

# Theoretical And Empirical Approaches To Ethical Questions In Digital Game

The rapid rise of digital games in recent years has brought with it a number of ethical questions that have yet to be fully explored. These questions range from the impact of violent video games on children to the use of loot boxes in games to the privacy concerns raised by in-game data collection.

In this article, we will explore some of the key theoretical and empirical approaches to ethical questions in digital games. We will begin by discussing the different ethical frameworks that can be used to analyze video games, and then we will examine some of the empirical research that has been conducted on the ethical implications of video games. Finally, we will offer some recommendations for how to address the ethical challenges posed by digital games.

There are a number of different ethical frameworks that can be used to analyze video games. Some of the most common frameworks include:



## Games and Ethics: Theoretical and Empirical Approaches to Ethical Questions in Digital Game Cultures (Digitale Kultur und Kommunikation Book 7)

by Don Jorgensen

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- **Utilitarianism:** This framework focuses on the consequences of actions, and it holds that the best action is the one that produces the most good or the least harm.
- **Deontology:** This framework focuses on the duties that people have to each other, and it holds that the best action is the one that fulfills the most duties.
- **Virtue ethics:** This framework focuses on the character traits that make a person good, and it holds that the best action is the one that is performed by a virtuous person.

Each of these frameworks has its own strengths and weaknesses, and there is no one framework that is universally accepted as the best. However, these frameworks can provide a useful starting point for thinking about the ethical implications of video games.

In addition to theoretical approaches, there is also a growing body of empirical research on the ethical implications of video games. This research has examined a wide range of issues, including:

- The impact of violent video games on children
- The use of loot boxes in games
- The privacy concerns raised by in-game data collection

This research has provided valuable insights into the ethical implications of video games, and it has helped to inform policy decisions and industry

practices.

The ethical challenges posed by digital games are complex and multifaceted. However, there are a number of steps that can be taken to address these challenges. These steps include:

- **Educating consumers about the ethical implications of video games.** Consumers need to be aware of the potential risks and benefits of video games so that they can make informed decisions about whether or not to play them.
- **Developing ethical guidelines for the development and marketing of video games.** The video game industry needs to develop and enforce ethical guidelines that ensure that games are developed and marketed in a responsible manner.
- **Supporting research on the ethical implications of video games.** Continued research is needed to better understand the ethical implications of video games. This research will help to inform policy decisions and industry practices.

By taking these steps, we can help to ensure that digital games are enjoyed by all in a safe and ethical manner.

The ethical challenges posed by digital games are complex and multifaceted. However, by using a variety of theoretical and empirical approaches, we can gain a better understanding of these challenges and develop effective strategies for addressing them. By educating consumers, developing ethical guidelines, and supporting research, we can help to ensure that digital games are enjoyed by all in a safe and ethical manner.



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