

Name: _____ Date: _____

Answer Key: Protocol 10: The High School Developer's Ethics Quest

Sophomores analyze game theory, algorithmic bias, and cultural semiotics through a series of high-stakes development scenarios.

1. In the context of ludology, how does the 'procedural rhetoric' of a game like 'Papers, Please' influence player perspective on systemic bureaucracy?

Answer: B) By forcing players to inhabit the mundane mechanics of a flawed system.

Procedural rhetoric is the practice of using processes (game mechanics) persuasively. In 'Papers, Please', the stressful mechanics of document checking argue that systems can force individuals into unethical roles.

2. The concept of ____, exemplified in games like 'Hellblade: Senua's Sacrifice', uses binaural audio and narrative to simulate specific psychological states for empathy-building.

Answer: B) Subjective immersion

Subjective immersion in 'Hellblade' is achieved through mechanics and sound design that represent the protagonist's internal psychological experience, rather than an objective reality.

3. The 'Gold Farming' phenomenon in 'RuneScape' or 'Eve Online' demonstrates that virtual economies are isolated from real-world geopolitical and socioeconomic shifts.

Answer: B) False

Virtual economies are deeply intertwined with real-world economics; changes in inflation, labor laws, and currency values in the physical world directly impact the trade and value of digital assets.

4. When examining 'Disco Elysium', which literary and gaming crossover concept describes the tension between the written narrative and the player's mechanical actions?

Answer: B) Ludonarrative dissonance

Ludonarrative dissonance occurs when the story (narrative) tells one thing, but the gameplay (ludo) requires or allows the player to do something that contradicts that story.

5. In the competitive fighting game community (FGC), the practice of ____ involves using technical knowledge of a game's underlying code to gain a strategic advantage over an opponent.

Answer: B) Frame data analysis

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Frame data refers to the specific number of animation frames required for a move to execute; understanding this allows top-tier players to optimize their reaction times.

6. Hideo Kojima's 'Death Stranding' utilizes the 'Social Strand System' to argue that asynchronous multiplayer can be used to foster altruistic collaboration rather than direct competition.

Answer: A) True

The Social Strand System allows players to build infrastructure that helps others in their own game worlds without ever meeting them, emphasizing collective effort over individual dominance.

7. Which of the following best describes the 'Parable of the Polygons' as a form of educational gaming?

Answer: C) A playable blog post exploring how small individual biases lead to large-scale segregation.

Created by Vi Hart and Nicky Case, this 'game' uses simple shapes and rules to synthesize complex sociological theories about housing and segregation.

8. The 'Indie Revolution' saw titles like 'Journey' and 'Celeste' move away from traditional win/loss states to focus on ____, shifting the medium's focus toward mental health and mindfulness.

Answer: A) Affective design

Affective design focuses on the emotional relationship between the user and the product, prioritizing the psychological impact of the experience over mechanical mastery.

9. Consider the ethical controversy surrounding 'Loot Boxes.' From a psychological standpoint, which mechanism do these mirror to encourage repeated spending?

Answer: B) Operant conditioning (Variable Ratio Schedule)

Variable ratio schedules (unpredictable rewards) are highly effective at maintaining behavior, similar to how slot machines function, raising ethical concerns about gambling mechanics in games.

10. The 'Modding' community, responsible for creations like 'Dota' (originally a mod of Warcraft III), serves as a decentralized R&D department for the gaming industry.

Answer: A) True

Many of the world's most popular game genres (like MOBAs and Battle Royales) began as community-made mods, demonstrating how players synthesize new forms of play from existing assets.