



Values at Play in Digital Games

Mary Flanagan and Helen Nissenbaum



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Values At Play In Digital Games:

Values at Play in Digital Games Mary Flanagan, Helen Fay Nissenbaum, 2014-07-25 A theoretical and practical guide to integrating human values into the conception and design of digital games All games express and embody human values providing a compelling arena in which we play out beliefs and ideas Big ideas such as justice equity honesty and cooperation as well as other kinds of ideas including violence exploitation and greed may emerge in games whether designers intend them or not In this book Mary Flanagan and Helen Nissenbaum present Values at Play a theoretical and practical framework for identifying socially recognized moral and political values in digital games Values at Play can also serve as a guide to designers who seek to implement values in the conception and design of their games After developing a theoretical foundation for their proposal Flanagan and Nissenbaum provide detailed examinations of selected games demonstrating the many ways in which values are embedded in them They introduce the Values at Play heuristic a systematic approach for incorporating values into the game design process Interspersed among the book's chapters are texts by designers who have put Values at Play into practice by accepting values as a design constraint like any other offering a real world perspective on the design challenges involved

[Values at Play in Digital Games](#) Mary Flanagan, Helen Nissenbaum, 2016-09-02 A theoretical and practical guide to integrating human values into the conception and design of digital games with examples from Call of Duty Journey World of Warcraft and more All games express and embody human values providing a compelling arena in which we play out beliefs and ideas Big ideas such as justice equity honesty and cooperation as well as other kinds of ideas including violence exploitation and greed may emerge in games whether designers intend them or not In this book Mary Flanagan and Helen Nissenbaum present Values at Play a theoretical and practical framework for identifying socially recognized moral and political values in digital games Values at Play can also serve as a guide to designers who seek to implement values in the conception and design of their games After developing a theoretical foundation for their proposal Flanagan and Nissenbaum provide detailed examinations of selected games demonstrating the many ways in which values are embedded in them They introduce the Values at Play heuristic a systematic approach for incorporating values into the game design process Interspersed among the book's chapters are texts by designers who have put Values at Play into practice by accepting values as a design constraint like any other offering a real world perspective on the design challenges involved

[Universal Methods of Ethical Design](#) Sai Shruthi Chivukula, Colin Gray, 2025-04 Universal Methods of Ethical Design is a collection of 100 ethics focused design methods to help design practitioners and students make a positive social impact

[Entertainment Computing and Serious Games](#) Ralf Dörner, Stefan Göbel, Michael Kickmeier-Rust, Maic Masuch, Katharina Zweig, 2016-10-05 The aim of this book is to collect and

to cluster research areas in the field of serious games and entertainment computing It provides an introduction and gives guidance for the next generation of researchers in this field The 18 papers presented in this volume together with an introduction are the outcome of a GI Dagstuhl seminar which was held at Schlo Dagstuhl in July 2015

Teaching Games and Game Studies in the Literature Classroom Tison Pugh, Lynn Ramey, 2022-09-22 Teaching Games and Game Studies in the Literature Classroom offers practical suggestions for educators looking to incorporate ludic media ranging from novels to video games and from poems to board games into their curricula Across the globe video games and interactive media have already been granted their own departments at numerous larger institutions and will increasingly fall under the purview of language and literature departments at smaller schools This volume considers fundamental ways in which literature can be construed as a game and the benefits of such an approach The contributors outline pedagogical strategies for integrating the study of video games with the study of literature and consider the intersections of identity and ideology as they relate to literature and ludology They also address the benefits and liabilities of making the process of learning itself a game an approach that is quickly gaining currency and increasing interest Every chapter is grounded in theory but focuses on practical applications to develop students critical thinking skills and intercultural competence through both digital and analog gameful approaches

Location-Based Mobile Games Davide Spallazzo, Ilaria Mariani, 2018-02-21 This book approaches Location Based Mobile Games from a design perspective investigating the peculiar traits that make them compelling contemporary practices and challenging fields of investigation Relying on an interdisciplinary theoretical background and empirical studies it delves into LBMGs intertwining theoretical assumptions and describes their translation into practice The authors examine these games from different perspectives exploring how they can impact the way we look at our surroundings their influence on our social dimension their ability to translate a wide range of information into a game experience and the negotiations they activate by intertwining two realities Each issue is addressed from a twofold perspective that of the designers who craft the games and that of the users who interpret the designers choices and take part in the game experience In so doing the book covers the relationship between processes of designing and playing investigating games that communicate through meaningful interactions share perspectives as forms of narratives and integrate physicality and surroundings in the play activity The reasoning advanced throughout the chapters will benefit researchers designers and entrepreneurs in the field as it provides a novel perspective on LBMGs seeks to increase designers awareness of often neglected issues and suggests interpretations and practices that can impact how commercial games are designed

Game Value Vedat Yiğitoğlu, 2020-04-05 Game as a term implies the game beyond its meaning and expands on it This work solidifies the idea that in essence games are a form of communication between numerous planes of thought As such along with their rising importance it s no longer sufficient for games to be investigated under any single discipline instead requiring the subject to be investigated under a variety of disciplines In this sense while various other works on the

nature of games have tried to draw their own borders defining their own terminologies and methods it had at times advanced forth in an almost purist fashion each keeping close watch on their own well established areas However in order to completely comprehend games and their inner workings an inter disciplinary approach is a necessity in this work games are being investigated in its anthropocosmological meaning and as a form of new media Language games digital games and topics like gamification are taken into account in a uniformed sense by a variety of thinkers who are qualified as game philosophers each with their own area expertise

Examining the Evolution of Gaming and Its Impact on Social, Cultural, and Political Perspectives Valentine, Keri Duncan, Jensen, Lucas John, 2016-06-20 With complex stories and stunning visuals eliciting intense emotional responses coupled with opportunities for self expression and problem solving video games are a powerful medium to foster empathy critical thinking and creativity in players As these games grow in popularity ambition and technological prowess they become a legitimate art form shedding old attitudes and misconceptions along the way Examining the Evolution of Gaming and Its Impact on Social Cultural and Political Perspectives asks whether videogames have the power to transform a player and his or her beliefs from a sociopolitical perspective Unlike traditional forms of storytelling videogames allow users to immerse themselves in new worlds situations and politics This publication surveys the landscape of videogames and analyzes the emergent gaming that shifts the definition and cultural effects of videogames This book is a valuable resource to game designers and developers sociologists students of gaming and researchers in relevant fields

Being Dragonborn Mike Piero, Marc A. Ouellette, 2021-09-28 The Elder Scrolls V Skyrim is one of the bestselling and most influential video games of the past decade From the return of world threatening dragons to an ongoing civil war the province of Skyrim is rich with adventure lore magic history and stunning vistas Beyond its visual spectacle alone Skyrim is an exemplary gameworld that reproduces out of game realities controversies and histories for its players Being Dragonborn then comes to signify a host of ethical and ideological choices for the player both inside and outside the gameworld These essays show how playing Skyrim in many ways is akin to playing 21st century America with its various crises conflicts divisions and inequalities Topics covered include racial inequality and white supremacy gender construction and misogyny the politics of modding rhetorics of gameplay and narrative features

Context-Aware Systems and Applications, and Nature of Computation and Communication Phan Cong Vinh, Nguyen Ha Huy Cuong, Emil Vassev, 2018-03-15 This book constitutes the refereed post conference proceedings of the International Conferences ICCASA and ICTCC 2017 held in November 2017 in Tam Ky City Vietnam The 23 revised full papers presented were carefully selected from 31 submissions The papers of ICCASA cover a wide spectrum in the area of context aware systems CAS is characterized by its self facets such as self organization self configuration self healing self optimization self protection used to dynamically control computing and networking functions The papers of ICTCC cover formal methods for self adaptive systems and discuss natural approaches and techniques for computation and communication

What Is a Game? Gaines S. Hubbell, Matthew

Wilhelm Kapell,2020-02-28 What is a videogame What makes a videogame good If a game is supposed to be fun can it be fun without a good story If another is supposed to be an accurate simulation does it still need to be entertaining With the ever expanding explosion of new videogames and new developments in the gaming world questions about videogame criticism are becoming more complex The differing definitions that players and critics use to decide what a game is and what makes a game successful often lead to different ideas of how games succeed or fail This collection of new essays puts on display the variety and ambiguity of videogames Each essay is a work of game criticism that takes a different approach to defining the game and analyzing it Through analysis and critical methods these essays discuss whether a game is defined by its rules its narrative its technology or by the activity of playing it and the tensions between these definitions With essays on Overwatch Dark Souls 3 Far Cry 4 Farmville and more this collection attempts to show the complex changes challenges and advances to game criticism in the era of videogames

The World Is Born From Zero Cameron Kunzelman,2022-07-18 The World is Born From Zero is an investigation into the relationship between video games and science fiction through the philosophy of speculation Cameron Kunzelman argues that the video game medium is centered on the evaluation and production of possible futures by following video game studies media philosophy and science fiction studies to their furthest reaches Claiming that the best way to understand games is through rigorous formal analysis of their aesthetic strategies and the cultural context those strategies emerge from Kunzelman investigates a diverse array of games like The Last of Us VA 11 Hall A and Civilization VI in order to explore what science fiction video games can tell us about their genres their ways of speculating and how the medium of the video game does or does not direct us down experiential pathways that are both oppressive and liberatory Taking a multidisciplinary look at these games The World is Born From Zero offers a unique theorization of science fiction games that provides both science fiction studies and video game studies with new tools for thinking how this medium and mode inform each other

Gaming and Gamers in Times of Pandemic Piotr Siuda,Jakub Majewski,Krzysztof Chmielewski,2024-01-11 This edited collection brings in multiple scholarly perspectives to examine the impact of the pandemic and resulting government policies especially lockdowns on one particular cultural sphere games The COVID 19 pandemic has impacted virtually every aspect of our lives regardless of where we live In the initial months many industry reports noted the unexpected positive impact on online digital game sales Games were not just lockdown proof but boosted by lockdowns Stay at home orders triggered a rush toward games as an alternative form of entertainment and the ubiquity of mobile phones allowed wider than ever participation Gaming and Gamers in Times of Pandemic studies how the COVID 19 pandemic affected game players game developers game journalists and game scholars alike in many other ways starting with the most direct illness and sometimes death Some effects are temporary others are here to stay

Smart Learning for A Sustainable Society Chutiporn Anutariya,Dejian Liu,Kinshuk,Ahmed Tlili,Junfeng Yang,Maiga Chang,2023-09-11 This book collects the proceedings of the 7th International Conference on Smart Learning Environments

ICSLE2023 held in Bangkok Thailand as a hybrid conference from 31st Aug to 1st Sep 2023 The proceedings focus on the interplay between pedagogy and technology and their fusion towards the advancement of smart learning for a sustainable society This book covers topics such as artificial intelligence AI and smart technologies in education innovative applications of smart learning pedagogy learning approaches and instructional design online and digital learning spaces and lessons learned from the COVID 19 pandemic It serves as a useful reference for stakeholders in the field of education who are interested in emerging technologies and their applications in smart learning such as researchers postgraduate students undergraduate students as well as policy makers

Unsettling Catan J. Rey Lee, 2025-11-03 Most revolutions don't start with nineteen cardboard hexagons but Klaus Teuber's game about settling a hexagonal island quietly revolutionized boardgaming Catan's commercial success selling over 40 million copies certainly catalyzed a modern boardgaming boom More importantly its playful experiments set a new tone for game design By making its cutthroat gameplay feel peaceful and pastoral Catan helped a fledgling eurogame tradition forge its distinctive style and was heralded by Wired for changing the American idea of what a board game can be Although peaceful revolutions are usually the best kind it's worth questioning how these games cultivate peaceful feelings Today peaceful feeling eurogames often settle into detached design a mindset of making conflict feel peaceful by dampening conflicted feelings Unsettling Catan questions how peaceful feeling eurogames can make implicitly imperialist themes palatable by cultivating a detached mindset that imagines power as peaceful neutral and abstract To ask the hard questions that eurogames often look away from the book walks through each aspect of Catan's gameplay placing hexes rolling the dice robbing and trading collecting resources building and scoring to explore how simple design decisions can play out or play with cultural ideas and ideals As the first entry in the Tabletop Games book series Unsettling Catan introduces key concepts for thinking about board games as a medium and offers accessible game analyses and personal reflections to help players creators and scholars reimagine what board games can be and become

Designing Games for Ethics: Models, Techniques and Frameworks Schrier, Karen, Gibson, David, 2010-12-31 This book brings together the diverse and growing community of voices on ethics in gaming and begins to define the field identify its primary challenges and questions and establish the current state of the discipline Provided by publisher

Handbook of Research on Solving Modern Healthcare Challenges With Gamification Alexandre Peixoto de Queirós, Ricardo, Marques, António José, 2021-01-22 While many fields such as e learning business and marketing have taken advantage of the potential of gamification the healthcare domain has just started to exploit this emerging trend still in an ad hoc fashion Despite the huge potential of applying gamification on several topics of healthcare there are scarce theoretical studies regarding methodologies techniques specifications and frameworks These applications must be examined further as they can be used to solve major healthcare related challenges such as care plan maintenance medication adherence phobias treatment or patient education Handbook of Research on Solving Modern Healthcare Challenges With Gamification aims to share new approaches

and methodologies to build e health solutions using gamification and identifies new trends on this topic from pedagogical strategies to technological approaches This book serves as a collection of knowledge that builds the theoretical foundations that can be helpful in creating sustainable e health solutions in the future While covering topics such as augmented and virtual reality ethical issues in gamification e learning telehealth services and digital applications this book is essential for research scholars healthcare computer science teachers and students pursuing healthcare computer science related subjects enterprise developers practitioners researchers academicians and students interested in the latest developments and research solving healthcare challenges with modern e health solutions using gamification Mediating Nature Sidney I.

Dobrin,Sean Morey,2019-10-31 Mediating Nature considers how technology acts as a mediating device in the construction and circulation of images that inform how we see and know nature Scholarship in environmental communication has focused almost exclusively on verbal rather than visual rhetoric and this book engages ecocritical and ecocompositional inquiry to shift focus onto the making of images Contributors to this dynamic collection focus their efforts on the intersections of digital media and environmental ecological thinking Part of the book s larger argument is that analysis of mediations of nature must develop more critical tools of analysis toward the very mediating technologies that produce such media That is to truly understand mediations of nature one needs to understand the creation and production of those mediations right down to the algorithms circuit boards and power sources that drive mediating technologies Ultimately Mediating Nature contends that ecological literacy and environmental politics are inseparable from digital literacies and visual rhetorics The book will be of interest to scholars and students working in the fields of Ecocriticism Ecocomposition Media Ecology Visual Rehtoric and Digital Literacy Studies ECGBL 2022 16th European Conference on Game-Based Learning Conceição Costa,2022-10-06

Grand Research Challenges in Games and Entertainment Computing in Brazil - GrandGamesBR 2020-2030 Rodrigo Pereira dos Santos,Marcelo da Silva Hounsell,2023-03-09 This book constitutes selected papers presented during the two events the First Forum GrandGamesBR 2020 held in Recife Brazil in November 2020 and the Second Forum GrandGamesBR 2021 held in Gramado Brazi in October 2021 The 12 papers presented were thoroughly reviewed and selected from 24 submissions The topics included in this volume cover the following fields connected to games and entertainment computing game design educational games games evaluation game based learning player experience human computer interaction games industry business models game software ecosystems ethics serious games cyberdemocracy emotional design computer graphics cognitive simulation immersive entertainment virtual augmented extended reality gamification and creative process

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