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SI 410 ETHICS AND INFORMATION TECHNOLOGY

Week 12a: Cheating in Games

THEMES

- Final assignment
- Gaining unfair advantage

“Cheating in Video Games,” Wikipedia, the Free Encyclopedia
http://en.wikipedia.org/wiki/Cheating_in_video_games

“Cheating in Online Games,” Wikipedia, the Free Encyclopedia
http://en.wikipedia.org/wiki/Cheating_in_online_games

HOW DO PEOPLE PLAY GAMES?

- The game *is* the rules.
- Rule of law is open to question and even alteration.
- Cheating is going “beyond the rules” to gain advantage.
- When is cheating “gaining unfair advantage?”



Alice Daer, Mia Consalvo, Flickr

OVERARCHING THEME

- “... cheating is more than just breaking a rule or law; it is also bending or reinterpreting rules to the player’s advantage.”
 - Anything other than getting through the game all on your own
 - “looking up the epiphany in a book”
 - Breaking the rules of the game – using cheats to gain unearned benefits
 - Cheating another player
 - Social impact (harm) is the measure
 - Introduction of deception and chaos



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CHEATING AS A DAILY PRACTICE

- A continuum of cheating behavior from innocuous to costly. But why?
 - Players asserting agency.
 - “Because I was stuck.”
 - performing an instrumental action relative to gameplay
 - “It’s fun to play God.”
 - finding the complete gameplay experience
 - “Hitting fast forward.”
 - “Being an ass” – multiplayer cheating.



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CLASSIFICATION OF ONLINE CHEATING

<i>Type</i>	<i>Label</i>	<i>Cheating Form</i>
Of special relevance to online games	A	Cheating by Exploiting Misplaced Trust
	B	Cheating by Collusion
	C	Cheating by Abusing the Game Procedure
	D	Cheating Related to Virtual Assets
	E	Cheating by Exploiting Machine Intelligence
	F	Cheating by Modifying Client Infrastructure
	H	Timing Cheating
	Generic	G
I		Cheating by Compromising Passwords
J		Cheating by Exploiting Lack of Secrecy
K		Cheating by Exploiting Lack of Authentication
L		Cheating by Exploiting a Bug or Design Loophole
M		Cheating by Compromising Game Servers
N		Cheating Related to Internal Misuse
O		Cheating by Social Engineering

Table 1: Common cheating forms in online games

Classification of the various types of cheating	Vulnerability (-ies)		Possible Failure(s)					Exploiter(s)			
	System Design Inadequacy	People	Fairness Violation	Masquerade	Integrity Violation	Service Denial	Theft of Information or Possessions	Independent		Cooperative	
								Single Player	Game Operator	Multiple players	Operator and Player
A) Cheating by Exploiting Misplaced Trust		●			●		●				
B) Cheating by Collusion		●	●				●		●		
C) Cheating by Abusing the Game Procedure		●	●					●			
D) Cheating Related to Virtual Assets			●	●				●			
E) Cheating by Exploiting Machine Intelligence		●	●					●			
F) Cheating by Modifying Client Infrastructure	●				●			●			
G) Cheating by Denying Service to Peer Players	●	●				●		●			
H) Timing Cheating		●	●		●			●			
I) Cheating by Compromising Passwords				●			●	●			
J) Cheating by Exploiting Lack of Secrecy		●			●		●	●			
K) Cheating by Exploiting Lack of Authentication		●		●				●			
L) Cheating by Exploiting a Bug or Design Loophole		●	●					●			
M) Cheating by Compromising Game Servers	●				●			●			
N) Cheating Related to Internal Misuse				●	●				●		●
O) Cheating by Social Engineering				●			●	●			

ABUSING THE PLAYER

- Game designer intentionally disrespects the player – contest of wills between designer and player.
 - Physical abuse: Penn & Teller’s: Desert Bus (see min 4:01)
 - <http://www.youtube.com/watch?v=aMbWmZ7SG-c>
 - Aesthetic abuse: Flywrench
 - <http://www.youtube.com/watch?v=i9wSR6uInZ0>
 - Lying to the player: Eternal Darkness
 - Sanity effects: <http://www.youtube.com/watch?v=i9wSR6uInZ0>
 - Embarrassing the player
 - Dark room sex game. <http://www.youtube.com/watch?v=zFd5DFxKfG8>
 - <http://www.copenhagengamecollective.org/dark-room-sex-game/>
 - Arbitrary design
 - I wanna be the guy. <http://kayin.pyoko.org/iwbtdg/>

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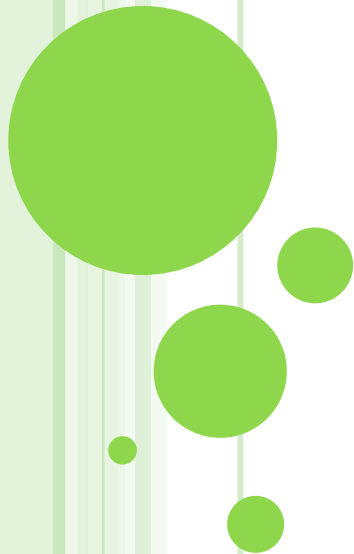
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