Designing Games for Ethics: Models, Techniques and Frameworks

Karen Schrier (Columbia University, USA) and David Gibson (University of Vermont, USA)

As games become increasingly embedded into everyday life, understanding the ethics of their creation and use, as well as their potential for practicing ethical thinking, becomes more relevant.

Designing Games for Ethics: Models, Techniques and Frameworks brings together the diverse and growing community of voices and begin to define the field, identify its primary challenges and questions, and establish the current state of the discipline. Such a rigorous, collaborative, and holistic foundation for the study of ethics and games is necessary to appropriately inform future games, policies, standards, and curricula.

Topics Covered:

- Classification and criticism of ethical games
- Critical gameplay
- Ethical dilemmas in gameplay
- Ethics and the representation of marginalized groups in videogames
- Ethics of the videogame controller
- Fostering character education with games
- Leveraging digital games for moral development
- Social and moral development in virtual worlds
- The ethics of reverse engineering for game technology
- War and play

Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners and is ideal for classroom use.

Karen Schrier is a doctoral student at Columbia University, where she is finishing her dissertation on ethics and games. She also currently works full-time as the Director of Interactive Media at ESI Design, an experience design firm in New York City. Previously, she worked as a portfolio manager and executive producer at Scholastic, where she spearheaded digital initiatives for the Corporate and International divisions. She has also worked at Nickelodeon, BrainPOP and Barnes & Noble’s SparkNotes. Karen was the Games Program co-chair of the ACM SIGGRAPH Conference in 2008 and 2009, currently serves on the advisory boards of the Computer Game Education Review (CGER), and is an adjunct professor at Parsons The New School. Karen has spoken on games and learning at numerous conferences, including GDC, SIGGRAPH, AERA, Games for Change, NECC, and SITE. She also helped develop numerous games and digital properties, such as Mission U.S.: For Crown or Colony?; Scholastic Summer Reading Challenge, and Scholastic.com; and Nickelodeon’s ParentsConnect. Her digital and non-digital games have been featured in festivals such as Come Out and Play. Karen holds a master's degree from MIT and a bachelor's degree from Amherst College.
Section 1: Introducing Ethics and Games

Chapter 1
Quick Takes on Ethics and Games: Voices from Industry and Academia
Consalvo Mia (Massachusetts Institute of Technology, USA)
Costikyan Greg (Independent, USA)
Davidson Drew (Carnegie Mellon University, USA)
Fortugno Nick (Playmatics, USA)
Shaenfield David (Columbia University, USA)
Vigeant Pete (ESI Design, USA)
Weaver Christopher (Massachusetts Institute of Technology and Founder, Bethesda Softworks, USA)
Schrier Karen (Columbia University, USA)

Chapter 2
Ethical Reasoning and Reflection as Supported by Single-Player Videogames
Zagal Jose P. (DePaul University, USA)

Chapter 3
A Framework for Classification and Criticism of Ethical Games
Stevenson Jamey (Realtime Worlds, UK)

Section 2: Game Design Critiques

Chapter 4
The Axis of Good and Evil
Melenson Jonathan (Aptify, USA)

Chapter 5
Ethical Dilemmas in Gameplay
Schreiber Ian (Independent, USA)
Cash Bryan (Schell Games, USA)
Hughes Link (CCP Games, USA)

Chapter 6
War and Peace
Mommsen Devin (International Game Developers Association Game Preservation Special Interest Group, USA)

Chapter 7
God of War
Rauch Peter (Massachusetts Institute of Technology, USA)

Section 3: Design, Production, and Use of Games

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The Ethics of Reverse Engineering for Game Technology
Schwartz David L. (Rochester Institute of Technology, USA)
Bayless Jessica D. (Rochester Institute of Technology, USA)

Chapter 9
Critical Gameplay
Grace Lindsay (Miami University, USA)

Chapter 10
How Games Can Touch You
Khandaker Mitu (University of Portsmouth, UK)

Chapter 11
Toward an Ethic of Representation
Shaw Adrienne (University of Pennsylvania, USA)

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Saultier Emile T. (1st Playable Productions, USA)

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Stoner Gary (University of Rhode Island, USA)
Ruffolo Louis (University of Rhode Island, USA)
Marshall Stephanie (University of Rhode Island, USA)
Slater Jennifer (University of Rhode Island, USA)
Dyl Amanda (University of Rhode Island, USA)
Cheng Alice (University of Rhode Island, USA)

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Hodhod Rania (University of York, UK)
Cairns Paul (University of York, UK)
Kudenko Daniel (University of York, UK)

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Groff Jennifer (Futurelab, UK)

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Rutz Susana (University of Southern California & Take Action Games, USA)
York Ashley (University of Southern California & Take Action Games, USA)

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The Doctor Will Be You Now
Sharkasi Nahil (University of Southern California, USA)

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Adams Sharman Siebenthal (University of Michigan-Flint, USA)
Holden Jeremiah (InGlobal, USA)

Chapter 19
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Barah Sasha (Indiana University, USA)
Dodge Tyler (Indiana University, USA)
Gentry Edward (Indiana University, USA)
Saleh Asmalina (Indiana University, USA)
Pettyjohn Patrick (Indiana University, USA)
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