Acknowledgment

It's not easy to pull together a cohesive, holistic collection of research to serve as a foundation for a new field of study. To do so, we need to bring together the appropriate voices, contextualize the relevant theories and methodologies, and frame the right questions. The effort must acknowledge the many complexities of the field, while also keeping the content accessible to a wide audience. Moreover, the study of ethics and games has additional challenges—it requires practitioners, researchers, and theorists from diverse disciplines to help define the field. Yet it is the very need for multidisciplinary lenses that makes the field of ethics and games so interesting and appealing. I believe this study—and the perspectives it brings—will truly innovate our thinking about what it means to be human in the 21st century.

Currently, there are numerous disparate centers, organizations, individuals, departments, consortia and labs that, despite their different origins, are working to better understand the question of how to use games to support ethical thinking and values discourse. I thank them for their groundbreaking efforts in approaching these complex questions. I am inspired by their enthusiasm, and motivated to continue to bring together this community. I am eager to see what they discover about ethics and games, and what it tells us about our humanity.

I want to thank my parents, Janet and Steven Schrier, and my brother and sister-in-law, David and Tracy Schrier, for providing endless encouragement, lots of love and humor, and moral support. My interest in games and ethics comes from the values and passions they continue to share with me. I would like to thank my grandparents, Anne and Bernard Berner, who were always happy to play card and board games with me. I also want to thank my friends and colleagues in the games industry, including the members of the International Game Developers Association (IGDA), who continually reinvigorate my passion for developing, writing about, and playing games. Their insight and enthusiasm helps me remember why games are so meaningful to me.

A huge thank you to my co-editor, David Gibson, a leader in the field of ethics and games, who provided enormous help with everything from envisioning the book's themes, to shaping each author's contribution. Ever since he was editor of my first published chapter, he has provided a huge amount of support and encouragement. I would not have been able to conceive of and then accomplish this book without him.

I want to thank my past and present graduate advisors, who have helped shape my ideas and inspired me to continue to pursue this field of study. Henry Jenkins III, my mentor while I was a graduate student at MIT, generously offered to write the preface to this book. Chris Dede, from the Harvard Graduate School of Education, has provided tons of encouragement and advice throughout the years. My current doctoral advisor, Charles Kinzer, at Columbia University, is extremely supportive of my endeavors in school and beyond. He served on the editorial board of this publication, and was my co-author on the chapter where I first began to imagine the possibilities for delving into the field of ethics and games.

I am very grateful to the editors and staff at IGI Global for their professionalism, encouragement and care. I truly enjoyed working with the editors, including Tyler, Jan, Christine, Kristin, and Katy and I look forward to working with them on Volume II of this collection.

I would like to thank the members of the editorial advisory board—Mia Consalvo, Nathaniel Croce, Drew Davidson, Stephen Jacobs, Charles Kinzer and Jose Zagal. They helped immensely in judging and reviewing the contributions, and are themselves inspirational leaders in the field of games. Finally, I want to thank all the contributors to this volume, who each worked tirelessly to write thoughtful and unique chapters, and whose research will help to shape this exciting new field.

Karen Schrier