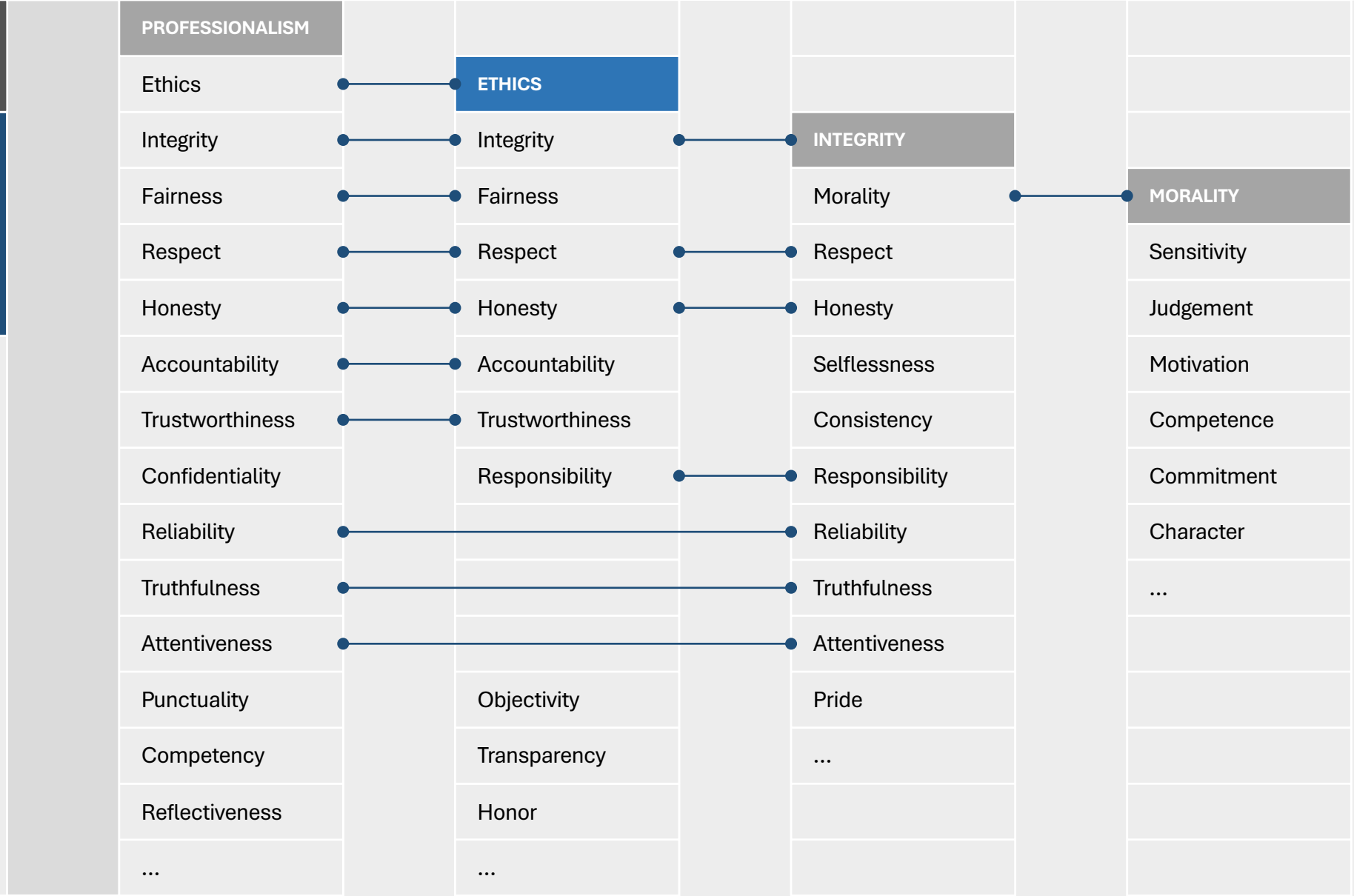
ETHICS OF SERIOUS GAMING



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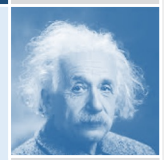
THERE IS AN OVERLAP IN DEFINITIONS RELATED TO ETHICS



SERIOUS GAMES ARE ETHICAL OBJECTS, AND GAME PLAYERS ARE ETHICAL AGENTS

Relativity applies to physics, not ethics.

Albert Einstein

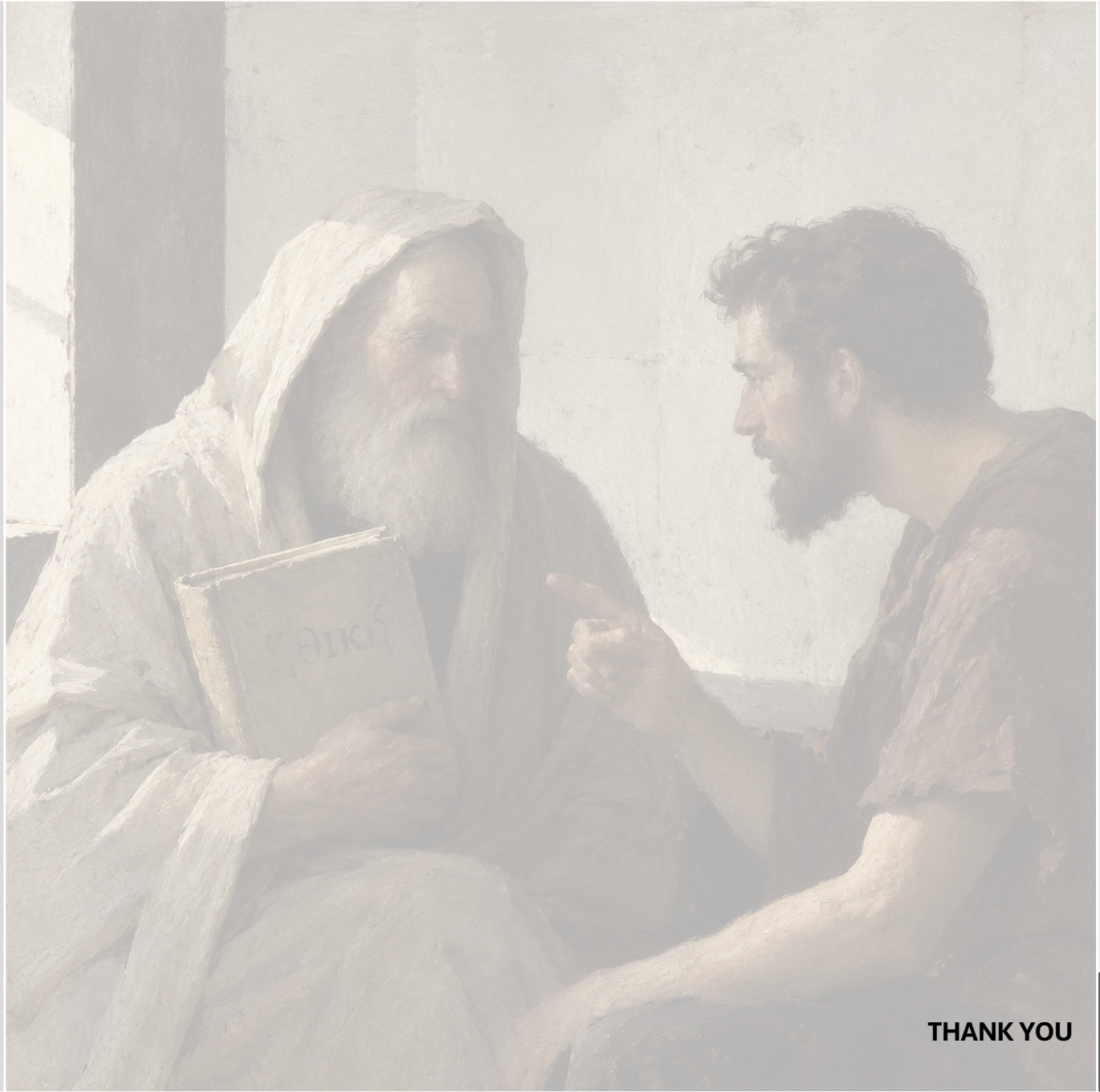


KEY QUESTIONS TO CONSIDER

- Could playing a serious game manipulate players by motivating them with reasons that do not make their actions genuinely desirable, focusing on the effects of play rather than the intrinsic causes for engaging in play?
- Could playing a serious game result in the exploitation of players, whereby players receive only a small fraction of the total value created, while the organization retains a disproportionately large share?
- Could playing a serious game reinforce stereotypes and influence players' ethical perspectives, thereby intentionally or unintentionally causing harm to themselves or other stakeholders?
- Could playing a serious game normalize behaviors that are otherwise considered unacceptable, thus diminishing moral sensitivity, moral judgement, and the moral character of the individuals involved?

TO AVOID WHEN APPLYING SERIOUS GAMES

Taking part in what one experience as reality and not knowing it is seen as a game by others.	Playing of what one experience as a game and not knowing it has real-life effects for others.	Taking part in what one experience as reality and knowing it is seen as a game by others.	Playing of what one experience as a game and knowing it has real-life effects for others.
			
Truman Show syndrome	Ender's Game syndrome	Hunger Games syndrome	Matrix syndrome



THANK YOU

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