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SI 410 ETHICS AND INFORMATION TECHNOLOGY

Week 13a: Gender, Culture and Games

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

	Female	Male	
None	12	4	16
Moderate	5	13	18
High	0	14	14
	17	31	

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

	Female	Male	
None	6	3	9
Moderate	5	10	15
High	1	8	9
	12	21	

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
- ❑ 4. Choice of gender identity while playing.
 - ❑ Why/why not

INTERCULTURAL INFORMATION ETHICS

- 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

A decorative graphic on the left side of the slide. It features several vertical lines of varying shades of green and thicknesses. Overlaid on these lines are several circles of different sizes and shades of green. One large circle is positioned near the top, and several smaller circles are scattered below it, some overlapping the lines.

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