

Conclusions

The Ethics of Computer Games

chapter 8

- Basic points:
 - games are moral objects: ethical affordances in the design
 - players are ethical agents: when playing we create values we play by, in dialogue with our real-life ethics.

- The ethics of computer games should cover:
 - the ethics of the game as object.
 - the ethics of players and their communities.
 - the ethics of developers, publishers, and the industry.

The Future

Design methods for ethical gameplay

From describing to doing.
(more on miguelcart.net)



Mapping the players' values

Player types: more than
what they do,
why they do it.



The Challenge

Games are weapons loaded
with the future:
ethical gameplay will be
one step towards the
cultural consolidation of the
medium.



Time to buy the book!

**THE ETHICS OF
COMPUTER
GAMES**

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