

Video Games and Virtual Ethics

Institute of Philosophy, Senate House, London

21-22 July 2017

Friday

- 9:30 – 10:20 — Morgan Luck (Charles Sturt University), “Formulating the Gamer’s Dilemma”
- 10:30 – 11:15 — Marissa Willis (Wycliffe Hall, Oxford), “The New Gamer’s Dilemma: Rephrasing the Gamer’s Dilemma as a Question of Enjoyment”
- 11:15 – 12:00 — Rebecca Davnall (University of Liverpool), “Against ‘Ludic Ethics’”
- 12:00 – 1:00 — Lunch
- 1:30 – 2:20 — Stephanie Patridge (Otterbein University), “TBA”
- 2:30 – 3:15 — Sarah Hodge (Bournemouth University), “Combo Attack: Applying moral psychology theory and game design principles to create a purpose made game to investigate in game morality”
- 3:15 – 4:00 — Nele van de Mosselaer (University of Antwerp), “On Wanting to Shoot Fictional Zombies: (I-)Desires and Interactive Fiction”
- 4:00 – 4:30 — Tea/Coffee
- 4:30 – 5:20 — Garry Young (Nottingham Trent University), “Okay, so it’s not immoral but it is in poor taste”

Saturday

- 9:30 – 10:20 — Christopher Bartel (Appalachian State University), “Political Ideology as a Factors in Video Game Preferences and Playing Habits”
- 10:30 – 11:15 — John Tillson (University of Warwick), “Is it wrong to simulate doing wrong?”
- 11:15 – 12:00 — Helen Ryland (University of Birmingham), “Getting Away with Murder: Why Virtual Murder is Deontologically Wrong”
- 12:00 – 1:00 — Lunch
- 1:00 – 1:45 — Vainius Volungvicius (Vytautas Magnus University), “The importance of a clear ontology of video games for video game ethics”
- 1:45 – 2:30 — Nathan Wildman (University of Glasgow) and Amanda Cawston (University of Tilburg), “A Moral Argument for Video Games”
- 2:30 – 3:00 — Tea/Coffee
- 3:00 – 3:45 — Malcolm Ryan (Macquarie University), “Morality Play: A model for developing games of moral expertise”
- 3:45 – 4:30 — Kevin Schut (Trinity Western University), “Playing with Meaning: Video Games, Interpretation, and Ethics”
- 4:40 – 5:30 — Esther MacCallum-Stewart (Staffordshire University), “‘Why can’t I stab Slyboots?!’, Model Behaviours in Hidden Object Games”