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SI 410 ETHICS AND INFORMATION TECHNOLOGY

Week 13b: Harm in Cyberspace

THEMES

- LambdaMOO and virtual text worlds
- Rape in cyberspace
- Real harm and unreal punishments

LAMB DAMOO DEMONSTRATION [WITH LUCK]

- Text based Mud-Object Oriented

In the C# programming language a lambda expression is an anonymous function that can contain expressions and statements.^[5]

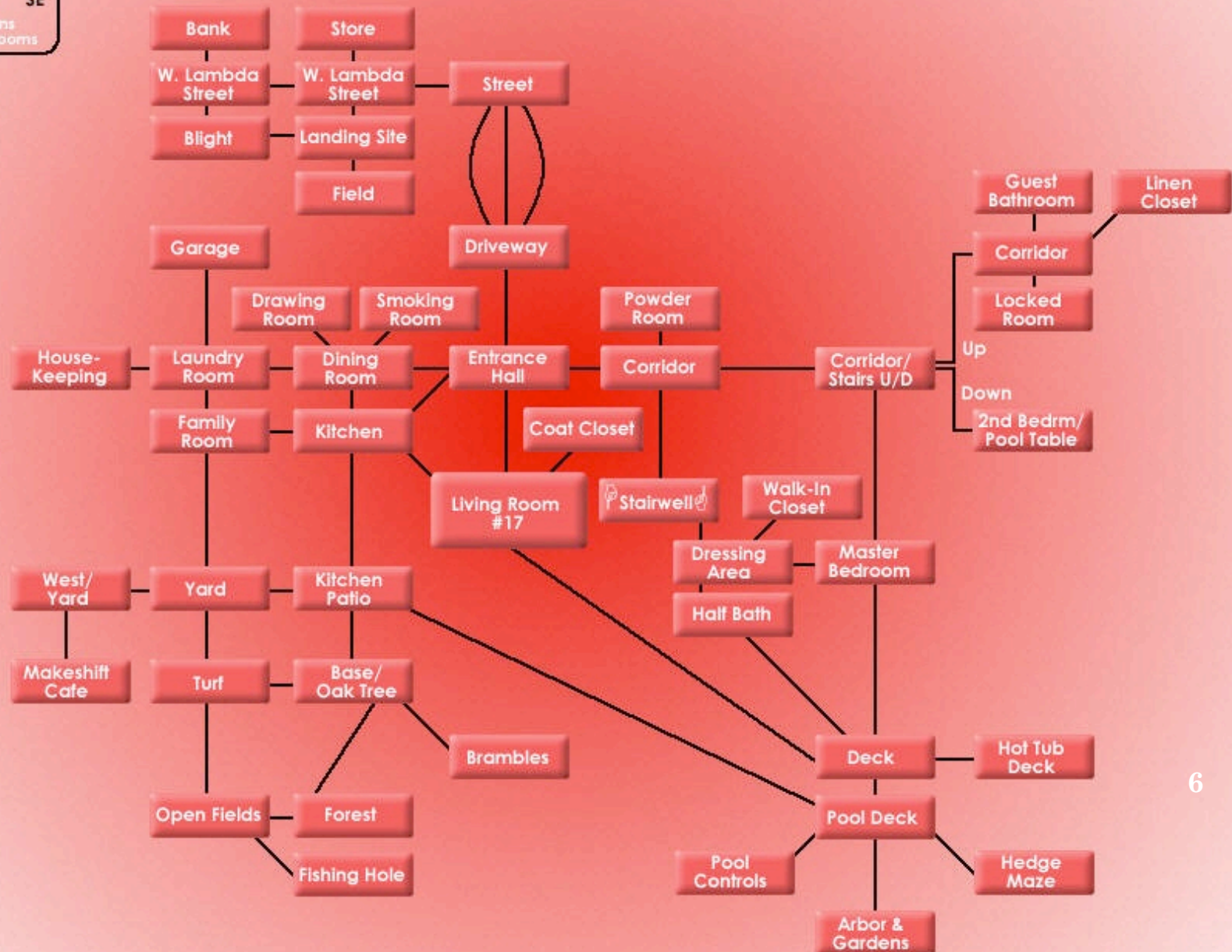
LambdaMOO Info: <http://www.lambdamoo.info/>



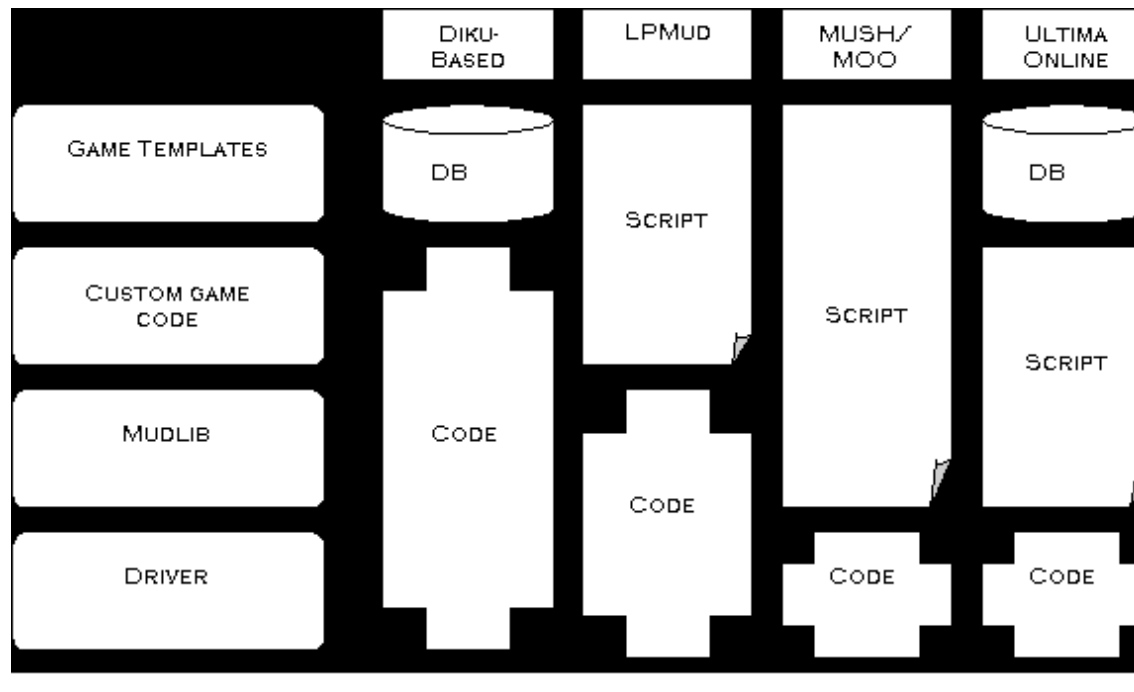


LambdaMoo

House & Grounds*
Derived from HELP MAP

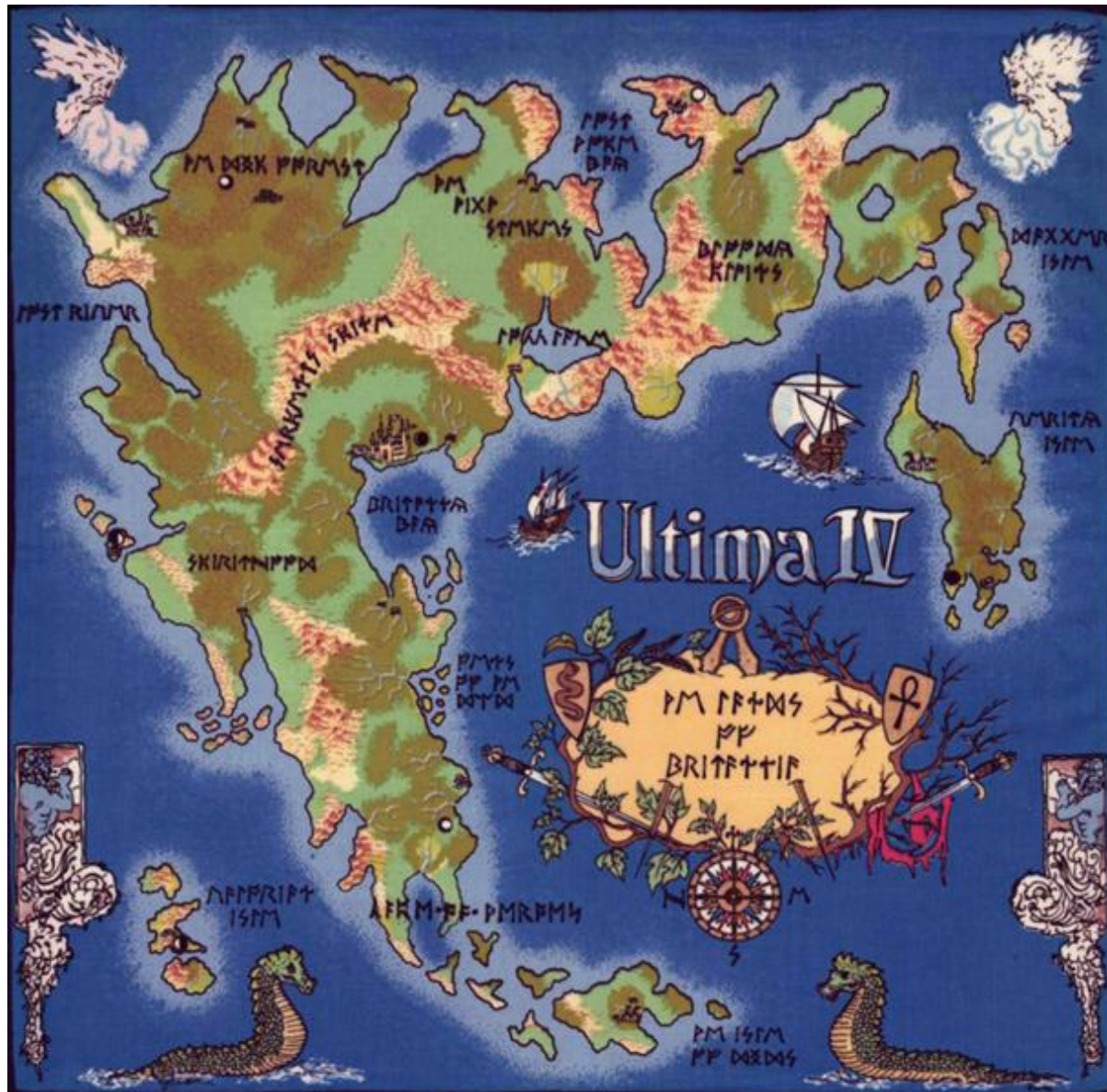


CODE TECHNIQUE VARIATION



PD-INEL Raph Koster, The Parts of a Server, PD-INEL

<http://www.raphkoster.com/gaming/book/6b.shtml>



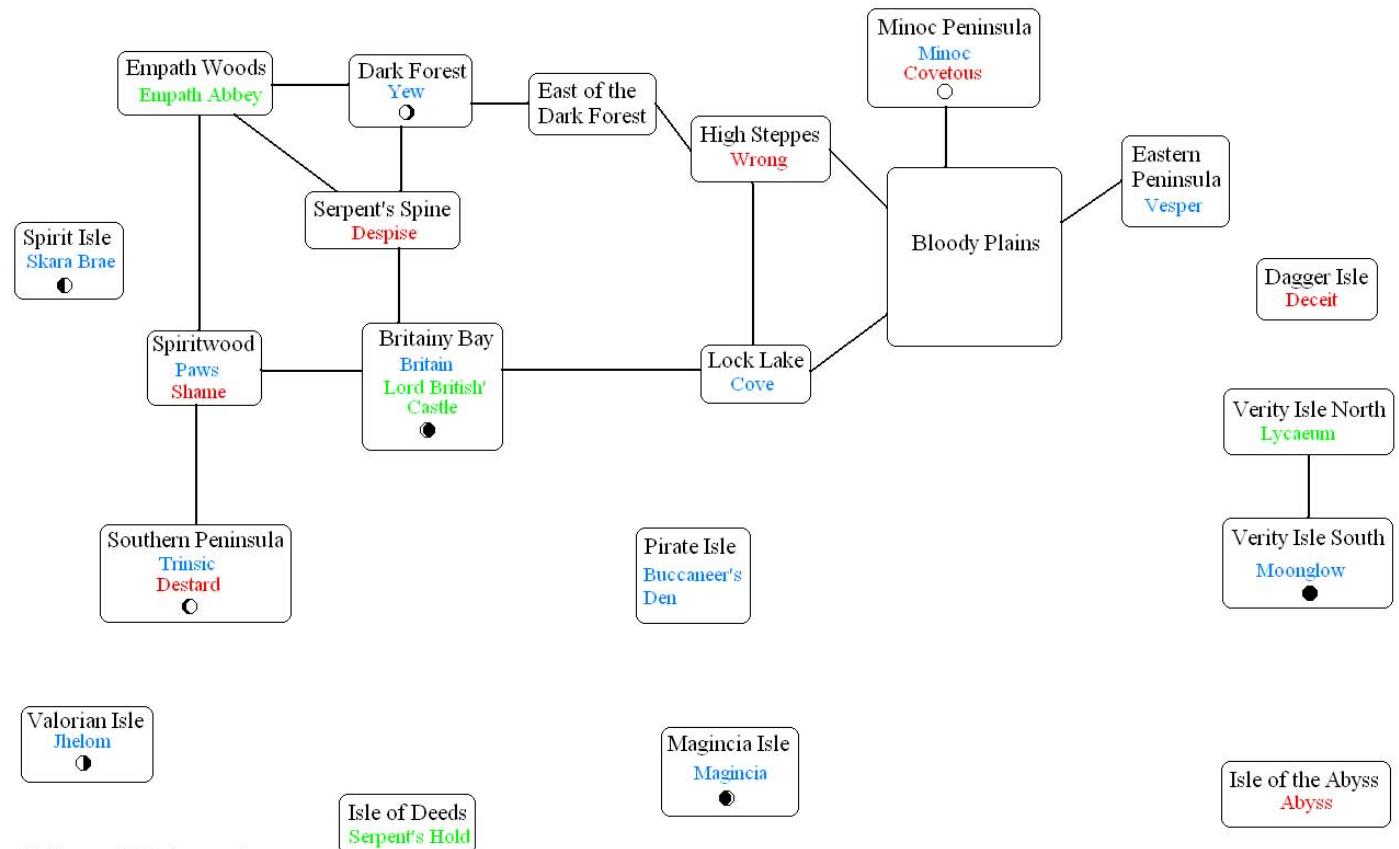
ETHICS OF PLAYER AND WORLD

1 Avatars

2 Agents

3 Players

4 Ethics and values

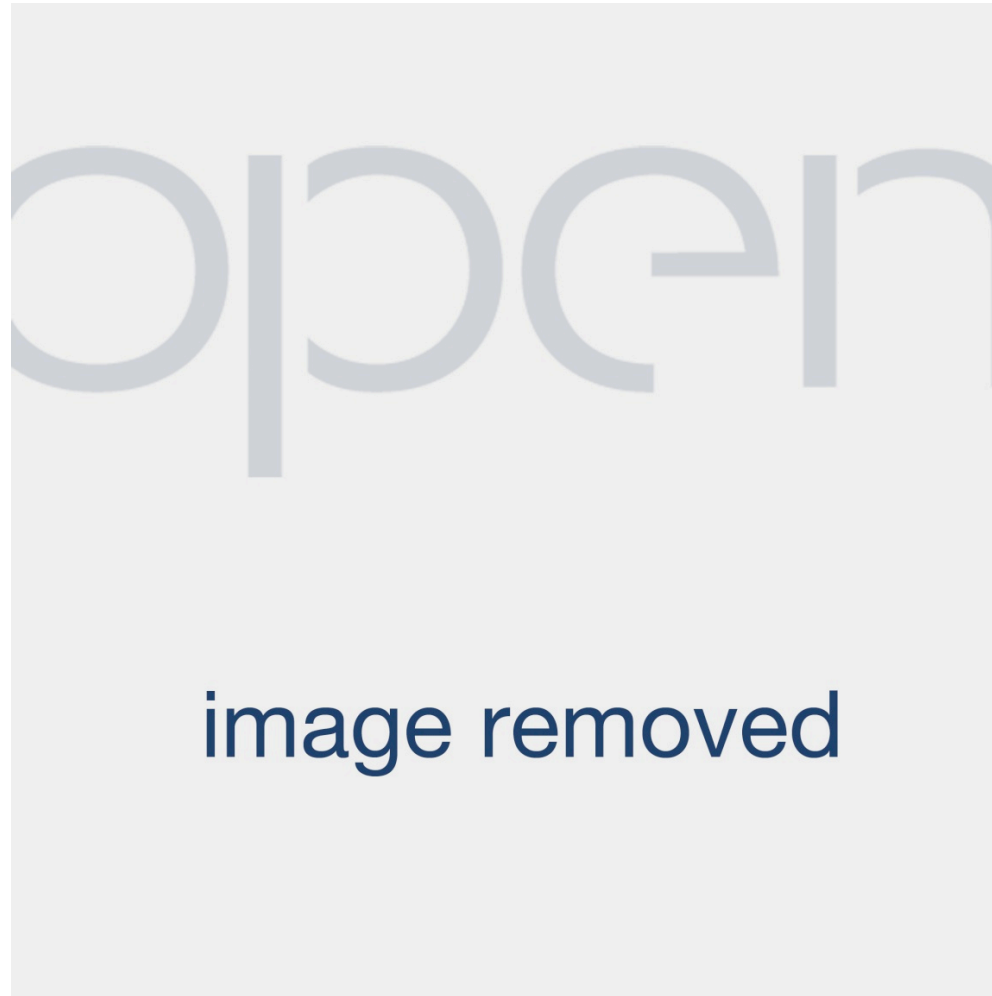


Map of Britannia

Key
Cities
Dungeons
Castles

DIBBELL – RAPE IN CYBERSPACE

(1993)



DIBBELL TAKEAWAY

1. LambdaMoo

2. Rape

3. Harm

- Forced a definition of community standards
- Evolution of a community to explicit recognition of behavioral norms
- Establishment of a governance structure in the hands of the avatars
- Tinysex and adolescence
- Dibbell telegraphed the idea of “speech acts”

DIBBELL'S STORY

1. LambdaMoo
 2. **Rape**
 3. Harm
- What happened in LambdaMoo
 - What “really” happened.
 - Virtual as “almost.”

SYNTHETIC WORLDS

- 1. LambdaMoo
- 2. **Rape**
- 3. Harm

- 1. Concept of membrane – porous border between synthetic and real
 - 1. eBay sales of virtual world objects
 - 2. End User Licenses
- 2. Governance “isolated moments of oppressive tyranny embedded in widespread anarchy.” (p. 207)
- 3. Requirements: institutions of collective decision making; power; AI (code for Non-Player Characters)

POWERS' EXAMPLES

1. LambdaMoo
2. Rape
3. **Harm**

- - Mike asking about Joan and her mother (failure of intentionality)
- - Alice's take on Roberto's fantasy (failure of identity)
- - Soldier and torture (failure of community)
- + Remote tribe and extension of oral tradition
 - Intention
 - Exploitation of shared tradition
 - Violation of expectations and implied rules

A DEEPER INTERPRETATION

1. LambdaMoo
2. Rape
3. Harm

- Actions such as LambdaMoo are serious and real moral wrongs...
- Speech acts – performative utterances
 - Transitive and Reflexive performances (196)
- What the agent (avatar) says, intends, and achieves is real [even when mediated by a computer]
- Characters are conduits of meaning (p. 195)
 - Illocutionary force (intentions)
 - Perlocutionary force (social effect)
- Character – controller identification allows harm to a character to become a wrong to a controller. [p. 196]

HARM AND PUNISHMENT

1. LambdaMoo

2. Rape

3. Harm

- Virtual world is a moral domain
 - Moral development and psychological harm
- Strong and morally relevant connection between controller and avatar
- What is punishment?
- P is said to be a punishment in the moral sense (not necessarily a morally justified punishment) if all of the following criteria are fulfilled:
 - i) P involves an alteration of, or a withholding of something from, the situation within which X is situated,
 - ii) P is intended,
 - iii) P is intended to be perceived as negative by X, and
 - iv) P is supposedly justified with a reference to X having violated a moral norm.

JUSTIFICATION FOR PUNISHMENT

1. LambdaMoo
2. Rape
3. **Harm**

- Consequentialist (maximize good)
- Appropriateness (community standards)
- Organic whole (A and RLP are tightly tied) – identity investment
- Indeterminancy (boundaries are not identifiable) – brain and prosthesis

DECLARATION OF THE RIGHTS OF AVATARS

1 Code

2 Rules

3. Law

4 Synthetic Worlds

5 Rights

1. Avatars are created free and equal in rights. (1)
2. Common good (2)
3. Transparency (3)
4. Code of conducts are limited to preventing harm (5)
5. Super avatars (12)
6. Privacy (18)

<http://www.raphkoster.com/gaming/playerrights.shtml>

Additional Source Information

for more information see: <http://open.umich.edu/wiki/CitationPolicy>

Slide 5, Image 5: Paul Conway, LambdaMOO Screenshot, PD-INEL

Slide 6, Image 2: LambdaMoo, House & Grounds, <http://www.lambdamoo.info/lambdamoomap/lambdamoomap.htm>, PD-INEL

Slide 7, Image 1: Raph Koster, The Parts of a Server, <http://www.raphkoster.com/gaming/book/6b.shtml>, PD-INEL

Slide 8, Image 0: Lord British and Origin Systems, Inc., Ultima IV Britannia Map, <http://www.uo.com/archive/ultima4/map.html>, PD-INEL

Slide 9, Image 5: Ultima IV Wiki, PD-INEL

Slide 10, Image 4: Please see original image of [brief description] at [URL of original, if available]



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