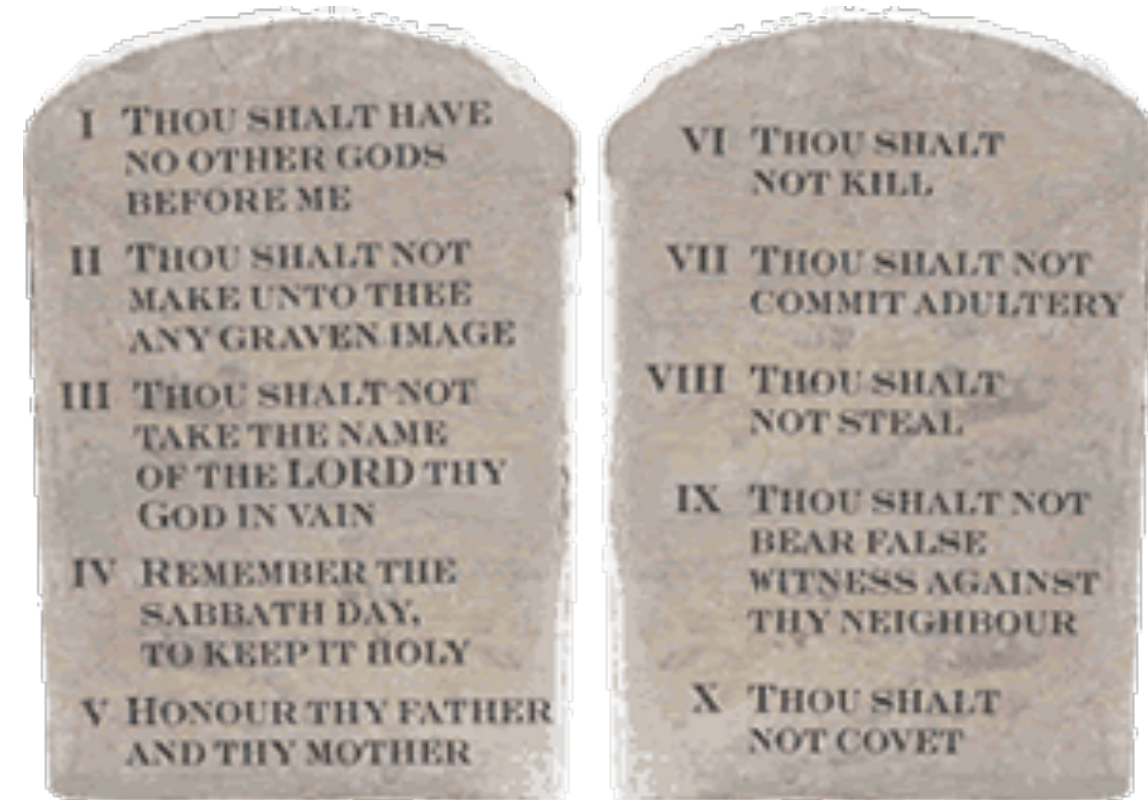
MORALITY

- systems of rules for guiding human conduct
- ways in which we evaluate those rules
- these systems are *public*
- they are *informal*
- ethics: the study of moral systems

WHAT IF
YOU
SIMPLY
DEVOTED
THIS YEAR
TO LOVING
YOURSELF
MORE?

DEONTOLOGICAL ETHICS

- examining acts rather than consequences
- concerned with rules and duties
- moral absolutists
- relationship to religion and “Divine Command Theory”



CONSEQUENTIAL ETHICS

- consequences determine basis for moral judgement
- if outcome is good, related actions likely to be good
- type of consequence that matters most divides consequentialists:
 - utilitarianism: maximising human welfare or well-being (i.e. utility)
 - hedonism: maximising only pleasures and minimising pains (as opposed to other goods, such as freedom, knowledge, life, and so on)





THE FOUR-WAY TEST

四つのテスト

of the things we think, say or do

言行はこれに照らしてから

1. Is it the TRUTH?

真実かどうか

2. Is it FAIR to all concerned?

みんなに公平か

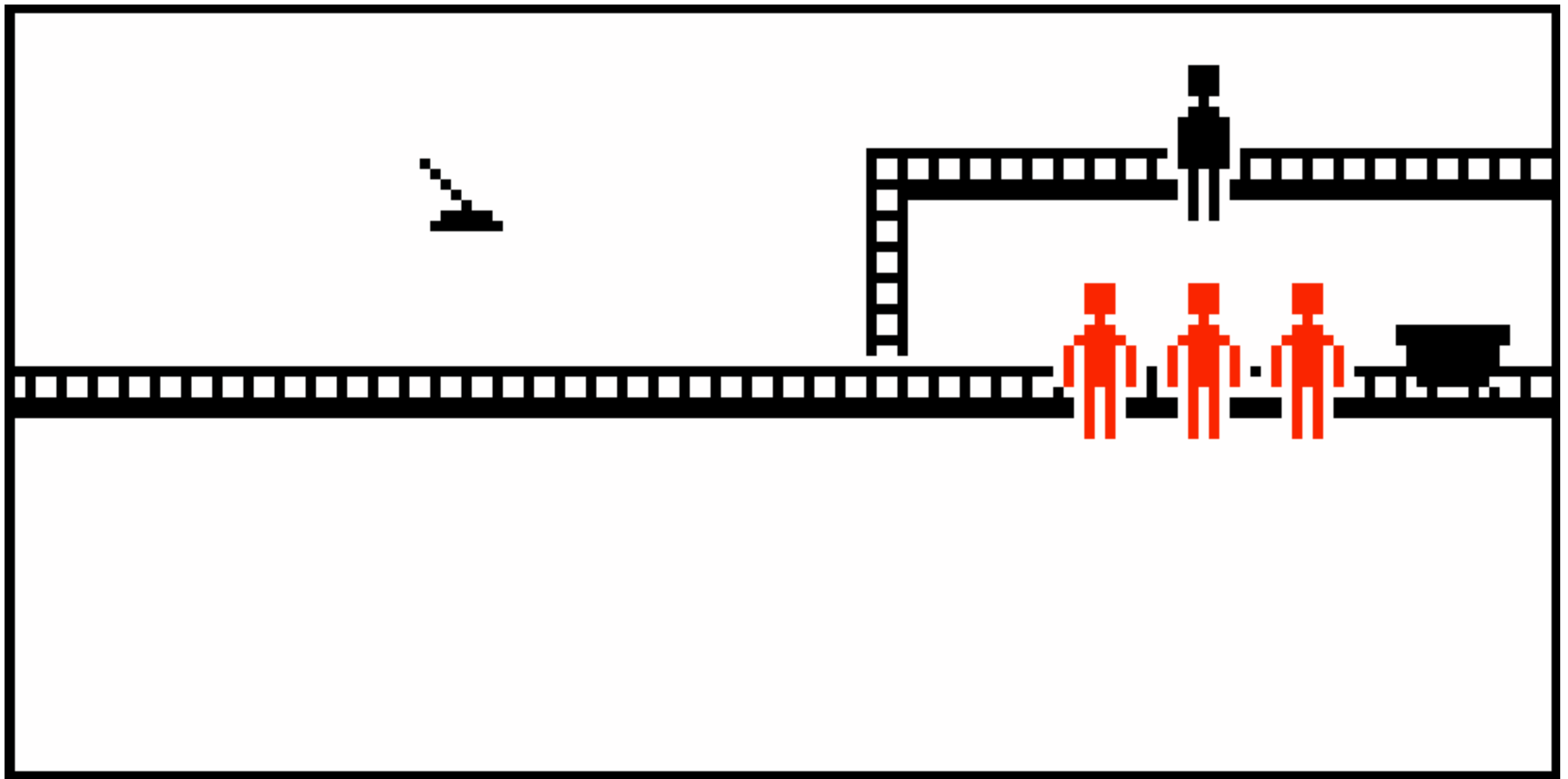
3. Will it build GOODWILL and BETTER FRIENDSHIPS?

好意と友情を深めるか

4. Will it be BENEFICIAL to all concerned?

みんなのためになるかどうか

DOES A GAME ABOUT THE TROLLEY PROBLEM REQUIRE ETHICAL DECISION MAKING?



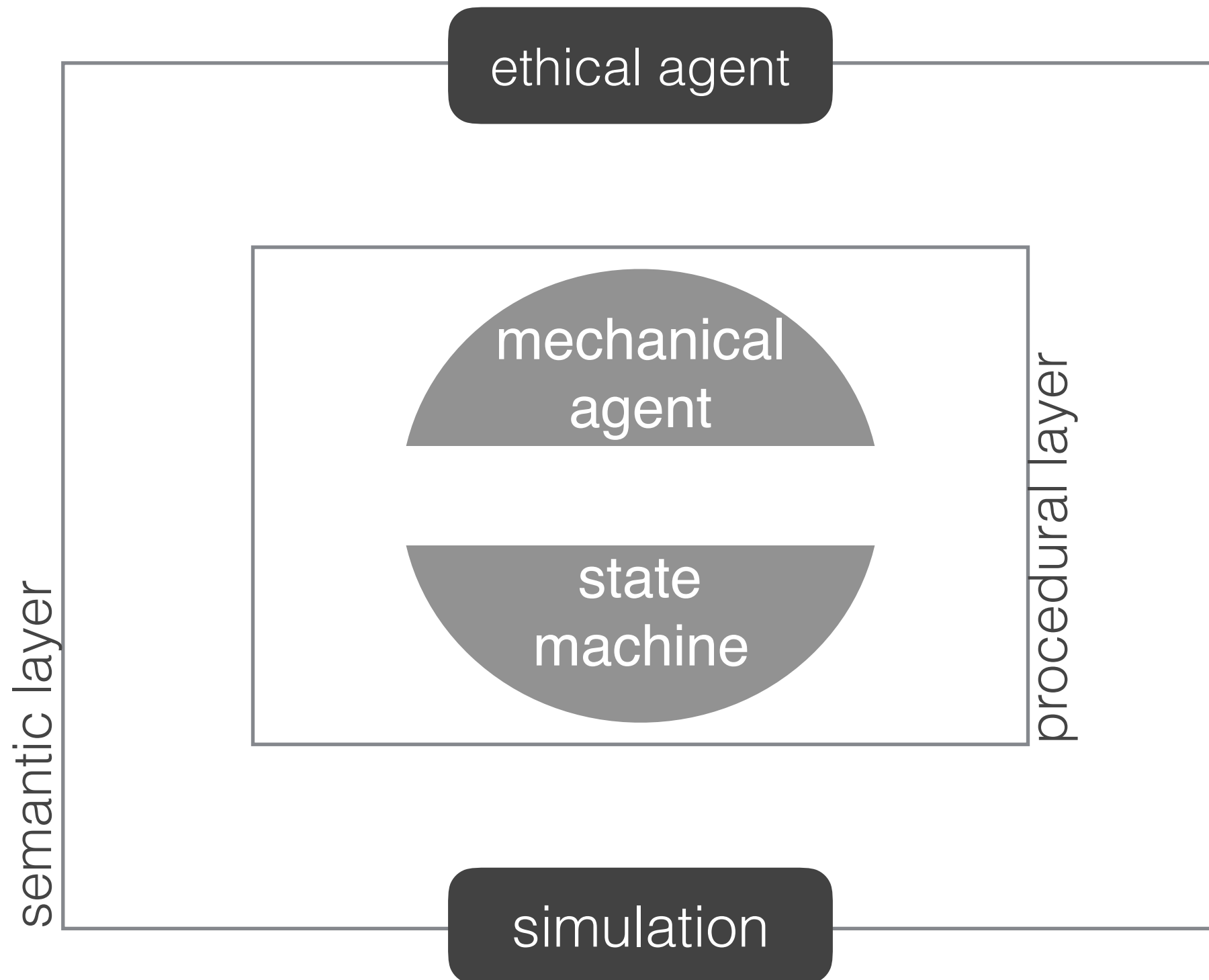
THE BANALITY OF EVIL



MORALITY SYSTEMS IN GAMES



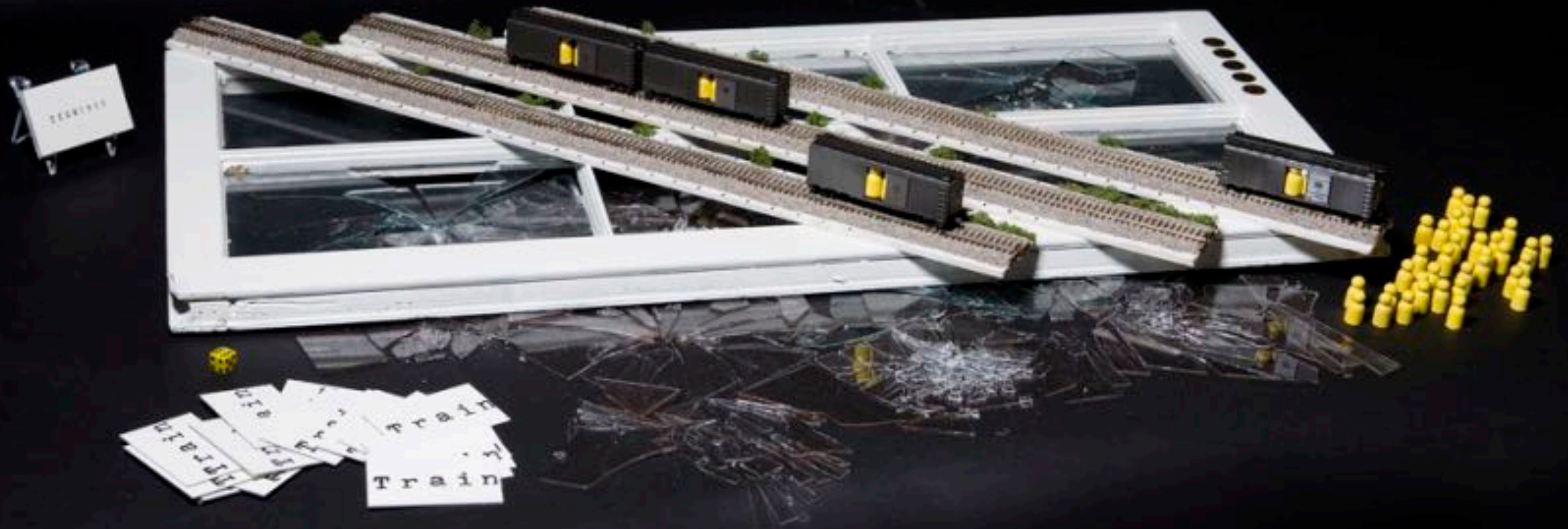
SICART'S ETHICS MODEL FOR GAMES



WHY IS THIS LIKE THE BANALITY OF EVIL?



THE ETHICS OF THE “BIG REVEAL”



TRAIN
BRENDA ROMERO

THE MAGIC CIRCLE + HOMO LUDENS



HOMO LUDENS

the play world inside
follow **these** rules

the regular world outside
world rules

Players who are separated from
the world and it's cultural / social /
moral imperatives.



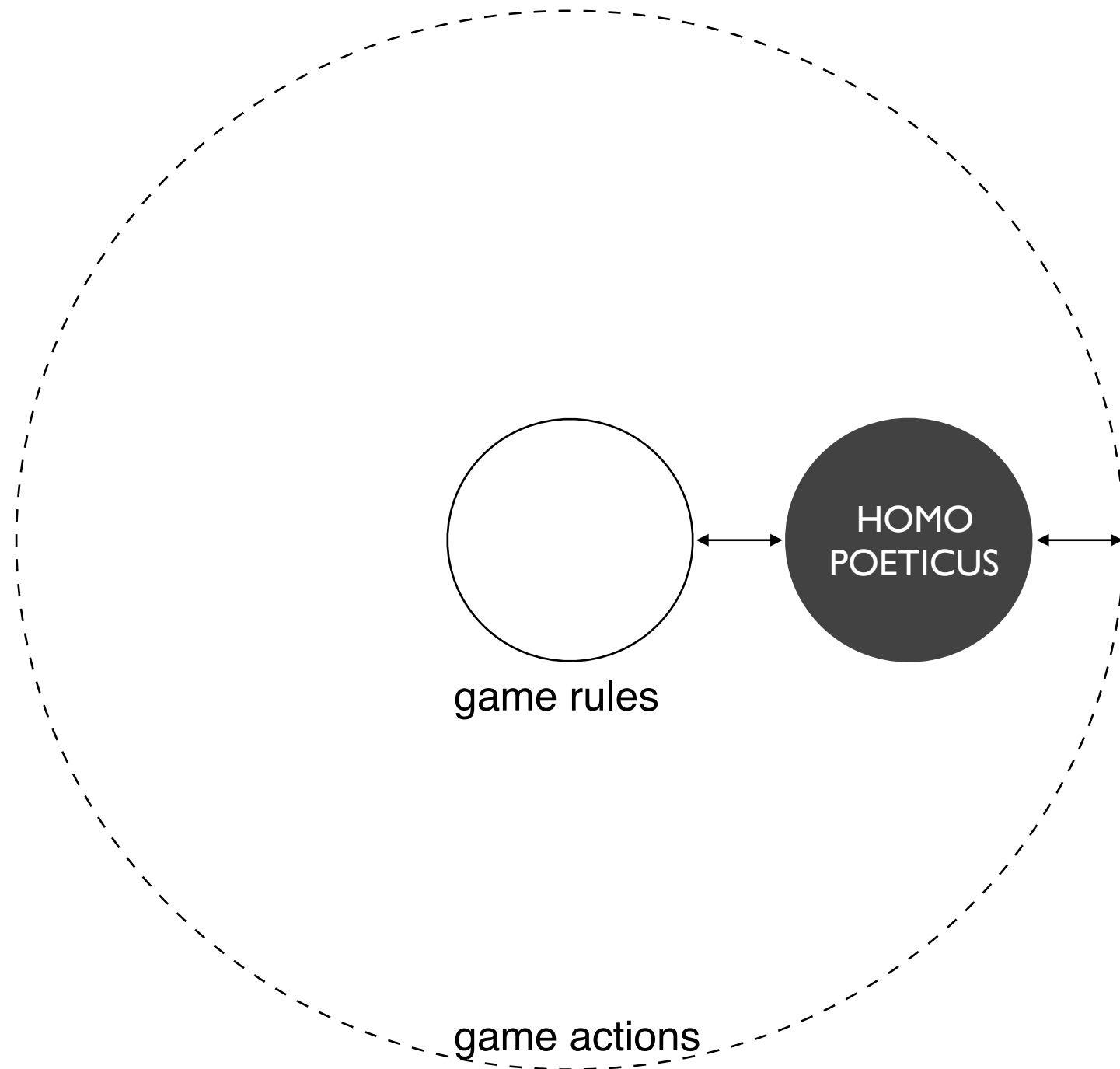
HOMO LUDENS vs. HOMO POETICUS

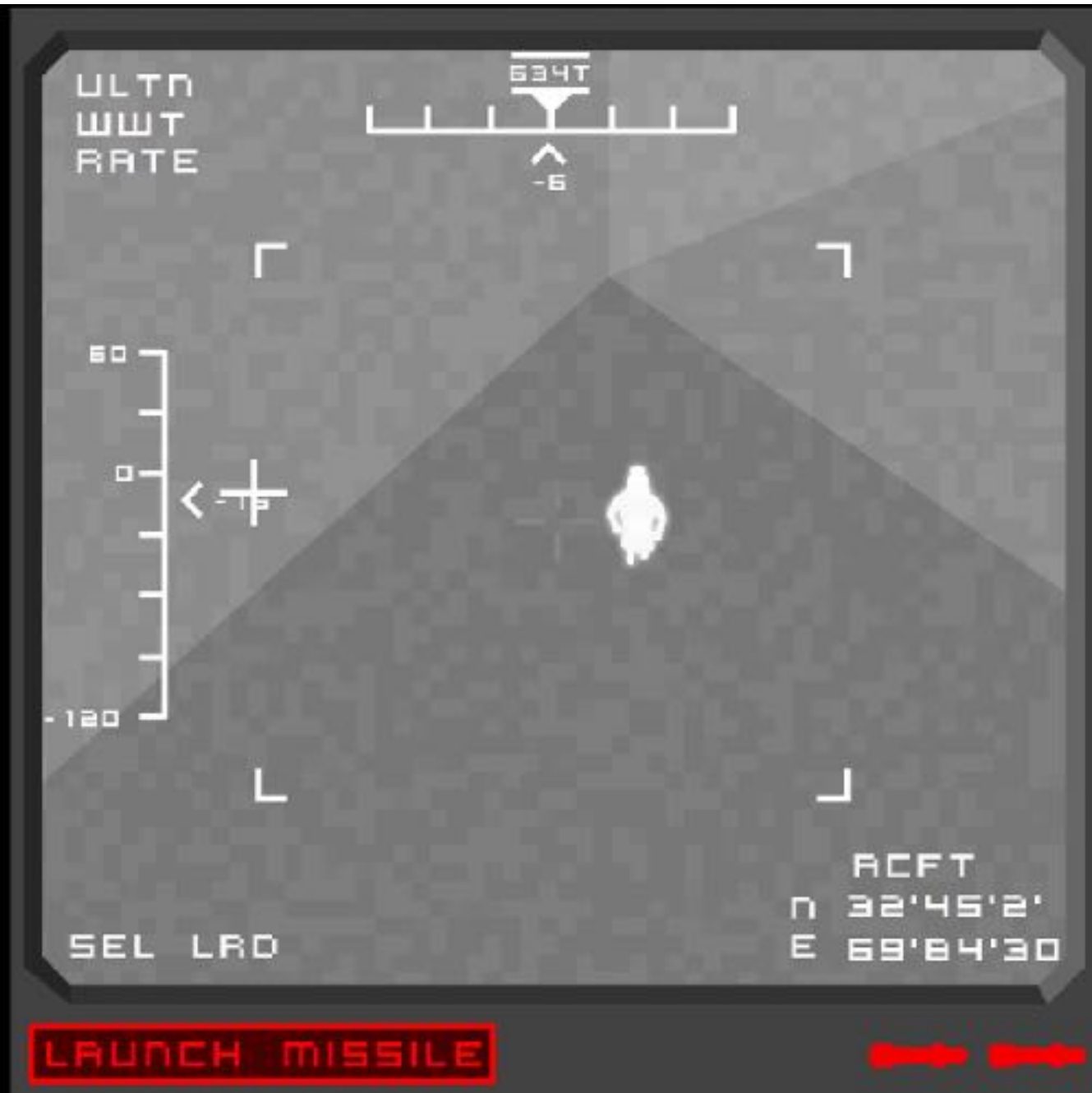
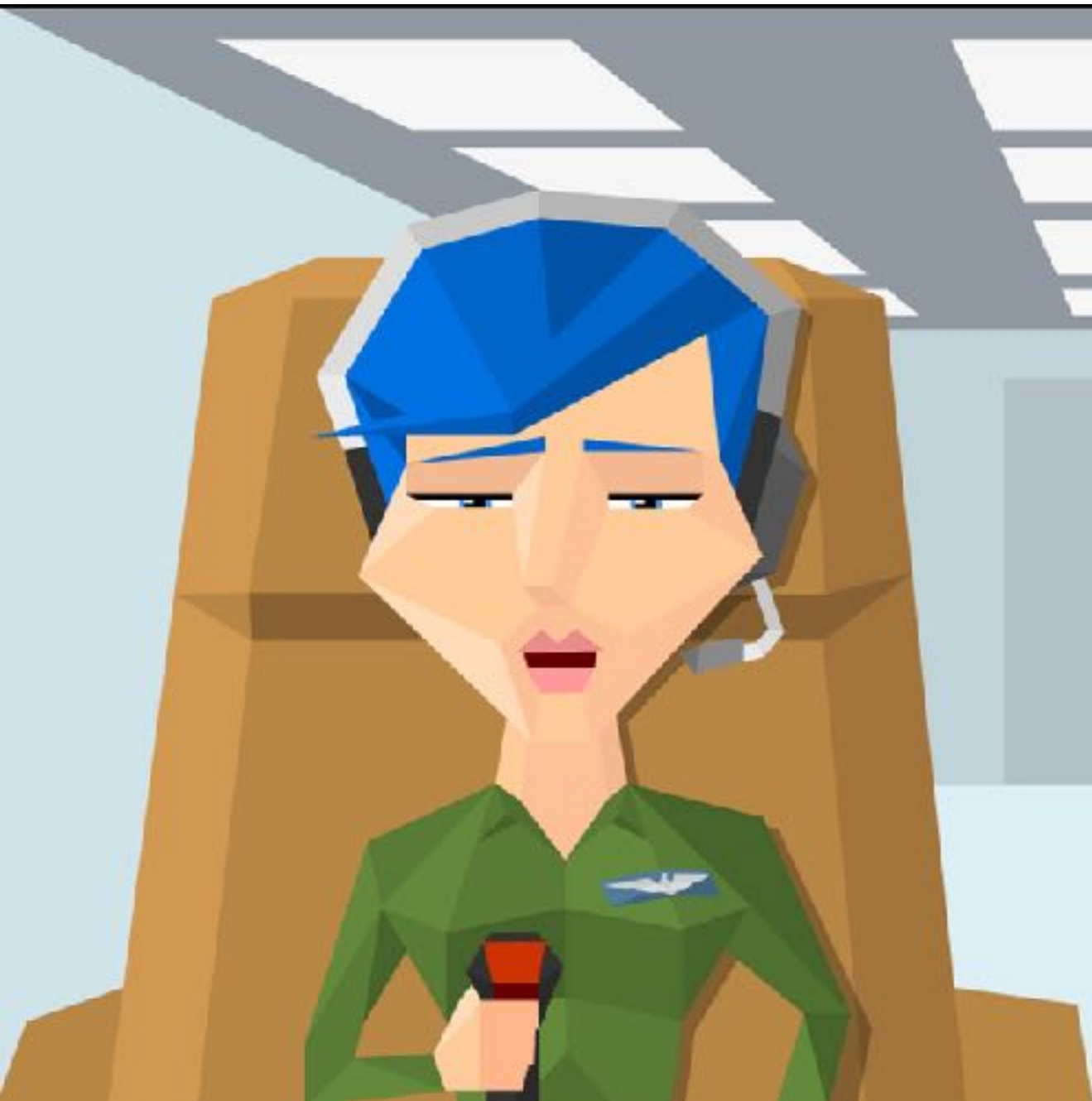


Players with the capacity to
construct their own moral
values for play.

Players who experience
“bleed”.

HOMO POETICUS





UNMANNED
MOLLEINDUSTRIA



SPENT
MCKINNEY



INSIDE

PLAYDEAD

DESIGN PRINCIPLES FOR ETHICAL PLAY

- Create an ethically relevant game world.
- Do not quantize your player's actions: let them live in a world that reacts to their values.
- Exploit the tension of being an ethical player, the friction of game actions with their semantic meanings.
- Go multiplayer: insert other ethical agents.
- Challenge the poietic capacities of players, by expanding or constraining them.

WICKED PROBLEMS OVER CLEAR SOLUTIONS

- Wicked problems: Horst Rittel and Melvin Weber
- Ethical gameplay dilemmas can't be predicted by understanding the procedural layer
- Solutions to ethical game play dilemmas are good or bad, not right or wrong.
- Every wicked problem is essentially novel and unique.
- No “testing” of solutions: every solution locks player into a new state.

**HOW ELSE DOES
ETHICS INTERSECT WITH
GAME DESIGN?**