RESEARCH EXERCISE

(Due WEEK 9)

Instructions:

This Research Exercise looks at the ethics of computer game design. We want to assess computer game design from perspectives of Virtue Ethics, Process Ethics, and Material Ethics. Begin by reading the Blog of Andrew Phelps on ethics of gaming at http://gotgame.corante.com/archives/2004/09/13/ethics_in_computer_game_content.php

Do an ethical analysis of the process of computer game design from a Process Ethics point of view which employs the values of Health & Safety, Environmental Sustainability, and Social Justice. Then do an ethical analysis of computer game design from a Virtue Ethics point of view which employs values which are the virtues of Objectivity, Honesty, and Care. Last but not least, do an ethical analysis of computer games themselves from a Material Ethics point of view which employs the values of Engagement, Enlivenment, and Resonance.

Using library or Internet resources, find at least five additional articles or blogs that discuss and analyze the ethics of computer game design. In your response, you should refer directly to your sources and give a comprehensive and integrative response. Higher credit will be given for responses that show evidence of a systematic and comprehensive understanding of the topics involved. Your response should be at least 2000 words, about 5-8 pages, double-spaced, 12 point type.