



Values at Play in Digital Games

Mary Flanagan and Helen Nissenbaum



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Chao Zhang



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

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 interdisciplinary 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 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

Streaming by the Rest of Us Mia Consalvo, Marc Lajeunesse, Andrei Zanesco, 2025-02-18 An in depth investigation of the Twitch streamers who make up the largest population on the platform those streaming to small audiences or even no one The vast majority of people who stream themselves playing videogames online do so with few or no viewers In Streaming by the Rest of Us Mia Consalvo Marc Lajeunesse and Andrei Zanesco investigate who they are why they do so and why this form of leisure activity is important to understand Unlike the esports athletes and streaming superstars who receive the lion's share of journalistic and academic attention microstreamers are not in it for the money and barely have an audience In this the first book dedicated to the latter group the authors gather interviews from dozens of microstreamers from 2017 to 2019 to discuss their lives struggles hopes and goals For readers interested in livestreaming and Twitch in particular the book rethinks the medium's history through accounts of the everyday uses of webcams with particular attention to notions of liveness and authenticity These two concepts have become calling cards for the videogame livestreaming platform and underlie streamer motivations the construction of their practices whether casual serious or anywhere in between and the complex metas that take shape over time The book also looks at the authors own practices of livestreaming focusing on what can be gained through experiencing the lived reality of the practice Finally the authors explain how Twitch's platform studied from 2017 2023 informs how streamers structure their every day and how corporate ideologies bleed into real world spaces like TwitchCon

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 Games, Design and Play Colleen Macklin, John Sharp, 2016-05-19 The play focused step by step guide to creating great game designs This book offers a play focused process oriented approach for designing games people will love to play Drawing on a combined 35 years of design and teaching experience Colleen Macklin and John Sharp link the concepts and elements of play to the practical tasks of game design Using full color examples they reveal how real game designers

think and work and illuminate the amazing expressive potential of great game design Focusing on practical details this book guides you from idea to prototype to playtest and fully realized design You ll walk through conceiving and creating a game s inner workings including its core actions themes and especially its play experience Step by step you ll assemble every component of your videogame creating practically every kind of play from cooperative to competitive from chance based to role playing and everything in between Macklin and Sharp believe that games are for everyone and game design is an exciting art form with a nearly unlimited array of styles forms and messages Cutting across traditional platform and genre boundaries they help you find inspiration wherever it exists Games Design and Play is for all game design students and for beginning to intermediate level game professionals especially independent game designers Bridging the gaps between imagination and production it will help you craft outstanding designs for incredible play experiences Coverage includes Understanding core elements of play design actions goals rules objects playspace and players Mastering tools such as constraint interaction goals challenges strategy chance decision storytelling and context Comparing types of play and player experiences Considering the demands videogames make on players Establishing a game s design values Creating design documents schematics and tracking spreadsheets Collaborating in teams on a shared design vision Brainstorming and conceptualizing designs Using prototypes to realize and playtest designs Improving designs by making the most of playtesting feedback Knowing when a design is ready for production Learning the rules so you can break them

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 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

Ethics and Game Design: Teaching Values through Play Schrier, Karen, Gibson, David, 2010-02-28 This book addressing an emerging field of study ethics and games and answers how we can better design and use games to foster ethical thinking and discourse in classrooms Provided by publisher

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

Urban Informatics Kristene Unsworth, Andrea Forte, Richardson Dilworth, 2017-10-02 Information shapes urban spaces in ways that most people rarely stop to consider From data driven planning to grassroots activism to influencing the routes we walk bike and drive new information technologies are helping city dwellers to leverage information in new ways These technologies shape the uses and character of urban spaces Information technologies and tools such as social media and GIS tracking applications are being used by individuals as they go about their daily lives not as alternatives to social interaction but as opportunities to participate in the shared experience of urban life This edited volume focuses on the creative application and management of information technologies in urban environments with an emphasis on the intersection between citizen participation in creating city environments and the policy making that supports it The chapters address critical issues including the digital divide transportation planning use of public

spaces community building and local events This book was originally published as a special issue of the Journal of Urban Technology

Proceedings of the 17th European Conference on Game-Based Learning Ton Spil, Guido Bruinsma, Luuk Collou, 2023-10-05 These proceedings represent the work of contributors to the 24th European Conference on Knowledge Management ECKM 2023 hosted by Iscte Instituto Universit rio de Lisboa Portugal on 7 8 September 2023 The Conference Chair is Prof Florinda Matos and the Programme Chair is Prof Ivaro Rosa both from Iscte Business School Iscte Instituto Universit rio de Lisboa Portugal ECKM is now a well established event on the academic research calendar and now in its 24th year the key aim remains the opportunity for participants to share ideas and meet the people who hold them The scope of papers will ensure an interesting two days The subjects covered illustrate the wide range of topics that fall into this important and ever growing area of research The opening keynote presentation is given by Professor Leif Edvinsson on the topic of Intellectual Capital as a Missed Value The second day of the conference will open with an address by Professor Noboru Konno from Tama Graduate School and Keio University Japan who will talk about Society 5.0 Knowledge and Conceptual Capability and Professor Jay Liebowitz who will talk about Digital Transformation for the University of the Future With an initial submission of 350 abstracts after the double blind peer review process there are 184 Academic research papers 11 PhD research papers 1 Masters Research paper 4 Non Academic papers and 11 work in progress papers published in these Conference Proceedings These papers represent research from Australia Austria Brazil Bulgaria Canada Chile China Colombia Cyprus Czech Republic Denmark Finland France Germany Greece Hungary India Iran Iraq Ireland Israel Italy Japan Jordan Kazakhstan Kuwait Latvia Lithuania Malaysia Mexico Morocco Netherlands Norway Palestine Peru Philippines Poland Portugal Romania South Africa Spain Sweden Switzerland Taiwan Thailand Tunisia UK United Arab Emirates and the USA

Play in the Age of Goethe Edgar Landgraf, Elliott Schreiber, 2020-08-14 The essays in this volume discuss critical developments in the philosophy pedagogy psychology politics and poetics of play around 1800 They illustrate that in this time period the parameters are set that continue to guide our debates about what are good rather than bad games or practices of play

Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches Felicia, Patrick, 2011-04-30 This book provides relevant theoretical frameworks and the latest empirical research findings on game based learning to help readers who want to improve their understanding of the important roles and applications of educational games in terms of teaching strategies instructional design educational psychology and game design Provided by publisher

Games are not David Myers, 2017-08-15 How do we reconcile a videogame industry's insistence that games positively affect human beliefs and behaviors with the equally prevalent assumption that games are just games How do we reconcile accusations that games make us violent and antisocial and unproductive with the realization that games are a universal source of human joy In *Games are not* David Myers demonstrates that these controversies and conflicts surrounding the meanings and effects of games are not going away they are essential properties of the game s

paradoxical aesthetic form Games are not focuses on games writ large bound by neither digital form nor by cultural interpretation Interdisciplinary in scope and radical in conclusion Games are not positions games as unique objects evoking a peculiar and paradoxical liminal state a lusory attitude that is essential to human creativity knowledge and sustenance of the species

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