Digital Spirituality in Video Games: An Analysis of Moral and Religious Experiences within Interactive Narratives

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Abstract

Video games have emerged as one of the most significant platforms for moral and religious experiences in contemporary digital culture. This study investigates how ethical and spiritual concepts are represented in digital media and examines the ways interactive storytelling in video games shapes users' engagement with moral and religious themes, potentially reshaping or deepening their understanding. Employing an interpretive-analytical methodology, the research evaluates selected narrative-driven and multiplayer online games in which moral and religious ideas are prominently featured. The findings suggest that video games possess considerable capacity to influence users' identities. Through interactive storytelling and moral decision-making mechanisms, players are exposed to spiritual challenges that may prompt reflection, reconsideration, and transformation of their ethical and religious beliefs. Additionally, online games foster digital communities that support spiritual interaction among users, contributing to the development of a shared religious identity in digital spaces.

Keywords

Video Games, Interactive Narratives, Digital Spirituality, Moral Experiences, Religious Experiences.

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