

## ABSTRACT

Name: Lilith Sylvia Daisy Tamm

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Title: Ethical Decision-Making in Video Games: Implementing Video Games as a Tool for Experiencing Ethical Theories

Supervisor: Mads Haahr

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This paper examines the potential of utilising video games as a tool for experiencing established ethical theories. This falls under the wider field of study of video game ethics, which is a relatively young field of study to which this paper hopes to contribute. This research is intended to showcase that video games that give players control over the direction of the narrative by having them make choices with moral implications can also be used as a tool for practicing ethical theories in a simulated environment. The focus here is on approaching the ethical decision-making moments in games with a clearly defined set of ethical principles and identifying whether it is possible to make and justify decisions based on those principles. The paper implements a descriptive-analytical approach through Robert K. Yin's multiple-case study methodology. Relevant literature is used to give an overview of the types of ethical theories used in this paper. For the analysis proper, a framework for making ethical decisions proposed by Sheila Bonde and Paul Firenze is used to examine two games: *The Witcher 3: Wild Hunt* (2015) and *Orwell: Keeping an Eye on You* (2016). The purpose of this study is to identify whether video games can be used as an experiential learning tool within the philosophical fields of study and to establish groundwork for further potential studies in this area.