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THEMES

- Are ethical norms determined by gender and culture differences?
- Ethical norms versus human behavior
- Transparency and anonymity
VARYING INVESTMENT IN GAMING
SUMMER 2010

SI 410 2010 Students (n=48)

- None 0 hrs. per week
- Moderate 0.25 – 3 hrs. per week
- High 4 or more hrs. per week

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VARYING INVESTMENT IN GAMING
SUMMER 2009

SI 410 2009 Students (n=33)

- None 0 hrs. per week
- Moderate 0.25 – 3 hrs. per week
- High 4 or more hrs. per week

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<tr>
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Total: 12 Female, 21 Male
COMING TO TERMS WITH GAMING

- **Integrating**
  - Technology not a problem but an integral part of life
  - The importance of choice and control (over characterization)

- **Negotiating**
  - Control is environmental
  - Recognition of attraction to particular types of games (non-violent?)

- **Rejecting**
  - Assertion of other priorities
  - Comfortable in the “real world”

GENDER ISSUES

- Gender *differences* -- research driven by statistics and business
  - Deep criticism of gender as an explanatory variable
    - Student populations
    - Methodologies
    - Decisions versus process
- Women in computing
  - cyberstalking – privacy rights
  - hacking - egalitarianism
- The SIMS and polite behavior
WHAT’S IN IT FOR YOU?

- 1. Are you a gamer?
  - Why/why not
- 2. Are games a reflection of the real world?
  - Why/why not
- 3. Are online games a “guy thing.”
  - Why/why not
  - Why/why not
A classic debate, updates

- Moral claims lack truth-value – only about emotions
- Moral claims have truth-value
  - Morality is objective (objectivism)
  - Morality is manufactured by cultures (relativism)
  - Morality is manufactured by individuals (subjectivism)
DIGITAL DIVIDE

- Economics or something deeper?
  - Digital differences
  - National and international differences
- Taking advantage of Moore’s Law
  - Decline in costs; increase in miniaturization
- Value added to human flourishing
- Examples: China and privacy; Costa Rica and porn; Ghana and wireless

BOTTOM LINE

- Information transparency (openness) is a precondition to globalization
- Cultural relativism as a matter of policy
- Design of IT systems seems to be dominated by Western values