

GDD 325 Ethics Paper – Professional Responsibilities Assignment

Due: November 30, 2015, 8:00 AM

All items and details (dates, typo fixes...) subject to change – always check with instructors, and watch the deadlines for dropboxes in D2L (Learn@UW-Stout)

Overview

Write a one page essay on the Ethical considerations and Social Issues encountered while designing and developing your main project game for this course. This is likely one of several you will be required to write. It is strongly encouraged you work on this and turn it in BEFORE the deadline.

The Short of It

As a professional in the video game industry, there are responsibilities that you will have to your profession and society. Many professional organizations have a code of ethics or professional conduct that they follow. The Association for Computing Machinery (ACM) code of ethics and professional conduct, Institute of Electrical and Electronic Engineers (IEEE) code of ethics, International Game Developer's Association (IGDA) code of ethics, and other articles are posted on online. Read these and write an essay discussing the professional, ethical, legal, security, and social issues and responsibilities that you have encountered in your work on your game. Specifically, identify and evaluate ethical and social dimensions of your game, using these codes and case studies to support your analysis.

Maximum length 2 pages: 3 to 5 paragraphs, single space, reasonable 10 to 12 point font
Preferred length about 1 full page

NOTE: What you write is more important than how many words or how many pages.
Focus on what you want to say.

Include the document title and your name in the heading of the document.

Grading

Grades will be based on how well you present the ethical and social issues you have encountered and how you dealt with them while working on your game. You should specifically relate these issues to a published professional "code of ethics" (and cite it). Try to be specific, but succinct, in your description of problems. Assume your audience does not already know you or anything about your game. Spelling, grammar, and formatting will also be evaluated.

Turn-In Directions

Correctly submitting your work is worth 0 points
but if not done correctly will likely result in nothing to grade.

Material Files to Submit

Before the due date, turn in:
Essay document (docx or pdf or both)

How to write An Essay on Ethical Issues in Gaming Case Study: My Great Game

Meta-Planning-Outline: An essay of 3 (to 5) paragraphs:

1. **Introduction:** Clear, Concise, Informative, and Offers the outline of the paper

Paragraph 1

- i. How or from where/what perspective are you approaching this paper
- ii. What are you going to show
- iii. How are you going to show it

Example Follows: It is not intended to be 'great' just illustrative of idea. *The use of 'I' is likely too informal. The repetition of "I will" is in need of rework. But again, focus on the idea...*

The ACM code of ethics is used as an example, you might find a better code to relate your specific issues to (IEEE for instance, or Professional Art based one) – but it should be relevant to gaming industry professionals.

Professional organizations typically have a code of conduct for their members to follow. I want to become a professional in the gaming industry. To illustrate an understanding of the various ethical issues in game design and development I will be presenting a case study on My Great Game. I will first present several ethical issues encountered in the early design and development phases. I will then relate these to the ACM Code of Ethics. Through this relationship I will demonstrate how I was and was not able to directly apply the Code of Ethics towards my decisions on the related issues (and perhaps touch on observations of other approaches for contrast). In conclusion I will give an overview of how the Code of Ethics was useful and how in cases where it did not directly apply it still was useful for general guidance of decisions. I will also present a brief summary of how this case study may (or may not) be generalized to future game development efforts.

2. **Body:** Illustration of issues and solutions specific to your game. Be Clear, Concise, and Logical. Perhaps show the pros and cons of applying the chosen code to your specific issues. Basically, do what you outlined in the introduction.

Paragraph 2 (or break into 2 or 3 mini-paragraphs)

- i. Begins: Presents two or three ethical issues encountered, or one general issue and some specific case examples from your work on the game
- ii. Middle: how the issues relate to the code of ethics you are detailing
- iii. Ends: How you applied the code and the outcome that resulted. Something like: *"... by reflecting on the code I took this approach to overcoming the ethical issue or question at hand. This worked out well because... or not so well because..."* (and repeat for each issue)

3. **Conclusion:** Summarize, Clear, Concise, Specific to General, Logical, What did you show/learn/accomplish and can it be applied again or elsewhere

Paragraph 3 Example:

"In conclusion by reflecting and using the Code I was able to come to a better understanding of how to approach ethical problems such as I also realized why having such a Code is/is not useful/easy/difficult and good/bad/other for unifying/improving/standardizing/starting approaches/other to such ethical problems from a more global society (professional industry) perspective...and betterment/worsening/improvement of humanity... In the future I will... and it can/could be that... "