

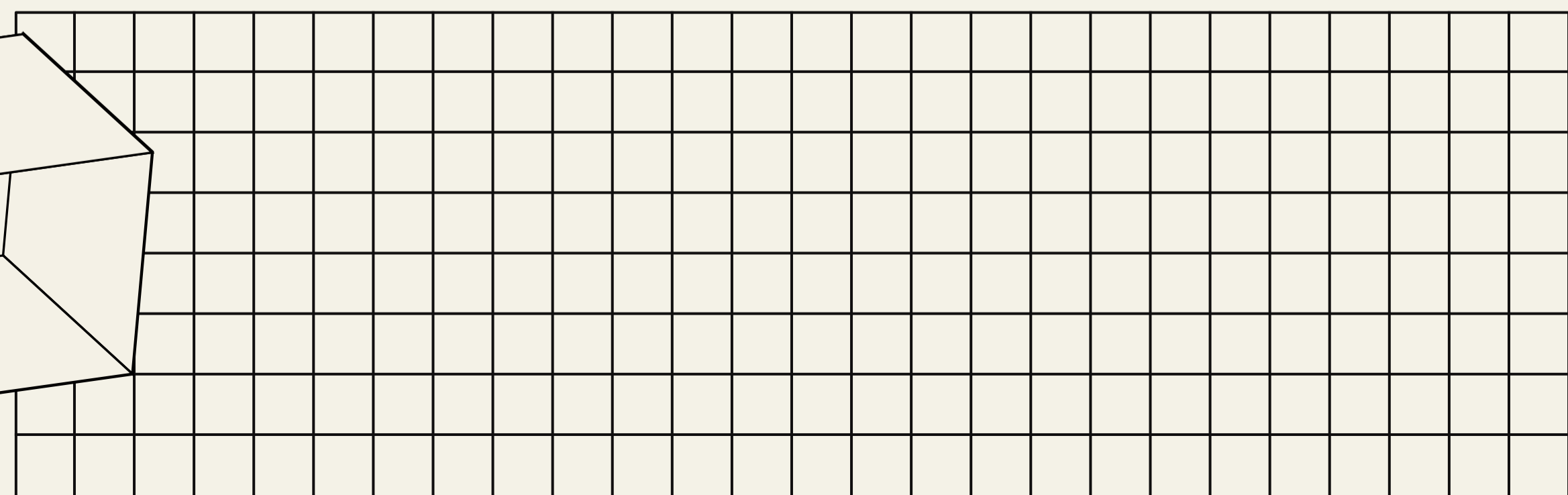
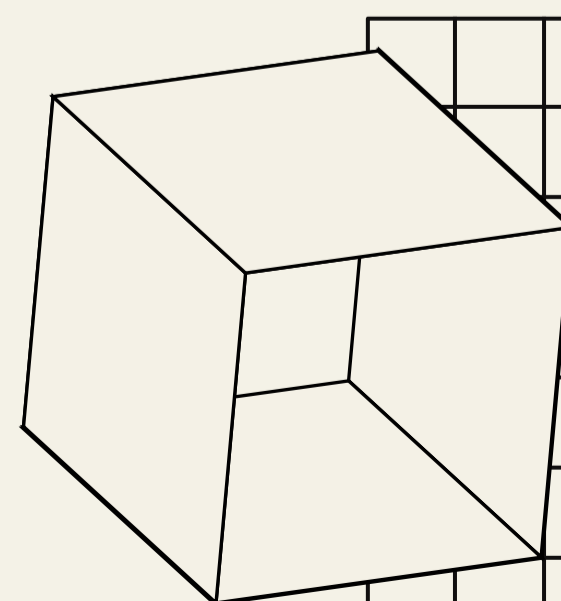
Civil disobedience in games

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NarraScope 2023





**Cw: Violence,
immigration law,
racism, sexism**



Who am I?






me


my more
experienced
peers



Civil disobedience



Civil disobedience (as a tool)




“By engaging with civil disobedience one intends...to address the sense of justice of the majority and to serve fair notice that...the conditions of free cooperation [in a nearly just society] are being violated.”

- John Rawls, A Theory of Justice, Original Edition p. 382





Civil disobedience is:

- Acting against a majority rule
 - Acting against an unjust law
 - Non-violent demonstration
- 

In games?

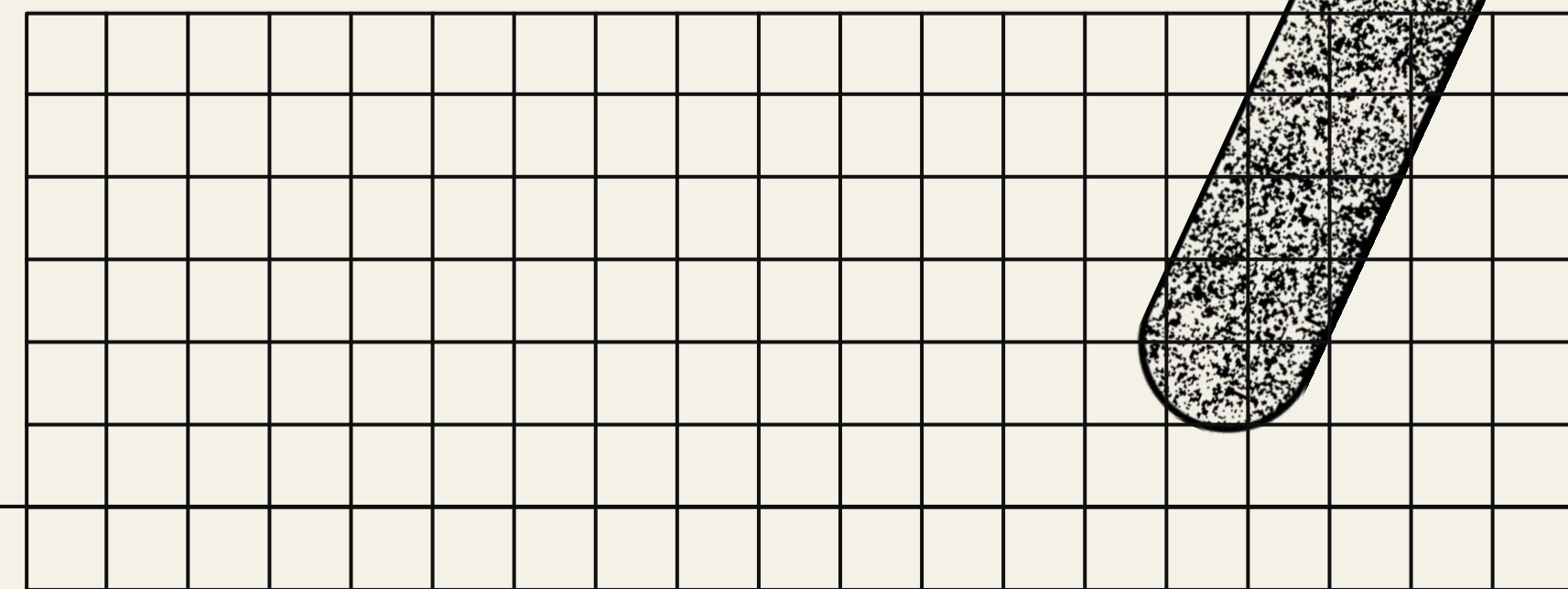
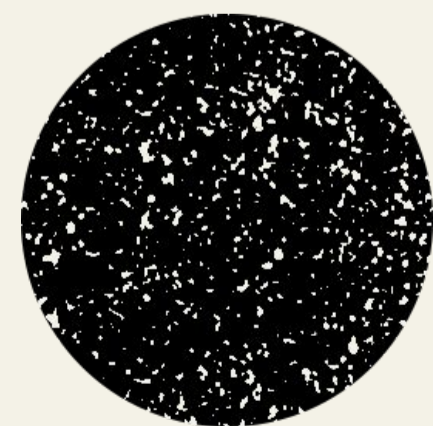
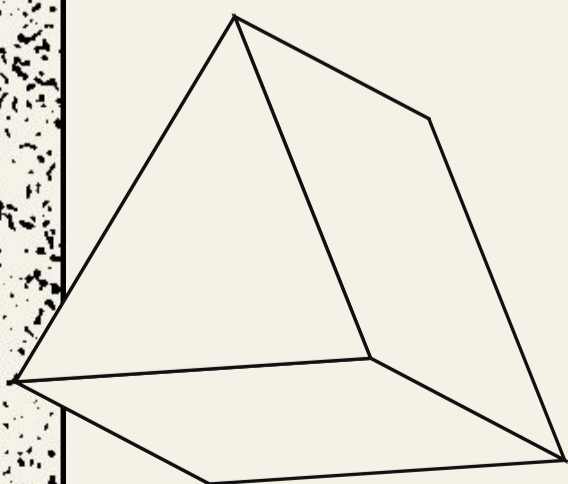
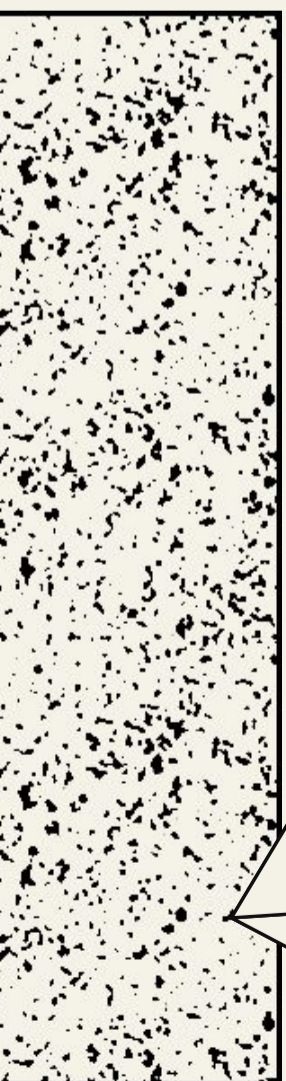


Transgressive games

Game 1: Red Dead Redemption



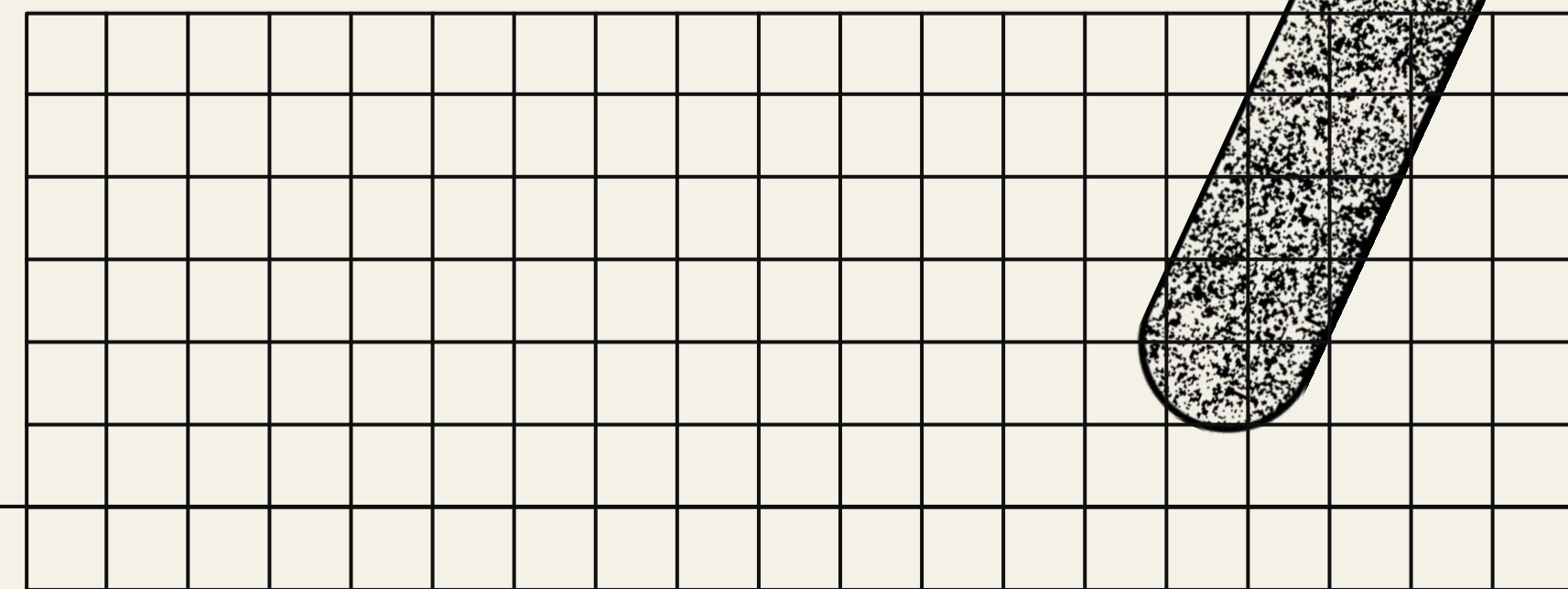
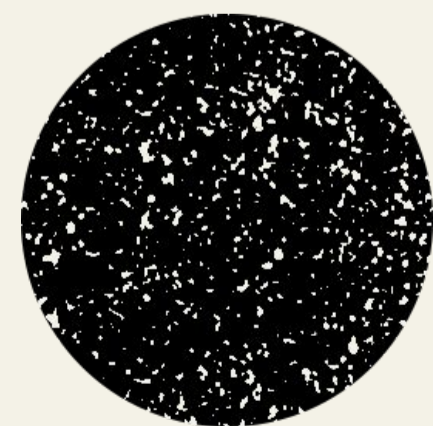
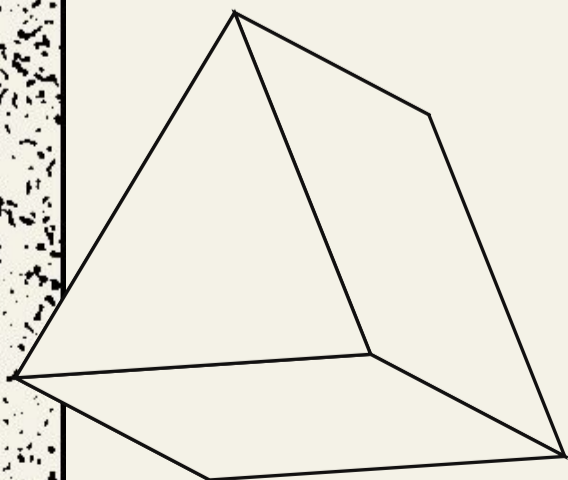
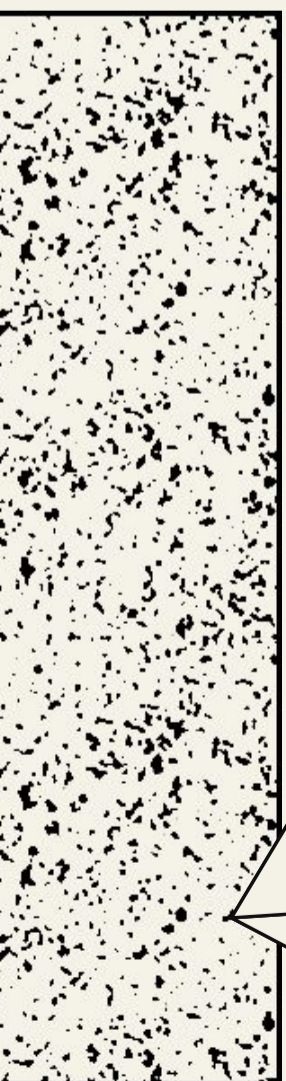
- Wild West-style crimes
- Occasional righteous rule-breaking



Game 2: Spec Ops: The Line



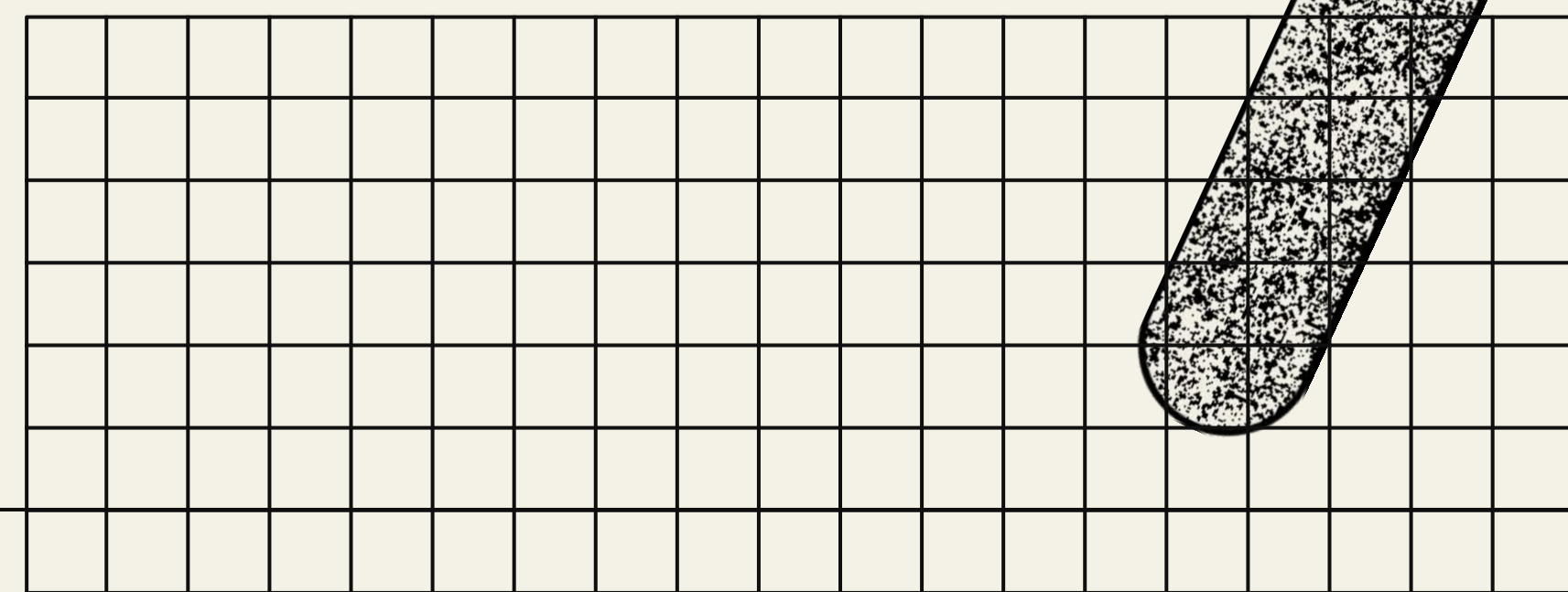
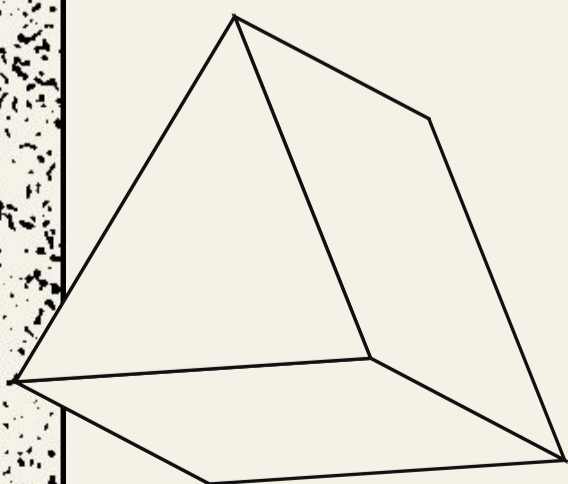
- Showcases the brutality of war
- Lets the player explore alternatives to the status quo



Game 3: Papers, Please



- Immigration in a police state
- Protest with white-collar crimes



What do these games have in common?

- Each affords some form of transgression.
 - Diagetic: afforded by game mechanics
 - Judicial: would be illegal if done irl

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Judicial transgressions



Murder, theft, assault



War crimes




Bribery, illegal immigration



Violent

Non-violent

Tendency towards
violent
judicial transgressions



Civil disobedience
is civil,
not violent

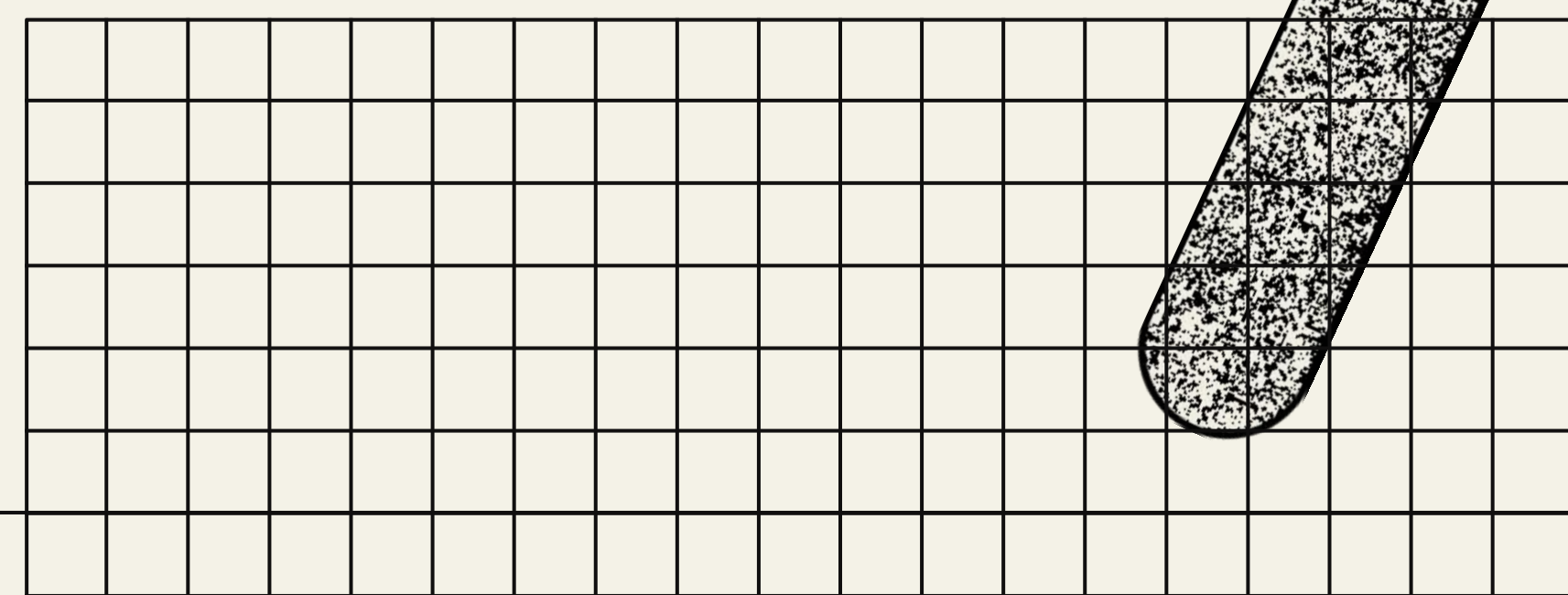
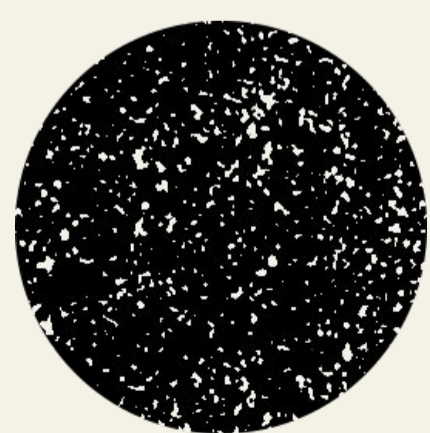
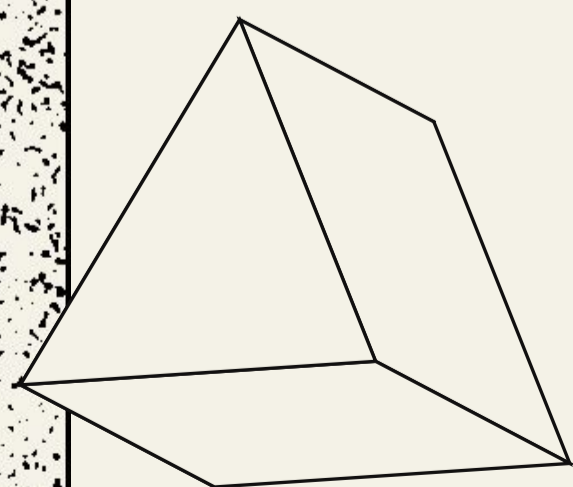


Maybe
a
civil disobedience
simulator

Why does this matter?

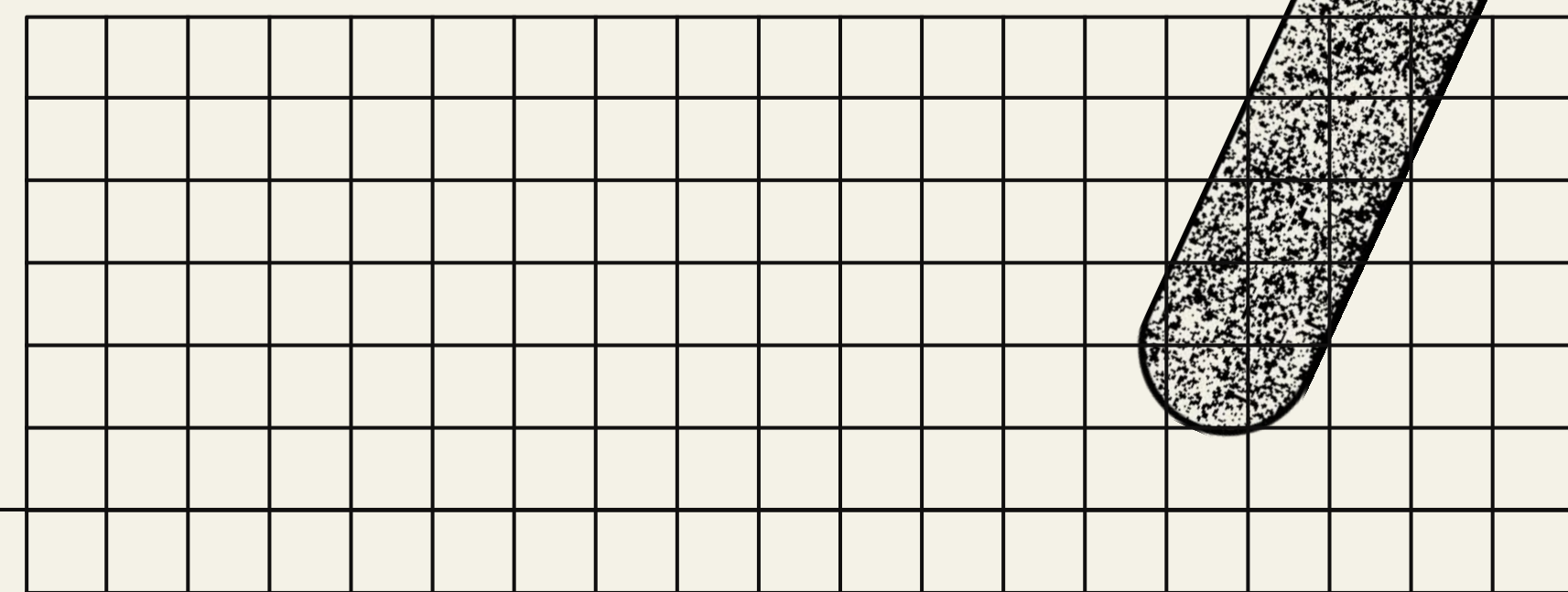
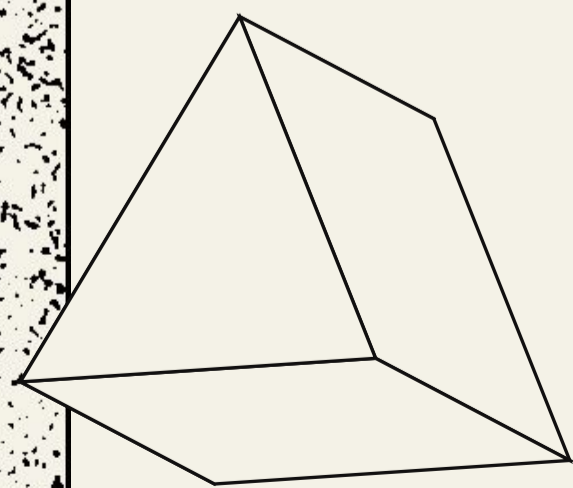


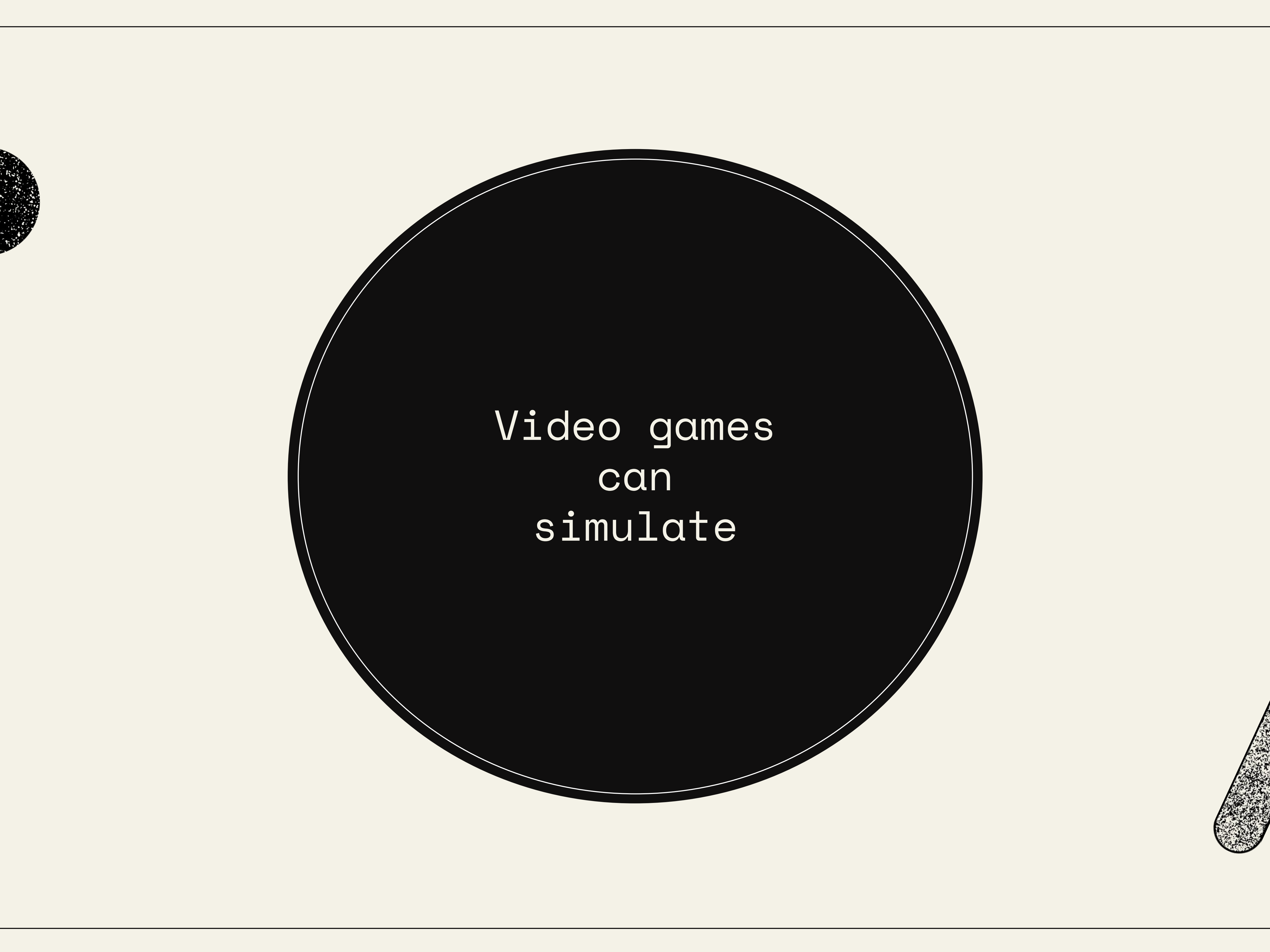
- Zines
- Essays
- Poems
- Movies
- News
- Books



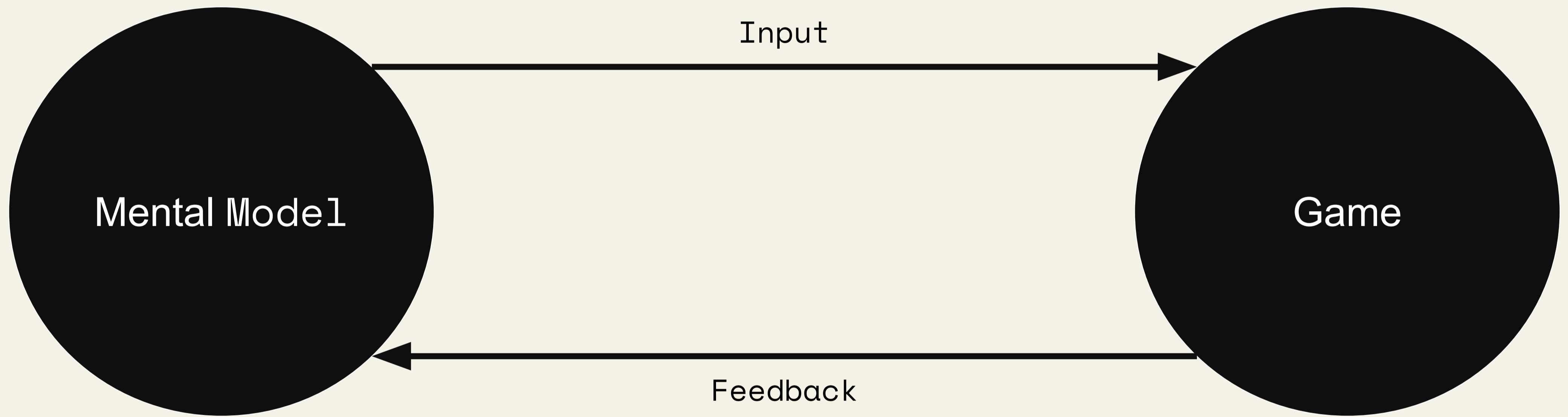
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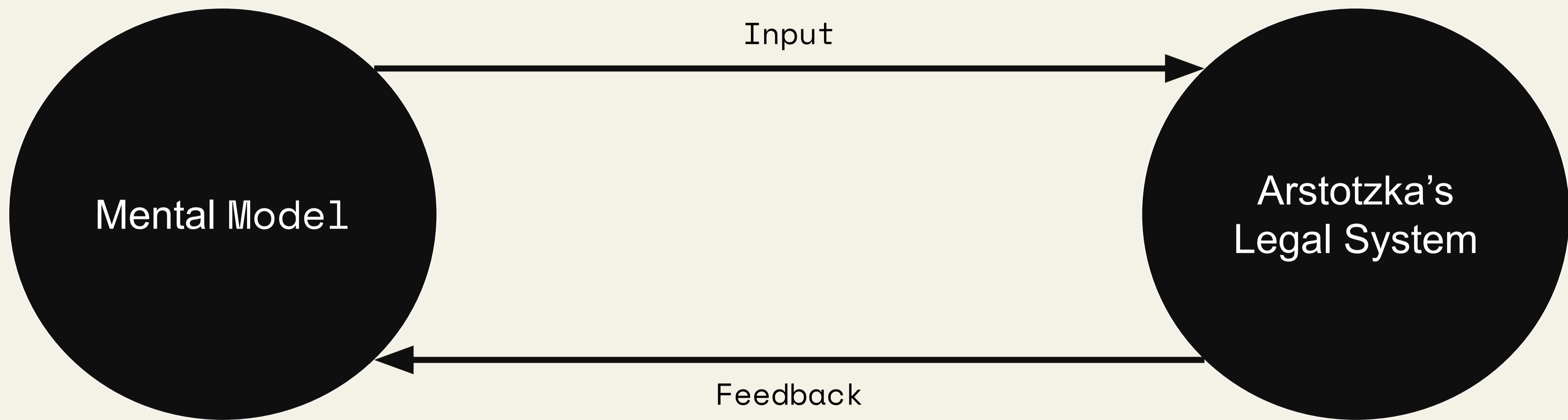
But what about video games?





Video games
can
simulate





Agent-Based Modeling of Human Decision-makers Under Uncertain Information During Supply Chain Shortages

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MODEL
DIPLOMACY





Video games
can
argue

- 
- Procedural rhetoric: Games argue about processes by simulating the processes themselves
- 

- 
- Procedural rhetoric: Games argue about processes by simulating the processes themselves





GAMING

“There’s Basic Rules. I’m Sorry.”

How *Papers, Please*—a video game about border agents—illustrates the cruelty of our immigration system.

BY EVA-MARIE QUINONES JULY 09, 2019 • 10:05 AM



- 
- Learning with contrapositives: Games can show us how things could be
- 

- 
- Learning with contrapositives: Games can show us how things could be


X instead of Y?



- 
- Learning with counterfactualism: Games can show us how things could be

Why not Y instead of X?





Video games
can
teach empathy



This was published 8 years ago


'Empathy gaming' focuses on emotions and moral decisions

An emerging category of role-playing computer games is demonstrating how the genre can be used to discuss awkward, even painful subjects, writes Patrick Begley.

Patrick Begley







Civil disobedience
and
games

Thanks !
