

Abstract

My presentation is on the use of Downloadable Content (DLC) in order to continue making money off of gamers. The presentation will provide concrete examples of how companies have exploited gamers using DLC. Three ethical views, Kantianism, Utilitarianism, and Social Contract, will be used to determine if the use of DLC is ethical or not in today's society. The presentation will argue that it is not ethical, since game companies not only try to market incomplete products, but also lie to consumers about having a completed product.

References

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