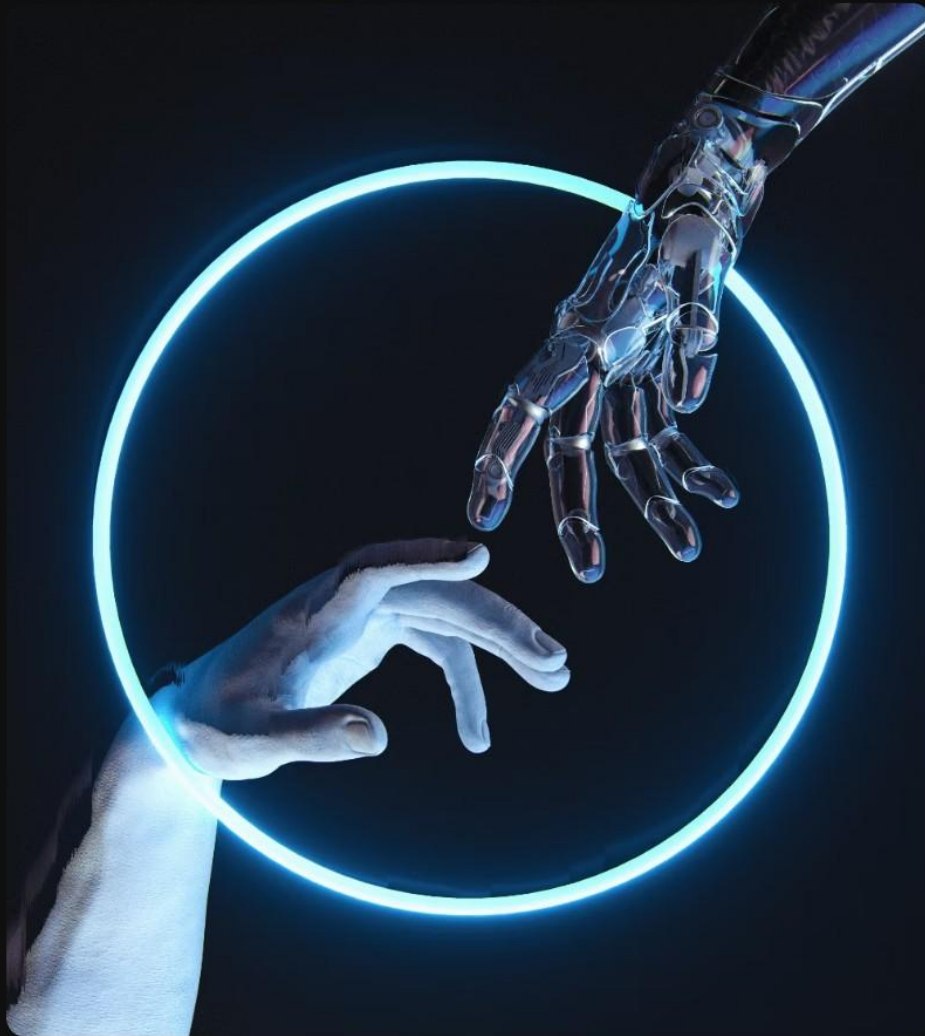


# The Power of Play: Exploring the Values in Games

Values in various forms of art

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## Introduction: Modern art

Art has always gone hand in hand with man. It is plastic and dynamic so it reflects the changing aspirations, way of life and cultural characteristics of mankind.

Some people say that the development of art is similar to biological evolution. It changes step by step to conform to modernity.

So human changes are reflected on art too. New technologies appeared, professions replaced one another, people with the advent of the Internet opened a real portal to the new world of information. It's no secret that many areas of life were successfully moved to the Internet. So the main values today are also reflected in the "digital", that's why its new guises have appeared in the modern world and computer games is one of those.



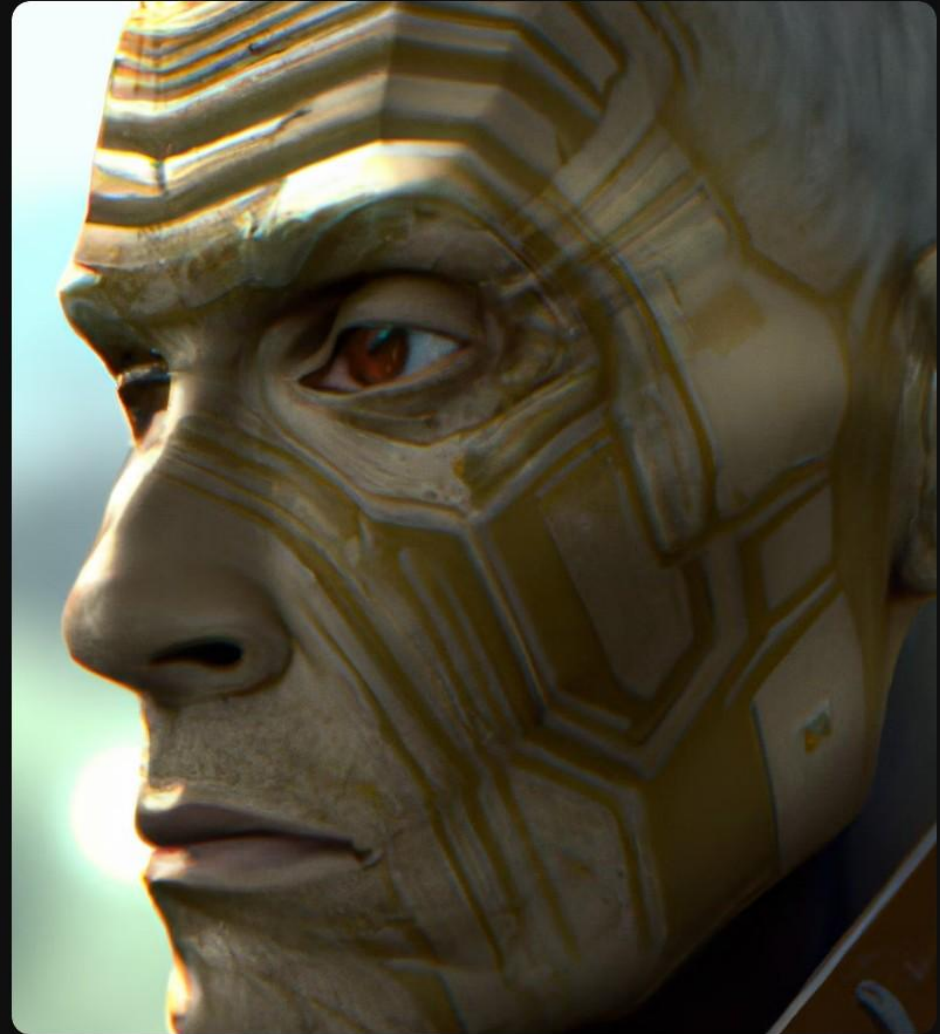
## Introduction: Values in Games

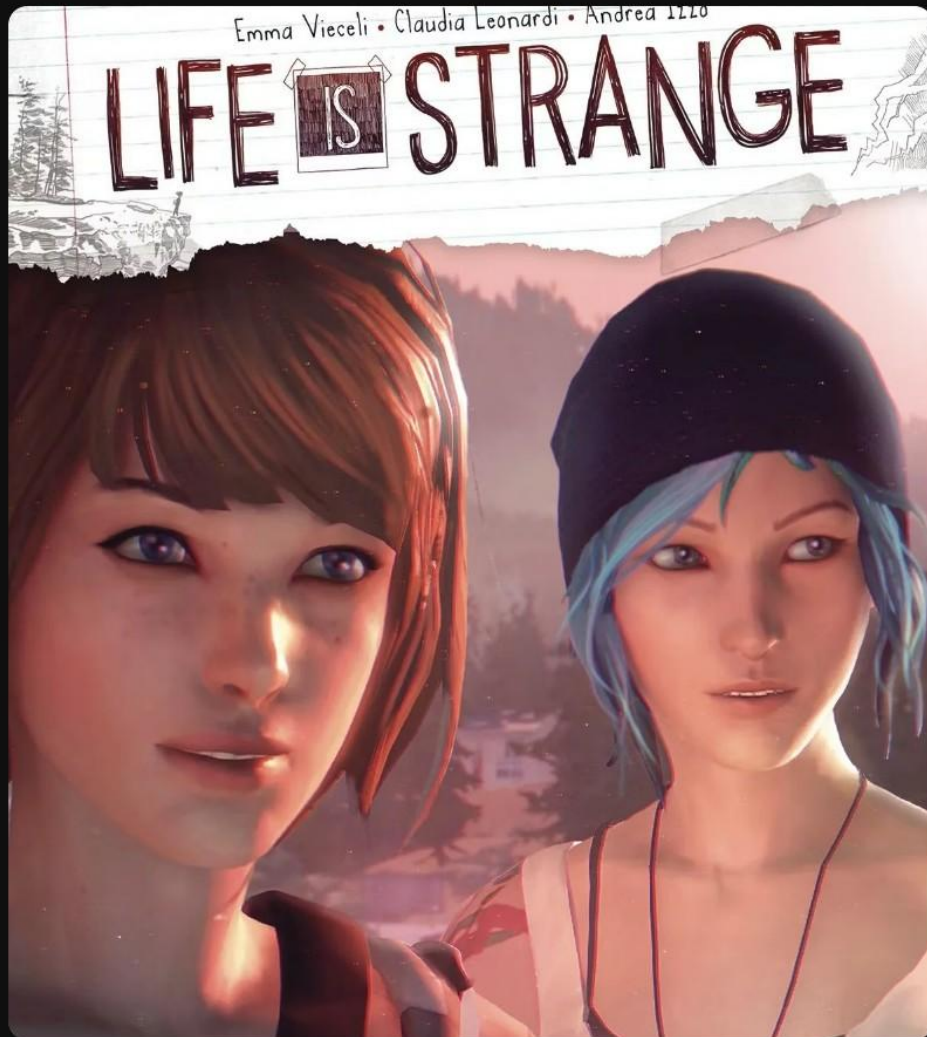
Computer games have become a ubiquitous form of entertainment and leisure activity in modern society. As the industry has grown, so too has the importance of values in computer games. Values are the principles or beliefs that guide our behavior and decision-making. In this presentation, we will explore the role of values in computer games.

Values can be expressed in many ways in computer games. They can be embedded in the narrative, the gameplay mechanics, or even in the design of the game itself. By examining how values are expressed in computer games, we can gain insight into the values of the society that produces them.

## Empathy

Empathy is the ability to understand and share the feelings of others. In computer games, empathy can be expressed through the player's interactions with non-playable characters (NPCs) or through the narrative itself. Games like *Life is Strange* and *The Last of Us* have been praised for their empathetic storytelling, which encourages players to consider the perspectives of characters who may be different from themselves.





## “Life is strange” — Empathy

The main character of the game is Maxine Caulfield, shy photographer who discovers that she can rewind time and change the course of events. Returning to her hometown of Arcadia Bay Max reunites with her old friend Chloe, with whom they tried to open the veil of the mystery of the disappearance of Rachel and find out what dark things Arcadia Bay hides.

While the story tracks we suddenly understand that every character has its own dark sides, and their concerns. We see how Max is going through her own fears and worries, trying not only solve the mystery but to save the city. As a result, we can say that this story teaches us not only how to be responsible for our decisions, but to be sensitive and friendly to each other. We can't know what will our actions lead to, so we have to understand and appreciate each others stories.

## Diversity

Diversity refers to the presence of a variety of different identities and experiences. In computer games, diversity can be expressed through the representation of different races, genders, and abilities. Games like *Overwatch* and *Assassin's Creed: Odyssey* have been praised for their diverse casts of characters, which allow players to see themselves reflected in the games they play.

Diversity in computer games can also be expressed through the inclusion of different cultures and traditions. Games like *Okami* and *Never Alone* draw on indigenous folklore and mythology, allowing players to learn about and appreciate different cultural perspectives.



## “Detroit become human” — Diversity

The plot unfolds on Earth in 2338, in a world where the rate of environmental degradation coincides with the rate of scientific progress. Elijah Kamski, a scientist whose discoveries made the creation of androids possible, launched the process of spreading artificial intelligence in all spheres of life: from household chores up to work in law enforcement agencies.

The story revolves around three androids in the city: Kara, Connor and Marcus, who suddenly, due to some mistakes became alive. It's time for a change: robots are gaining emotions and feelings, so human vices are becoming more and more obvious.

The plot of the game repeatedly raises the question of humanity, morality, the value of human and non-human life and makes us think deeply about where progress will lead. Story makes us understand what Diversity is.



## Morality

Morality refers to the principles or standards that guide our behavior and decision-making. In computer games, morality can be expressed through the player's choices and actions within the game. Games like Mass Effect and Fallout allow players to make moral decisions that affect the outcome of the game's story.

Morality in computer games can also be expressed through the game's narrative and themes. Games like Bioshock and Spec Ops: The Line use their stories to explore complex moral questions and challenge players' assumptions about right and wrong.





## Series of games “Metro” — Morality

The game is based on the novel of the same name by Dmitry Glukhovsky "Metro 2033". The plot revolves around the character named Artem. He was born in Moscow a few years before the nuclear war has began and destroyed everything and wiped out whole civilization of the world. The post-apocalyptic world shows that our life is extremely unstable and not always dependent on us. In a couple of days, the population of the Earth was reduced to a minimum and the world froze on the surface in 2013, leaving only a lot of ruins and fragments of the memory of a civilization. Disasters awaken the true essence of man, so some people that lost their moral principles appeared. Survivors now have to protect them not only from the threat of mutated animals and radiation, but also from the most terrible living being – themselves.

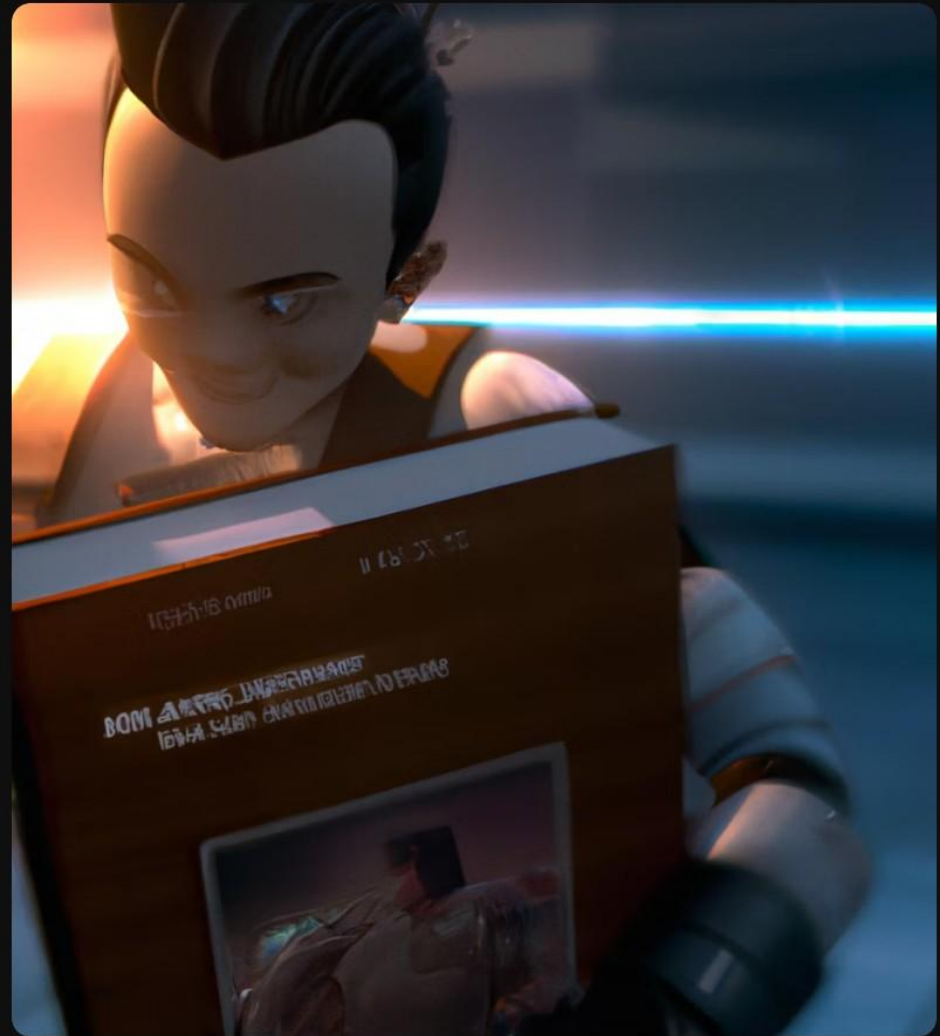
It turns out that not everyone is able to step over themselves and save their morality.



## Education

Education refers to the process of acquiring knowledge and skills. In computer games, education can be expressed through the game's mechanics and systems. Games like Kerbal Space Program and Minecraft teach players about physics and engineering through their gameplay mechanics.

Education in computer games can also be expressed through the game's narrative and themes. Games like Papers, Please and This War of Mine use their stories to teach players about real-world issues like immigration and war.



## Creativity

Creativity refers to the ability to use imagination and original ideas to create something new. In computer games, creativity can be expressed through the player's ability to customize and create within the game's systems. Games like LittleBigPlanet and Dreams allow players to create their own levels, characters, and stories.

Creativity in computer games can also be expressed through the game's narrative and themes. Games like Undertale and OneShot use their stories to subvert player expectations and encourage creative thinking.



## Conclusion

In conclusion, games can promote a wide range of values, from Empathy and Diversity to Morality and Creativity. These values can have a significant impact on players' attitudes and behaviors, both in-game and in real life.

Im also convinced that modern game industry can be a mirror to a human mind.

As such, it is essential for game developers to consider the values they promote and ensure that they align with positive and constructive principles. By doing so, games can continue to be a powerful tool for promoting personal growth and social change.

