Examining the Management of Ethical Challenges in Video Game Design

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Abstract

This article analyzes two main approaches to video game design aimed at promoting religious and ethical values. The first approach involves designing games with religious and historical characters, allowing users to engage with predetermined ethical choices. This approach focuses on the direct transmission of ethical concepts but may face limitations such as reduced freedom of choice and diminished user experience depth. In contrast, the second approach involves designing games that provide users with the freedom to choose between ethical and unethical options, thereby offering a meaningful and challenging experience. Adopting this approach can more effectively lead to positive changes in users' behavior and attitudes? Research findings indicate that video game designers should strike a balance between game appeal and cultural impact to achieve educational and cultural goals. This article emphasizes the importance of the second approach, highlighting the necessity of respecting user choice and delivering ethical messages in an indirect manner.

Keywords

Video games, moral education, ethical choice, cultural challenge, Ethics and Information Technology.

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