

Name: \_\_\_\_\_ Date: \_\_\_\_\_

## 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?**

- A. Through high-fidelity graphical realism and emotional cutscenes.
- B. By forcing players to inhabit the mundane mechanics of a flawed system.
- C. By offering unlimited resources to ensure moral choices are easy.
- D. Through the use of non-linear combat systems.

**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.**

- A. Ludonarrative dissonance
- B. Subjective immersion
- C. Algorithmic bias
- D. Skinning

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

- A. True
- B. False

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

- A. Sandbox methodology
- B. Ludonarrative dissonance
- C. Emergent gameplay
- D. Metagaming

**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.**

- A. Ray tracing
- B. Frame data analysis
- C. Level scaling
- D. Haptic feedback

**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.**

- A. True

Name: \_\_\_\_\_ Date: \_\_\_\_\_

B. False

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

- A. A tactical RPG about geometric warfare.
- B. An interactive post-mortem of the 2008 financial crisis.
- C. A playable blog post exploring how small individual biases lead to large-scale segregation.
- D. A 3D modeling simulator for aspiring architects.

**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.**

- A. Affective design
- B. Hyper-realistic rendering
- C. Microtransactions
- D. Subscription models

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

- A. The Socratic Method
- B. Operant conditioning (Variable Ratio Schedule)
- C. Maslow's Hierarchy of Needs
- D. Classical conditioning (Pavlovian Response)

**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.**

- A. True
- B. False