



Kenneth Rosenberg Indiana University

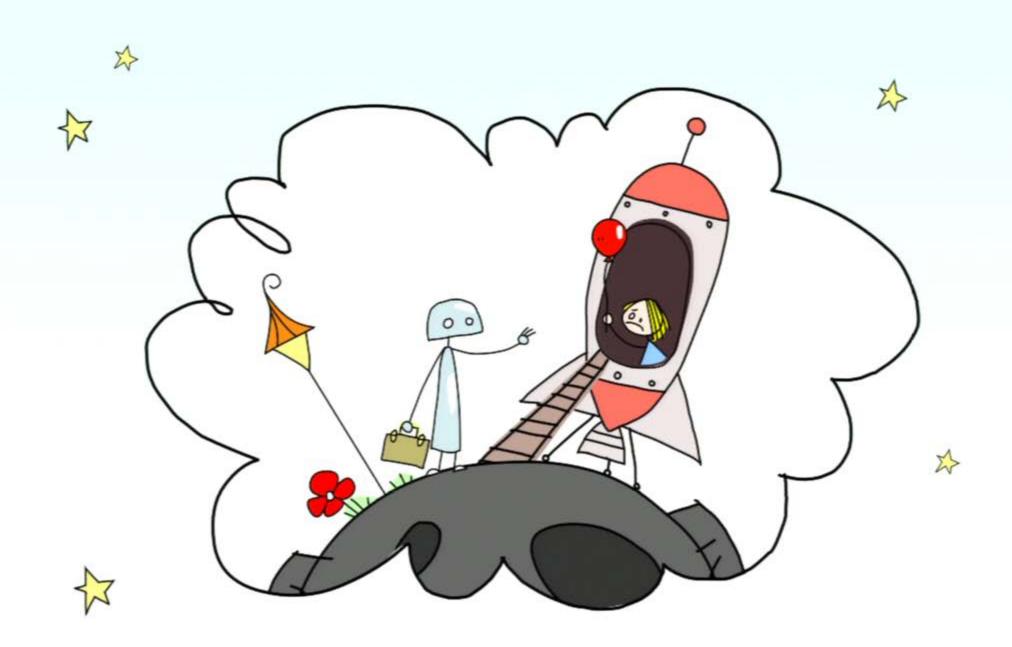




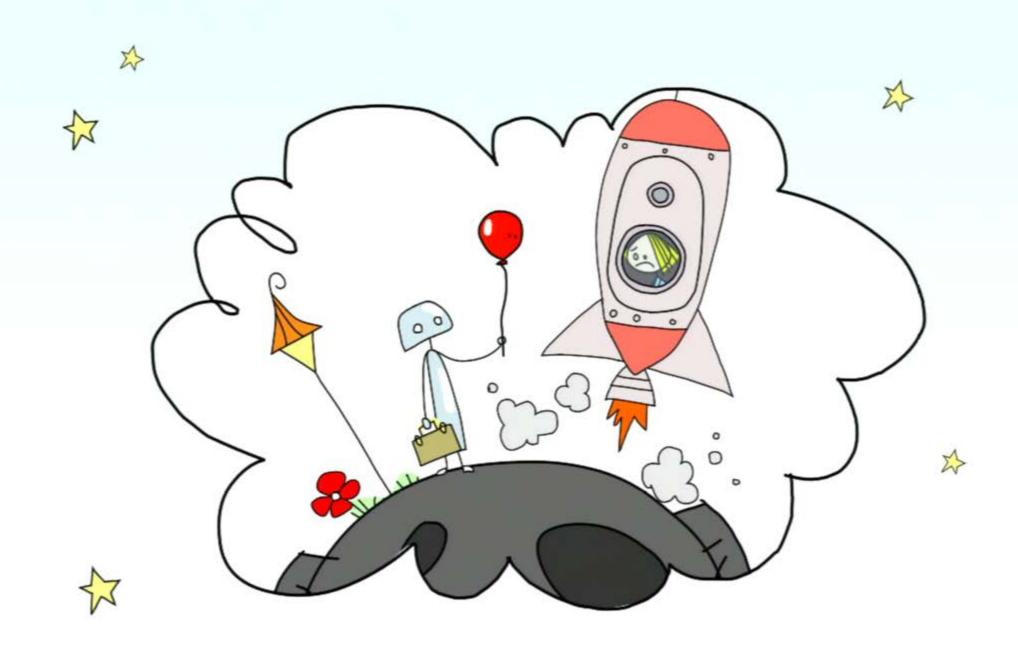
Overview

- About the game
 - Premise, sales, genre
- Gameplay: goals, affordances, systems, and feedback
 - Object-oriented affordances
 - Social interaction
 - Personality quizzes
- Ethical play without moral agency
 - What does it look like?
 - Is it useful?





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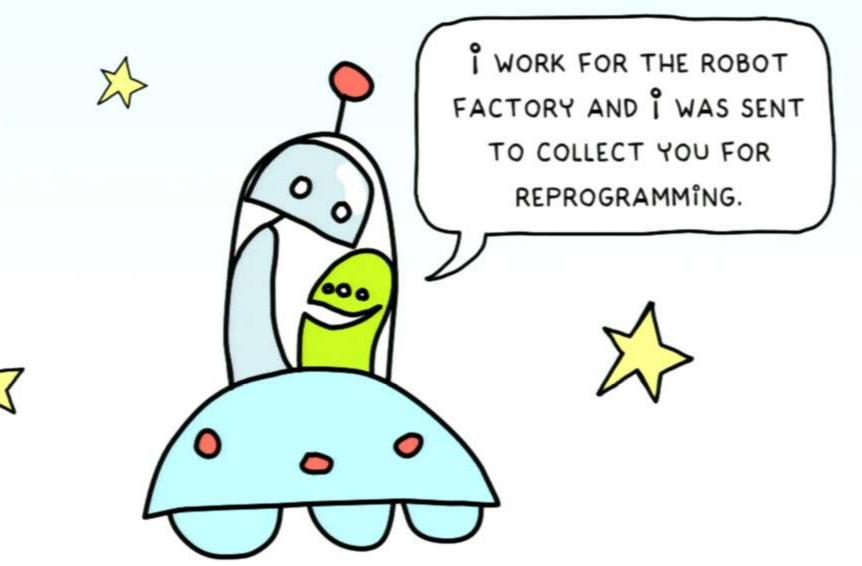




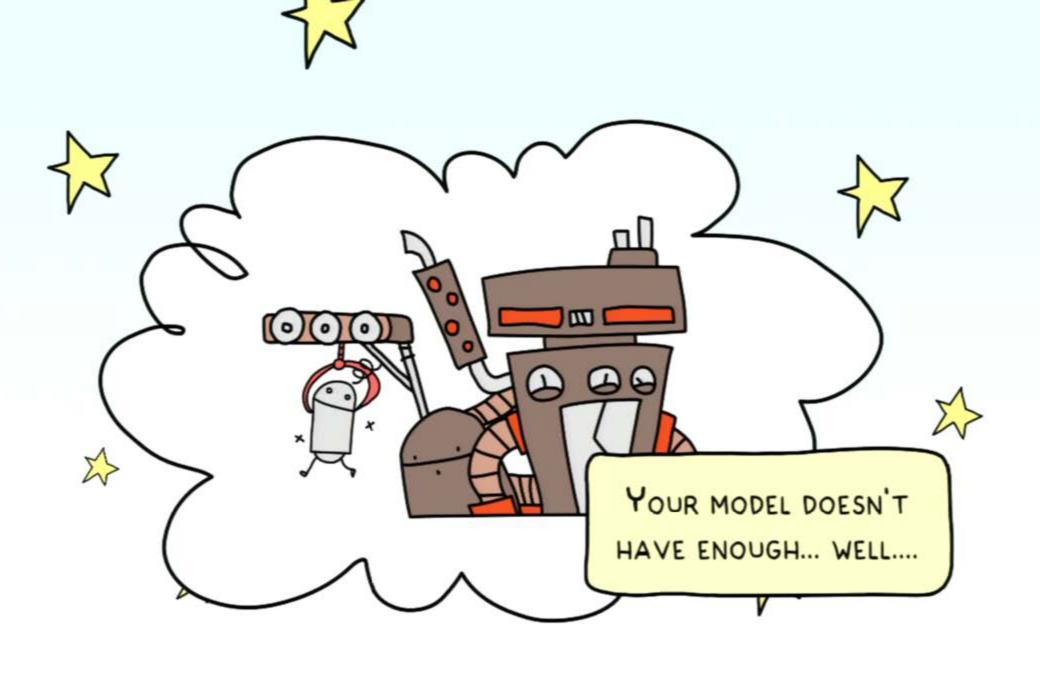
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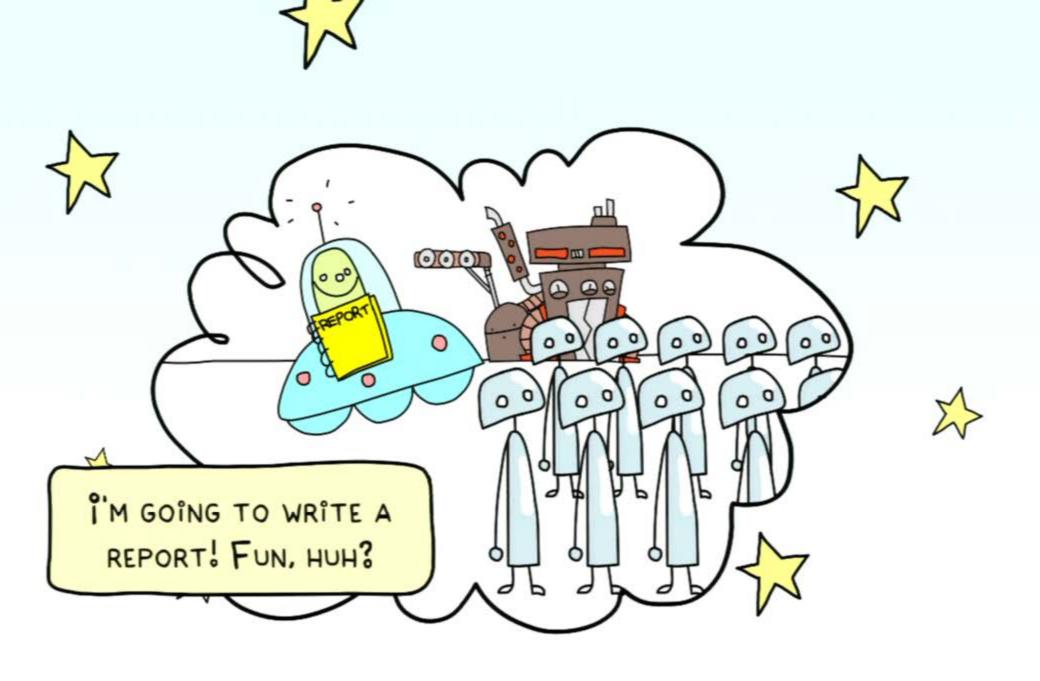














About the game

- PlayStation 3 downloadable exclusive
- Small audience, quiet reception

- Point-and-click adventure game
- Bait-and-switch item collecting
- Talk to NPCs, solve interpersonal puzzles

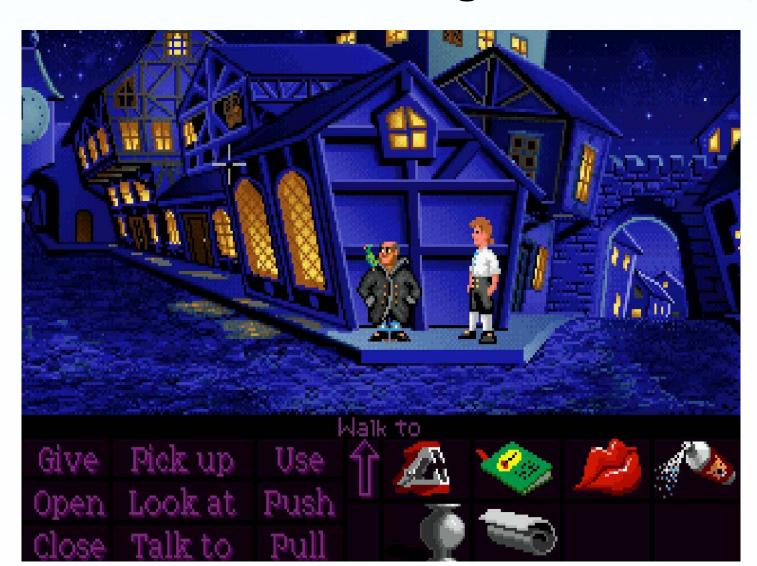








Point-and-click adventure games

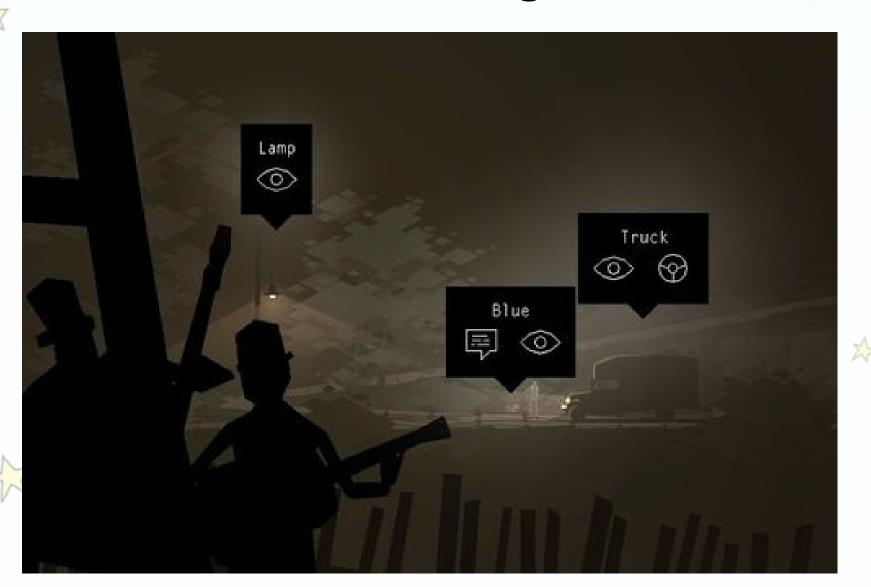






Point-and-click adventure games







Bait-and-switch item collecting

- Allie wants an apple. Help her!
- Bob has an apple tree, but needs a ladder.
- George has a ladder, but won't let Bob use it.
- Fred likes climbing ladders, but...
- Result players must interact with all NPCs and collect all items
- Good genre fit for a game teaching social agency









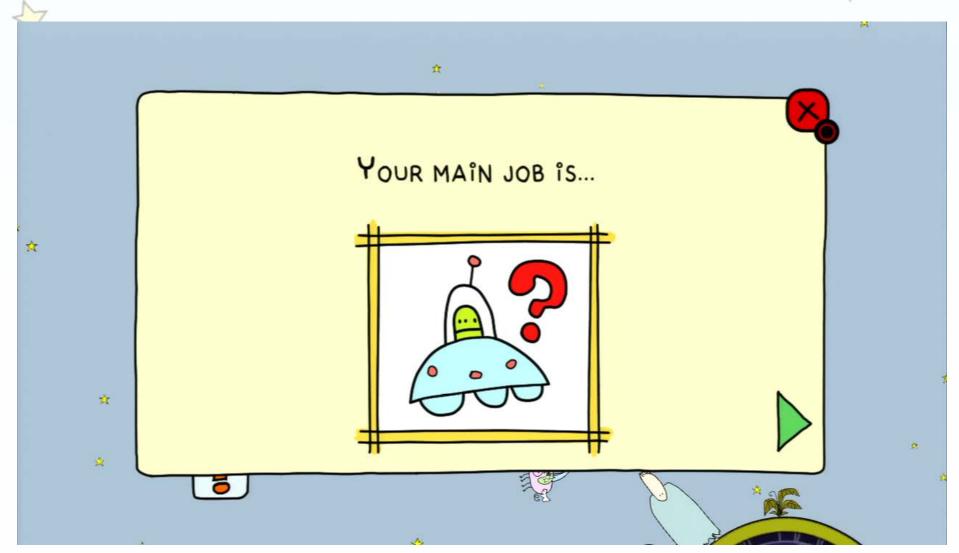
Gameplay



- Systems: affordances and feedback
 - Gestural greetings
 - Character profiles
 - Object-oriented interaction
 - Dialogue choices
 - Personality quizzes

Goals

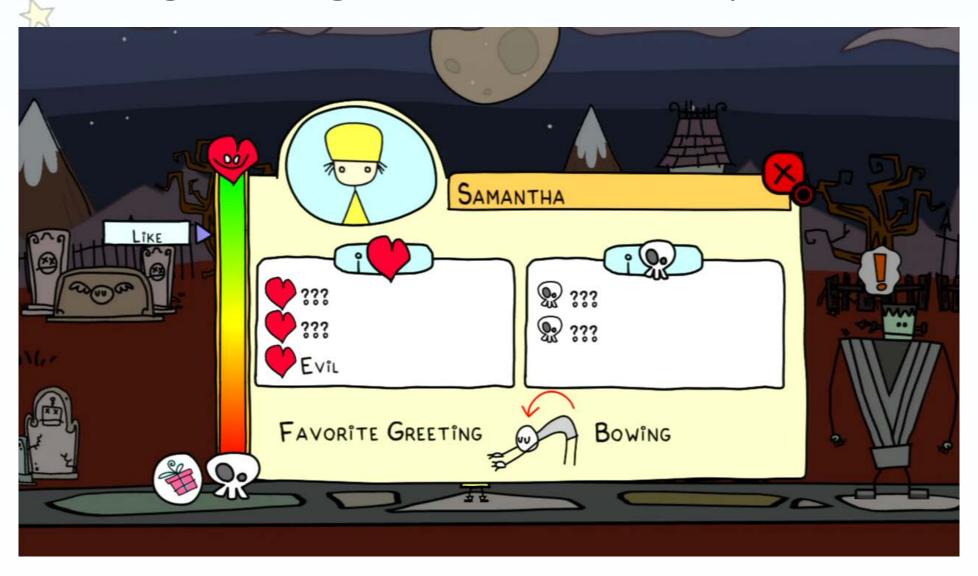








Gestural greetings and character profiles





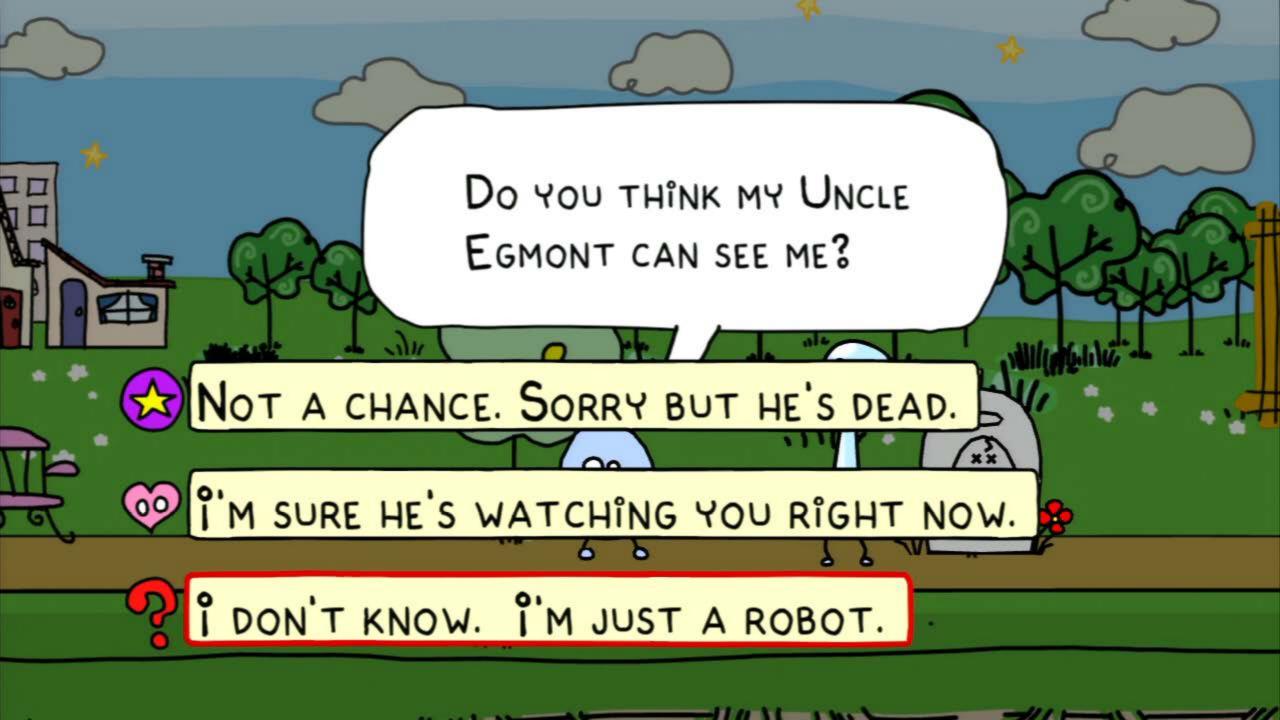
Summonables: item-oriented interaction

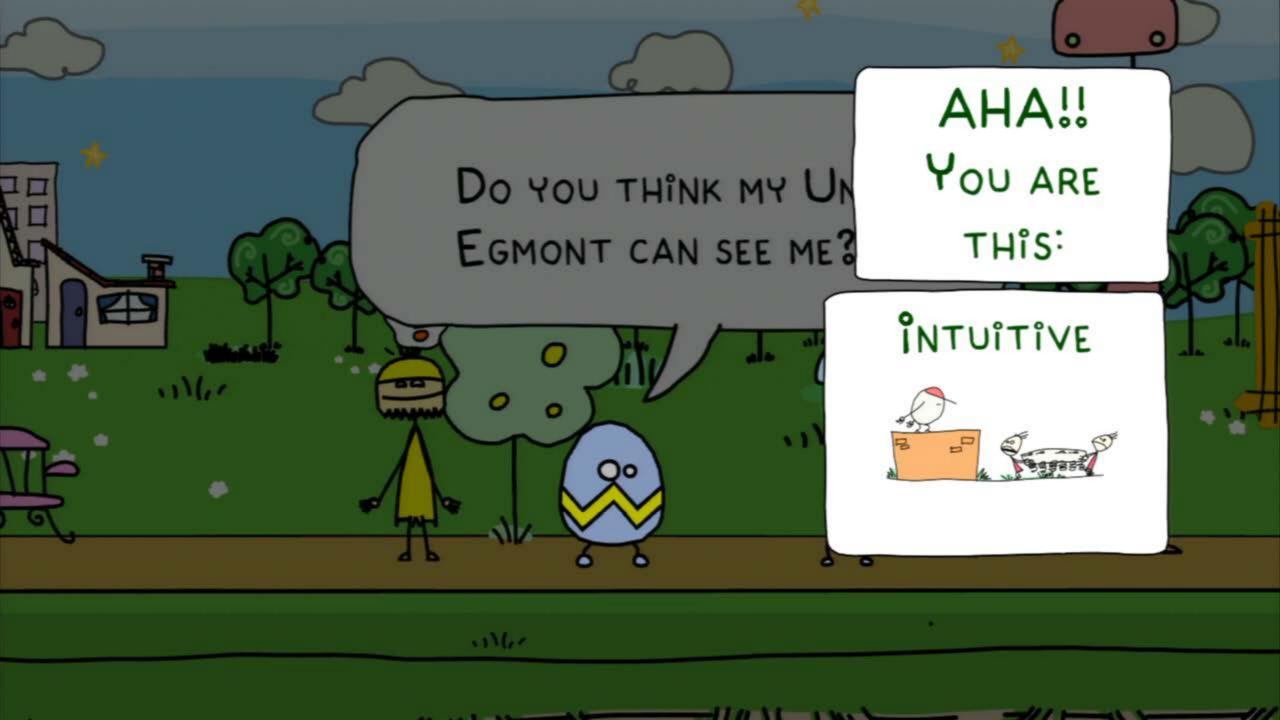




Dialogue choices









Feedback



Like/dislike meter

Pop-up evaluations

End-of-mission questions















Feedback: reporting on the mission





Gameplay: personality quizzes

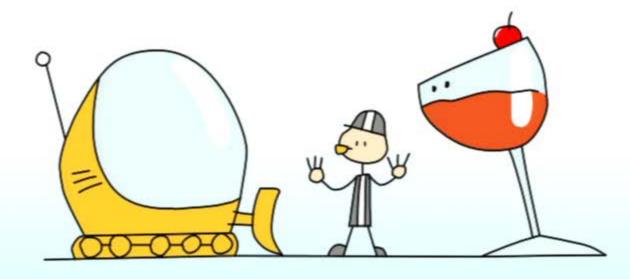






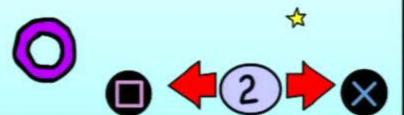


Whose side are you on in this conflict?













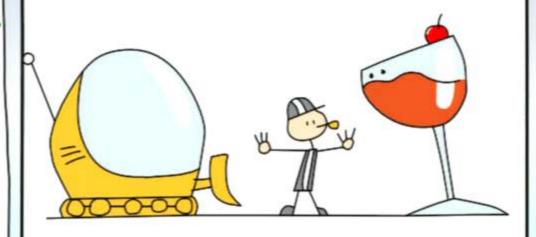
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THIS BATTLE IS A FIGHT BETWEEN SECURITY AND IDEALISM. PRETTY CLEARLY THE BULLDOZER WILL WIN IN THIS CONFLICT. THE QUESTION TESTS THE CRITERIA YOU USE FOR SELECTING A SIDE. YOU CHOSE TO GO FOR THE WINNING SIDE WHICH MEANS SECURITY IS IMPORTANT TO YOU.

Whose side are you on in this conflict?

















Practice principle (Gee, 2007)





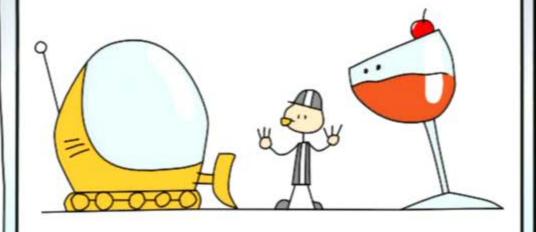
- ALSO: retry quizzes, change answers
- Explore multiple combinations of answers





THIS BATTLE IS A FIGHT BETWEEN SECURITY AND IDEALISM. YOU SELECTED THE CLEAR UNDERDOG. THE DRINK IN THE GLASS DOESN'T HAVE MUCH OF A CHANCE AGAINST THE BULLDOZER. (SORRY.) SELECTING THIS MEANS YOU WILL FIGHT FOR WHAT YOU BELIEVE IN EVEN IF IT MEANS YOU WILL PROBABLY LOSE.

Whose side are you on in this conflict?





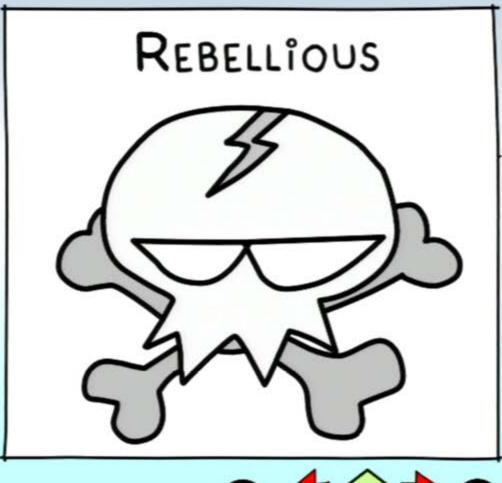








YOU LOVE *îRREVERENT* HUMOR, YOU'RE INDEPENDENT AND REBELLIOUS.











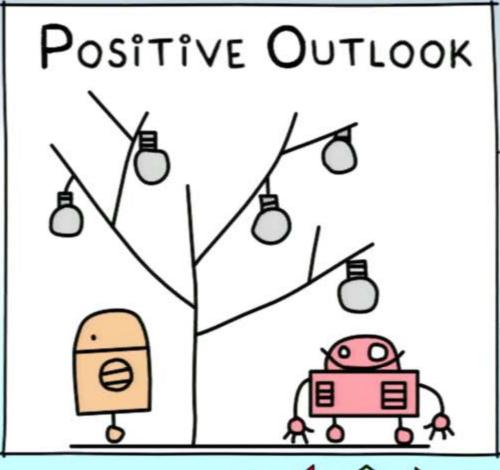








YOU ARE BRIGHT, SUNNY, AND OPTIMISTIC.













Fostering ethical play

- Prosocial premise and context
- Planets and denizens are overtly fallible
- QT3 positions players for identity work
- NPCs express needs, react to player
- Reflective practice as prosocial agent









Ethical play without moral agency.

• Dialog choices, gestural greetings, and playful item summoning affect your personality profile, but do not impact the world.

Zagal (2012): moral dilemmas in a sandbox
BUT

• Sicart (2009): everything is ethical

So, what is ethical play without moral agency?

Procedural rhetoric



- Koster (2004): games are abstract systems
 - So, we can't say the story of QT3 makes the game ethical.
- Bogost (2007): abstract systems tell a story
 - However, it is impossible to finish this game without reading dialogue, interpreting responses, and assessing the needs and desires of NPCs.

Therefore, the procedural rhetoric is congruent with the narrative.

The game is not merely aesthetically ethical. It is also ethical in terms of its mechanics and systems.

What is it good for?

- Younger players: instruction before exploration.
- Older players: good apples frolicking in good barrels (Zimbardo, 2007)
- Developers: unambiguous message!
- Researchers: priming and Proteus effect (Rosenberg, Baughman, & Bailenson, 2013).



References

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