

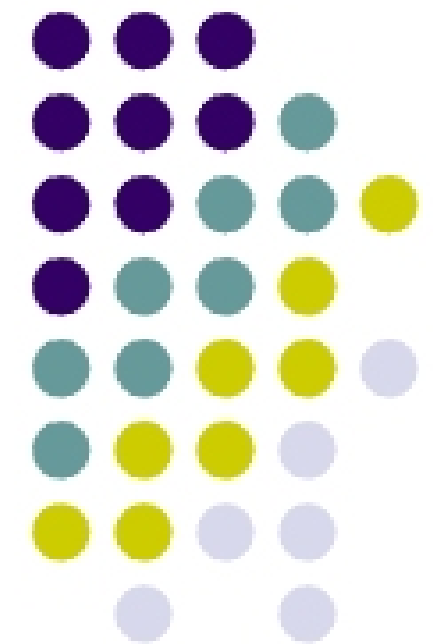
Ethics in Computer Games

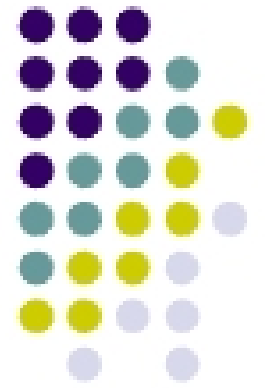
John Laird

EECS 494

December 7, 2005

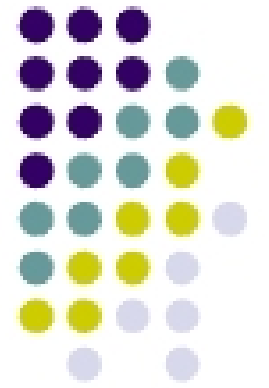
Based on a talk created by Brian Magerko





Overview

- The Business
 - Piracy
 - Ratings / Censorship
- Game Content
 - Violence in Gaming
 - Gender & Sexuality
- Social Effect
 - Privacy
 - Computer Game Addiction



The Law

- Games are protected under copyright for 95 years
- You have the right to make backup copies