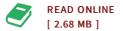# The Videogame Ethics Reader (Revised First Edition)

By -

Cognella Academic Publishing, United States, 2012. Paperback. Book Condition: New. Revised. 251 x 203 mm. Language: English . Brand New Book ***** Print on Demand *****. Videogames are the dominant art form of the 21st century. How we go about designing and creating them, what we choose to say and express with them, and how we engage with and play them, reflects and informs our behavior and broader understanding of morality and ethics. In this book, Zagal has collected a series of essays that offer an amazing array of perspectives and views. Game designers, sociologists, legal scholars, media theorists, game researchers, philosophers, and more, all offer their views and insights on varied and diverse sets of issues. Topics include potential effects of violent content in videogames, cheating and anti-social behavior, business practices in the games industry, social and cultural diversity and representation in games, moral values in games and gameplay, freedom of expression, and how games are uniquely positioned as an art form to encourage players to reflect on ethics and morality. The Videogame Ethics Reader is a unique collection of writings on videogames and ethics by leading scholars and practitioners. It includes game analyses, case studies, and thought-provoking essays...

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