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Beyond Choices: The Design of Ethical Gameplay

By Miguel Sicart

MIT Press Ltd. Hardback. Book Condition: new. BRAND NEW, Beyond Choices: The Design of Ethical Gameplay, Miguel Sicart, Today's blockbuster video games -- and their never-ending sequels, sagas, and reboots -- provide plenty of excitement in high-resolution but for the most part fail to engage a player's moral imagination. In Beyond Choices, Miguel Sicart calls for a new generation of video and computer games that are ethically relevant by design. In the 1970s, mainstream films -- including The Godfather, Apocalypse Now, Raging Bull, and Taxi Driver -- filled theaters but also treated their audiences as thinking beings. Why can't mainstream video games have the same moral and aesthetic impact? Sicart argues that it is time for games to claim their place in the cultural landscape as vehicles for ethical reflection. Sicart looks at games in many manifestations: toys, analog games, computer and video games, interactive fictions, commercial entertainments, and independent releases. Drawing on philosophy, design theory, literary studies, aesthetics, and interviews with game developers, Sicart provides a systematic account of how games can be designed to challenge and enrich our moral lives. After discussing such topics as definition of ethical gameplay and the structure of the game as a designed...



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