There are a couple games that come to mind when talking about philosophy in games. The first is *The Talos Principle*. It covers topics including life after death, AI, and dozens of philosophical topics through interactive terminals found throughout the game’s world, which the player can respond to, resulting in thought provoking responses. Telltale Games’ *The Walking Dead* also comes to mind, as the player has to make a lot of choices on what to do, who to save, etc. which reminded me of the trolley experiment. At the end of each episode it shows the percentage of which choices people went with, which I think shows the potential games have for researching philosophy.