

# VIRTUAL HUMAN RIGHTS

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## INTRODUCTION

- THIS IS A TALK ABOUT **COMPUTER GAMES** AND **HUMAN RIGHTS**
- THESE ARE **NOT** TWO SUBJECTS THAT ARE **OFTEN** DISCUSSED TOGETHER
- THAT DOESN'T MEAN THEY **SHOULDN'T** BE DISCUSSED TOGETHER, NOR THAT THEY **AREN'T**
  - I'VE SPOKEN AT MINISTERIAL-LEVEL **EU** AND **COUNCIL OF EUROPE** EVENTS ON THE SUBJECT
- ALL IT MEANS IS THAT THE CONNECTION IS AS YET **UNDER-EXPLORED**

## QUESTIONS

- I POSE A LOT OF **QUESTIONS** IN THIS TALK, AND GIVE **FEW** ANSWERS
  - THIS IS **GOOD** FROM YOUR PERSPECTIVE – IT'S **NEW TERRITORY** TO BE EXPLORED!
- HOWEVER, I **DO** HOPE TO ESTABLISH SOME GUIDING PRINCIPLES
- NOTE THAT **MISGUIDED** AND **OVER-ZEALOUS** APPLICATION OF LAWS CAN DO MORE **HARM** THAN **GOOD**
  - CONSIDER **ALL** EFFECTS **BEFORE** YOU ACT!

BIG HIT

- HERE'S SOMEONE GETTING **KNOCKED OUT**



## FUNDAMENTALS

- WHEN IT COMES TO GAMES AND HUMAN RIGHTS, IT'S IMPORTANT TO **REMEMBER** THAT:
  - **EVERYONE** HAS HUMAN RIGHTS, WHETHER THEY **PLAY** GAMES OR **NOT**
  - COMPUTER GAMES ARE PLAYED BY **PLAYERS**, WHO (BEING **HUMAN**) HAVE HUMAN RIGHTS
  - COMPUTER GAMES ARE DESIGNED BY **DESIGNERS**, WHO (BEING HUMAN) **ALSO** HAVE HUMAN RIGHTS
- MANY OF THE ISSUES WE'LL BE COMING ACROSS CONCERN **COMPETING** RIGHTS

## OVER-EXTENSION

- IT'S **EASY** WHEN DISCUSSING HUMAN RIGHTS TO SLIP INTO **OTHER** AREAS OF **LAW**
  - **FRAUD** MAY BE A **CRIME**, BUT IT'S NOT A HUMAN RIGHTS VIOLATION
- LIKEWISE, CONFUSION WITH **LAW-MAKING**
  - TREATING HUMAN RIGHTS CONVENTIONS AS PART OF A STATE'S **CONSTITUTION**
- IT'S **ALSO** VERY EASY TO **STRETCH** IT THIN
  - IS BEING HURT EMOTIONALLY A SECURITY-OF-PERSON VIOLATION? "IT MADE ME CRY!"

## PLAYERS

- MOST GAMES INVOLVE MOVING **TOKENS** OF SOME KIND THROUGH SOME **PLAY SPACE**
  - EG. CHESSMEN ON A *CHESS* BOARD
- SOMETIMES, ONE **SPECIAL** TOKEN WILL REPRESENT “THE **PLAYER**”
  - THIS HAPPENS IN RPGS BY **DEFINITION**
- **IMPORTANT:** THIS TOKEN IS **NOT** THE PLAYER! IT'S THE PLAYER'S **CHARACTER**
  - IN COMPUTER GAMES, OFTEN **AVATAR**
    - STRICTLY SPEAKING, THAT'S JUST ITS VISUAL APPEARANCE

## GAMES CRASH COURSE

- WHAT IS A GAME?

**1. PLAY** IS WHAT HAPPENS WHEN YOU **FREELY** AND **KNOWINGLY BOUND** YOUR BEHAVIOUR ACCORDING TO A SET OF **RULES** IN THE HOPE OF GAINING SOME **BENEFIT**

**2. A GAME** IS PLAY YOU CAN **LOSE**

- COMPUTER GAMES ARE MERELY **GAMES** PLAYED ON **COMPUTERS**

- NOTE: **ON** NOT **USING** – EG. LAPTOP FRISBEE



## THE GAME PARADOX

- THE **REASON** PEOPLE PLAY IS FOR THE PERCEIVED **BENEFIT**
  - USUALLY “TO HAVE **FUN**” FOR COMPUTER GAMES
- TO **GAIN** THIS BENEFIT, PLAYERS TEMPORARILY **GIVE UP** SOME FREEDOM TO ACT
  - I.E. THEY FOLLOW THE **RULES**
- **PARADOXICALLY**, THIS OPENS UP **NEW** ACTIONS **UNAVAILABLE** BEFORE
  - BECAUSE THE **OTHER** PLAYERS ARE **ALSO** CONSENSUALLY BOUNDING **THEIR** BEHAVIOUR

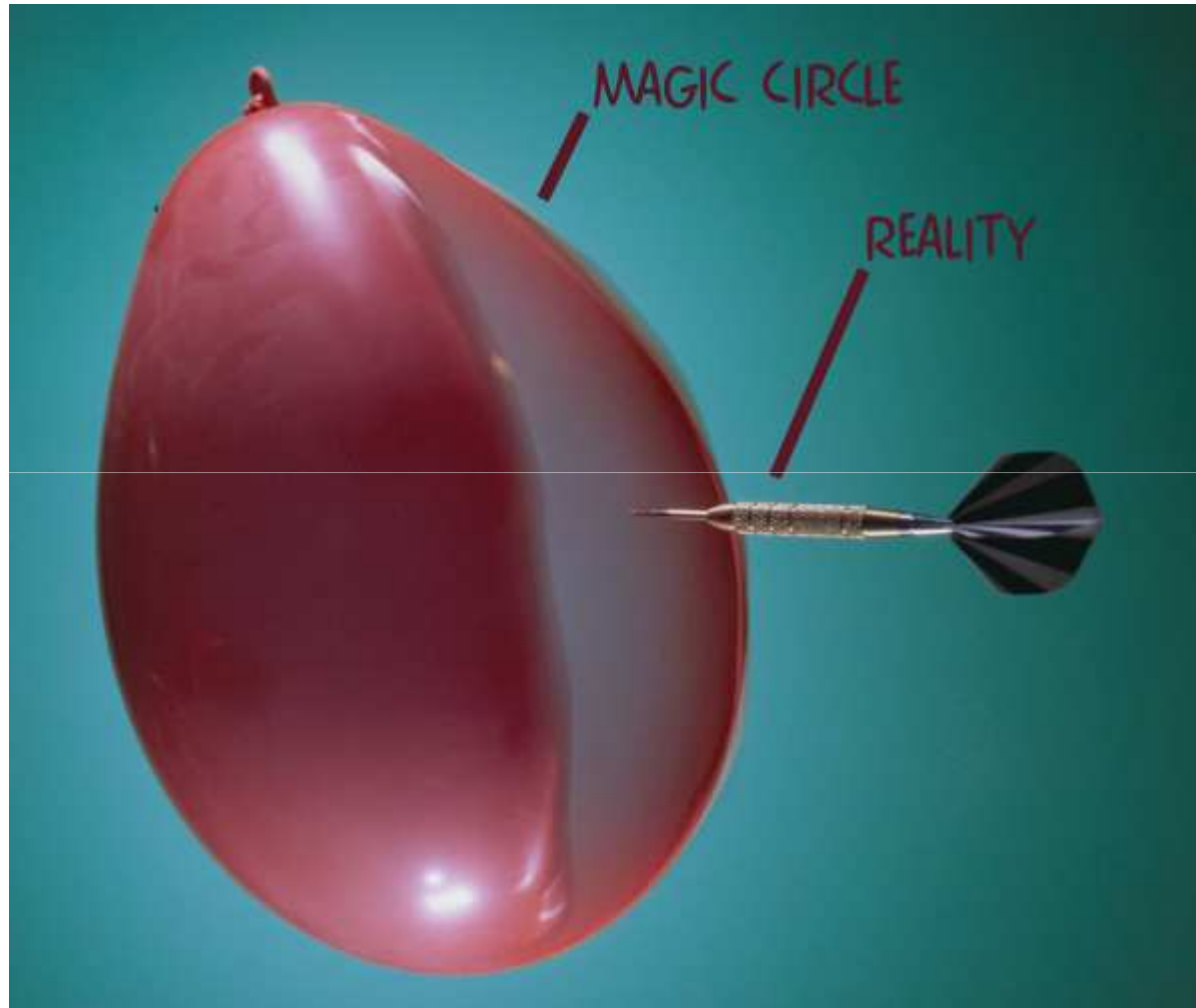
## MAGIC CIRCLE

- GAME SCHOLARS CALL THE **SPACE** WITHIN WHICH PLAYERS ARE **BOUNDING** THEIR ACTIONS THE **MAGIC CIRCLE**
- THE **CONTEXT** IT PROVIDES IS WHAT PSYCHOLOGISTS REFER TO AS A **FRAME**
  - INCLUDING A SET OF PERMISSIONS TO DO THINGS YOU NORMALLY **WOULDN'T**
  - *DARK ROOM SEX GAME*
- **MANY** LEISURE ACTIVITIES INVOLVE FRAMES
  - *EG. **ACTORS** BEING SEXIST/RACIST ON STAGE*

## HALF REAL

- RATIONALLY, THE MAGIC CIRCLE DOESN'T **EXIST**
  - HOWEVER PLAYERS **WANT** IT TO **SO MUCH** THAT THEY **WILL** THEMSELVES TO IGNORE THIS FACT
  - A SITUATION JESPER JUUL CALLS **HALF-REAL**
- PLAYERS WILL TOLERATE **SOME** DEGREE OF REALITY **INTRUDING** INTO THEIR GAME
- **TOO** MUCH THOUGH AND THE MAGIC CIRCLE **BREAKS**
  - PEOPLE NOT PLAYING BY THE **RULES**
  - PEOPLE PLAYING BY DIFFERENT-TO-**YOUR** RULES

GAME OVER



## DOWN TO BUSINESS

- IT SOUNDS **GREAT** TO BE TALKING ABOUT **HUMAN RIGHTS**, BUT **WHICH** HUMAN RIGHTS?
  - COMPUTER GAMES RAISE MORE QUESTIONS ABOUT **SOME** THAN **OTHERS**
- LIKEWISE, TALKING ABOUT **COMPUTER GAMES** SOUNDS **COOL**, BUT **WHICH** COMPUTER GAMES?
  - SOME TYPES RAISE **MORE** HUMAN RIGHTS ISSUES THAN DO OTHERS

## TIERS

- WHEN IT COMES TO **HUMAN RIGHTS**, COMPUTER GAMES CAN BE PLACED IN **TIERS**
- EACH **HIGHER** TIER HAS FEWER **GAMES** THAN THE ONE **BELOW** IT
- **HOWEVER**, IT HAS THE **SAME** HUMAN RIGHTS ISSUES **PLUS** SOME NEW ONES



## THE TIERS CONCERN

- RIGHTS OF **NON-PLAYERS**
  - EG. CAN **I** PLAY GAMES IT OFFENDS **YOU** THAT I PLAY?
- **SINGLE-PLAYER** GAMES
  - EG. CAN I KILL **BEGGARS** FOR EXPERIENCE POINTS?
- **MULTIPLAYER** GAMES
  - EG. WHAT IF I ALWAYS SHOOT **BLACK** CHARACTERS FIRST?
- **MASSIVELY-MULTIPLAYER** GAMES
  - EG. CAN I CAMPAIGN FOR A **POLITICAL** PARTY?
- WEIRD *FUTURISTIC* POSSIBILITIES
  - EG. IF NPCs ARE INTELLIGENT, CAN I **SWITCH** THEM **OFF**?

## THE SIMS

- HERE'S A SCENE FROM *THE SIMS*



- LATER, HUBBY SETS THE HOUSE **ON FIRE** AND WIFEY SURVIVES BY STANDING IN HIS **WEE**



## NON-PLAYER RIGHTS

- THE FIRST WAY IN WHICH NON-PLAYERS' RIGHTS ARE AFFECTED BY GAMES CONCERNS **CONSENT**
- EXAMPLE GAME 1:
  - COMPUTER GENERATES ONE **SECRET** RANDOM WORD FOR YOU AND **ANOTHER** ONE FOR ME
  - THE **FIRST** ONE OF US TO GET THE OTHER TO **SAY** OUR WORD **WINS**
- EXAMPLE GAME 2:
  - AS EXAMPLE GAME 1 BUT WE GET **COMPLETE STRANGERS** TO SAY THE WORDS

## EXTENDING

- THIS IS **ANNOYING** FOR THE NON-PLAYERS BEING USED AS **PAWNS**, BUT IS IT BREACHING THEIR **HUMAN RIGHTS**?
- WHAT IF INSTEAD OF GETTING THEM TO **SAY WORDS** YOU **PUNCHED** THEM?
  - FIRST TO KNOCK OUT A STRANGER WINS!
- “WE’RE JUST PLAYING A GAME” WORKS IF THE PEOPLE INVOLVED GIVE THEIR **CONSENT**
  - **BOXING** (A COMPETITIVE GAME)
- IT FAILS **WITHOUT** CONSENT

## LIMITS

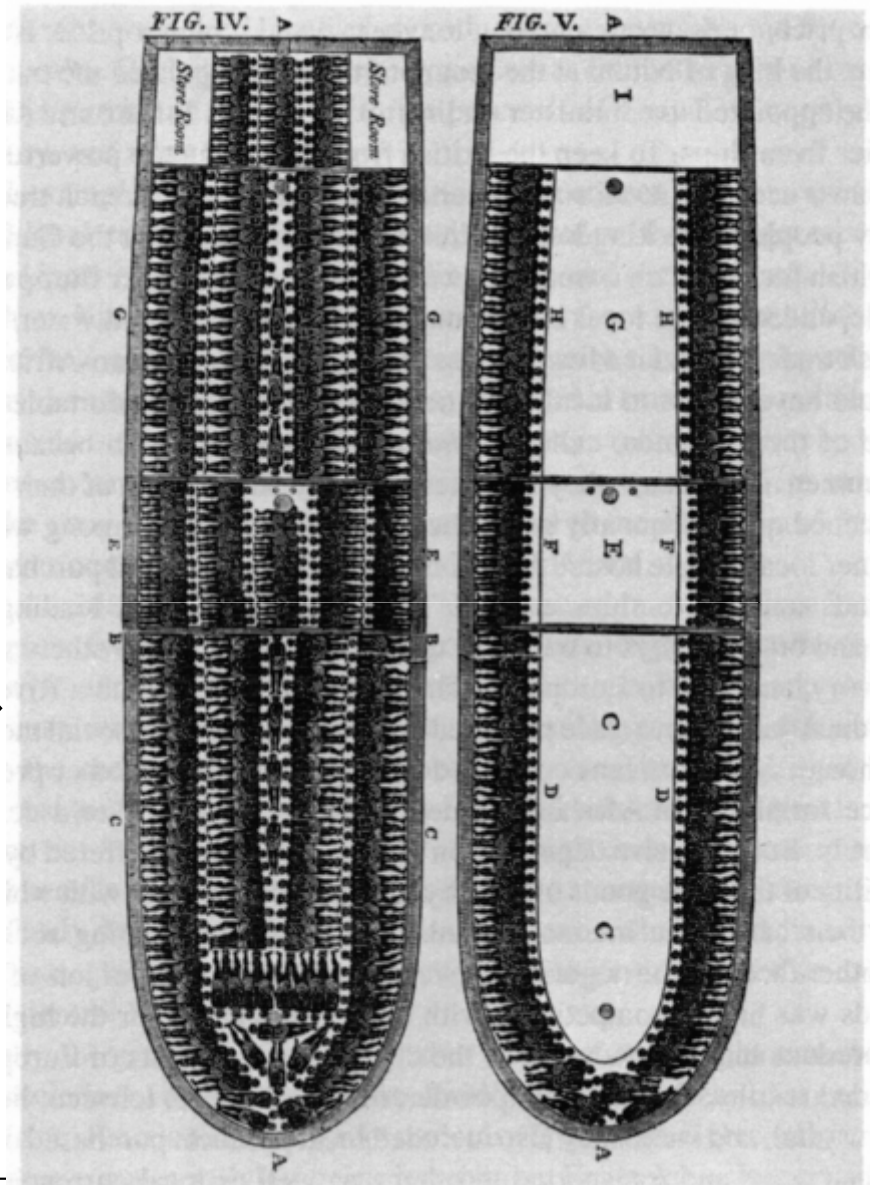
- BOXING IS INTERESTING BECAUSE BOXERS ARE TEMPORARILY GIVING UP A **HUMAN RIGHT**
  - ARTICLE 3 UDHR: **SECURITY OF PERSON**
- HUMAN RIGHTS LAWS WOULD **ANNUL** ANY **CONTRACT** THAT LET SOMEONE BEAT YOU UP
- IS IT THEREFORE A **GENERAL PRINCIPLE** THAT PEOPLE CAN OPT TO **WAIVE** THEIR HUMAN RIGHTS AS PART OF A **GAME**?
- SHOULDN'T NON-PLAYERS BE ABLE TO **PROTECT** YOU FROM **YOURSELF**?

## FORMS OF HURT

- IMAGINE A GAME IN WHICH YOU PLAYED A MAN **STALKING AND RAPING** A WOMAN
- WOULD SUCH A GAME BREACH THE HUMAN RIGHTS OF **WOMEN**? ON WHAT **BASIS**?
  - NO-ONE IS **ACTUALLY** BEING RAPED
  - THE RAPIST **CHARACTER** MAY BE MALE BUT THE **PLAYER** COULD BE FEMALE
  - A **FILM** ABOUT RAPE WOULD BE ALLOWED
  - ITS **NOT** GOING TO TURN PLAYERS INTO RAPISTS
- SUCH GAMES **EXIST** AS A GENRE IN JAPAN

## TRIANGULAR TRADE

- THIS IS A **SLAVE SHIP**
- EUROPEANS TOOK MANUFACTURED **GOODS** TO AFRICA, **SLAVES** TO THE CARIBBEAN, THEN **RAW MATERIALS BACK** TO EUROPE



## IGNORANCE

- THERE IS AN **ARGUMENT** THAT COMPUTER GAMES SHOULD BE TREATED **DIFFERENTLY** BECAUSE THEY'RE **INTERACTIVE**
  - PEOPLE **LEARN THINGS** FROM GAMES
- IF I **PLAY GAMES** IN WHICH I WITNESS **HUMAN RIGHTS ABUSES**, PERHAPS I'LL THINK SUCH BEHAVIOUR IS **ACCEPTABLE?**
- MUCH OF THIS VIEW IS COME FROM **FEAR** AND **IGNORANCE** OF COMPUTER GAMES
- HOW MANY OF THEM **SHOW** ABUSES ANYWAY?

## THE TRIAL REPORT

- A 2009 REPORT BY FRIDA CASTILLO FOR **TRIAL** (“**TRACK IMPUNITY ALWAYS**”) LOOKED AT 20 **FPSS** COVERING CONTEMPORARY **COMBAT**
  - JUDGED AGAINST INTERNATIONAL HUMAN RIGHTS LAW AND INTERNATIONAL HUMANITARIAN LAW
- **SOME** GAMES CAME OUT OF IT VERY WELL
- COMMONEST **VIOLATIONS** WERE:
  - PRINCIPLES OF DISTINCTION AND PROPORTIONALITY
    - *EG.* DESTROYING CIVILIAN PROPERTY
  - TORTURE AND CRUEL/INHUMAN/DEGRADING BEHAVIOUR

AND YET...

- THE REPORT VIEWS DEPICTION OF IHL ABUSES AS BEING UNIVERSALLY A **BAD THING**
- HOWEVER, THIS SHOWS A **LACK** OF UNDERSTANDING OF GAME DESIGN AS **ART**
- EXAMPLE: THE BAD GUYS MAY BE SHOWN USING **TORTURE** SO WE **KNOW** THEY'RE BAD GUYS
  - GOOD GUYS DON'T **DO** THAT!
- YOU CAN **LEARN** TORTURE IS BAD THIS WAY..!
  - THAT'S IF YOU DON'T KNOW **ANYWAY** –
  - GAMERS **AREN'T** IN GENERAL BADLY-INFORMED



## SINGLE-PLAYER GAMES

- **NON-PLAYER** INTEREST IN HUMAN RIGHTS AND GAMES (WHETHER COMPUTER OR NOT)  
**PRIMARYLY** CONCERNS:
  - THE USE OF NON-PLAYERS AS **GAME TOKENS**
  - PROTECTING PLAYERS FROM BEING COMPLICIT IN THEIR **OWN** RIGHTS' ABUSES
  - PLANTING **SEEDS** IN THE MINDS OF PLAYERS THAT HUMAN RIGHTS ABUSES CAN BE **ACCEPTABLE**
- THIS LAST POINT BRINGS US TO THE SUBJECT OF **SINGLE-PLAYER** COMPUTER GAMES

## SOLO PLAY

- IN A SINGLE-PLAYER GAME, YOU, THE PLAYER, **CAN'T** ABUSE ANYONE ELSE'S HUMAN RIGHTS BECAUSE YOU'RE PLAYING BY **YOURSELF!**
- HOWEVER, AS THE TRIAL REPORT SHOWS, YOU **CAN** DO THINGS WHICH **WOULD**, IF THEY HAPPENED IN REAL LIFE, BE **VIOLATIONS**
  - NOTE THE **FRAME** DIFFERENCE: "IN THE GAME" AND "IN REAL LIFE"
- THESE VIOLATIONS DO **NOT** ALL HAVE THE SAME **MASS**, THOUGH

## DEPICTIONS

- THINGS YOU **SEE** HAPPEN BUT CAN'T **PREVENT**
  - EG. CUT SCENES OF TORTURE
- THINGS YOU CAN **DO** BUT THE GAME **PUNISHES** YOU FOR HAVING DONE
  - EG. MISSION FAILURE FOR FIRING ON A CHURCH
- THINGS YOU CAN DO AND THE GAME **LETS** YOU
  - EG. **IMPRISONING SIMS**
- THINGS THE GAME **REWARDS** YOU FOR DOING
  - EG. EXPERIENCE POINTS FOR KILLING PASSERS-BY
- THINGS THE GAME **REQUIRES** YOU TO DO
  - EG. FEASTING ON BEGGARS AS A VAMPIRE IN *OBLIVION*

## DRAWING A LINE

- OF THESE, THE **ONLY** ONE THAT THE PLAYER MIGHT FEEL IS AN ABUSE OF THEIR **OWN** RIGHTS IS THE **LAST** ONE
  - IF I **PERSONALLY** DON'T WANT TO DO THINGS IN A GAME BECAUSE THEY **DISTURB** ME, I SHOULDN'T **HAVE** TO
- THIS BRINGS US TO THE RELATIONSHIP BETWEEN **PLAYERS** AND **DESIGNERS**
- BASICALLY, **NO**, YOU **DON'T** HAVE TO – YOU DON'T **HAVE** TO PLAY **AT ALL**

## ADDICTION

- PART OF THE **DEFINITION** OF A GAME IS THAT PLAYERS PLAY **FREELY**
  - IF YOU DON'T **LIKE** THE GAME, STOP **PLAYING!**
- HOWEVER, WHAT IF A GAME WERE DESIGNED TO **REMOVE** THAT FREEDOM?
  - ANOTHER "SECURITY OF PERSON" ABUSE?
- IT'S **POSSIBLE** TO CREATE GAMES WHICH ARE PSYCHOLOGICALLY **ADDICTIVE**
- THE GAMBLING INDUSTRY **DOES** THIS WITH **SLOT MACHINES**

## OFLAG IV-C

- THIS IS **COLDITZ CASTLE** IN SAXONY, A PRISONER OF WAR CAMP IN WWII
- 130 ESCAPES
- 36 ESCAPEES MADE IT BACK HOME



## INDOCTRINATION

- GAME DESIGN IS AN **ART** FORM
- IT ALLOWS DESIGNERS TO PRESENT **POLITICAL** VIEWS THROUGH **GAMEPLAY** AND **FICTION**
- EXAMPLE: ALL **ELVES** ARE NATURE-LOVING **AESTHETES**; ALL **DWARFS** ARE BEER-DRINKING **BOORS**
- THIS "SAYS" THAT RACIAL STEREOTYPING IS **NATURAL** AND **JUSTIFIED**
- NOT A HUMAN RIGHTS **VIOLATION**, BUT AN ASSAULT ON ITS **PRINCIPLES?**

## OPEN

- THE PREVIOUS EXAMPLE WAS A **TACIT** ENDORSEMENT OF DISCRIMINATION
- IT **CAN** BE MORE **OPEN**
- EXAMPLE: THE TRADER MALACHI IN *A TALE IN THE DESERT* WOULD **ONLY** TRADE WITH **MALE** CHARACTERS
- IS **THIS** AN ABUSE OF HUMAN RIGHTS?
  - MOST **FEMALE** PLAYERS PLAY FEMALE CHARACTERS
  - MOST FEMALE CHARACTERS ARE PLAYED BY **MEN**



## REFLECTION

- IN **SOME** CASES, RIGHTS ABUSES APPEAR IN A GAME BECAUSE THEY REFLECT **REALITY**
  - *MEDIEVAL II: TOTAL WAR* HAS NO FEMALE **GENERALS** BUT **DOES** HAVE **PRINCESSES** WHO CAN BE **MARRIED OFF**
  - ALL THE SOCCER PLAYERS IN *FOOTBALL MANAGER 2010* ARE **MALE**
- SOMETIMES, DISCRIMINATION CAN BE THERE TO MAKE AN ARTISTIC **POINT**
  - ALL-FEMALE PRIESTHOOD IN *DRAGON AGE* FEELS UNFAIR TO MEN – LIKE ALL-MALE PRIESTHOODS IN RL DO TO WOMEN?

## IDEALISM

- AS THIS SHOWS, GAME DESIGNERS CAN BE QUITE A **LIBERAL** BUNCH OF PEOPLE
- THEY WILL SOMETIMES TAKE AN **OPPOSITE EXTREME** TO PROMOTE **EQUALITY**
- PARTICULARLY COMMON IS **GENDER** BEING REDUCED TO A **COSMETIC** LEVEL
  - WOMEN ARE AS **STRONG** AS MEN
  - ONE-SIZE-FITS-ALL PLATE **ARMOUR**
  - EXCEPT: CAN MEN HAVE **BABIES?**
- ALMOST A **GIVEN** IN TODAY'S RPGS

## ABUSE?

- IS **THIS** A HUMAN RIGHTS VIOLATION?
  - IT'S STRIPPING PEOPLE OF THEIR INDIVIDUALITY
- IT **CAN** BE VERY **ANNOYING** TO PLAYERS WHEN IT'S **INAUTHENTIC**
  - FEMALE **POPES** IN *THE GUILD*
- IT CAN ALSO GLOSS OVER AWKWARD **TRUTHS**
  - SHIPS IN PIRATE GAMES NEVER CARRY **SLAVES**
- IN SINGLE-PLAYER GAMES YOU CAN GIVE PLAYERS A **SWITCH** TO DECIDE FOR THEMSELVES
  - NOT THAT MANY GAMES **DO** THIS...

## MULTI-PLAYER

- MULTI-PLAYER GAMES BRING A WHOLE **NEW** DIMENSION TO THE DISCUSSION
  - **OTHER PLAYERS**
- PLAYERS OF SINGLE-PLAYER GAMES CAN ABUSE **NPCS**, BUT **NOT** OTHER REAL PEOPLE
- PLAYERS OF MULTI-PLAYER GAMES **CAN** ABUSE (THE HUMAN RIGHTS OF) OTHER REAL PEOPLE
- IMPORTANT: YOU NEED TO KEEP IN MIND THAT DISTINCTION BETWEEN **PLAYER** AND **CHARACTER** HERE

## CHARACTERISTICS

- WHEN PLAYERS GET ALONG WITH EACH OTHER, THEY FORM OR JOIN **CLANS** OR **GUILDS**
- SOMETIMES, THE ENTRANCE CRITERIA ARE OPENLY **DISCRIMINATORY**
  - “**MEN** ONLY”
    - SOME OF WHOM MAY BE PLAYING **FEMALE** CHARACTERS
  - “**HOMOSEXUAL** MEN ONLY”
- CAN A GUILD EVER BAN **BLACK** CHARACTERS?
  - DOES CONTEXT MATTER, *EG.* ITS A ROLE-PLAYING GUILD OF MEDIEVAL **VIKING** CHARACTERS?

## OPERATORS

- MOST **ONLINE** GAMES ARE FACILITATED BY **OPERATING COMPANIES**
  - MICROSOFT, BLIZZARD, VALVE, SONY ETC..
- CAN THOSE COMPANIES **PUBLICLY** REVEAL WHAT **PLAYER** IS BEHIND WHAT **CHARACTER**?
  - **PRIVACY** IS A HUMAN RIGHT – UDHR ARTICLE 12
- BLIZZARD **DID** JUST **THAT** EARLIER THIS YEAR
  - THEY **REVERSED** THEIR DECISION AFTER A FEW DAYS DUE TO PLAYER **OUTCRY**

## CONTEXT AND CONSENT

- NOTHING HERE IS **CLEAR CUT**
- IF YOU'RE TOLD **UP-FRONT** YOUR NAME AND CHARACTER WILL BE REVEALED, THAT'S **OK?**
- IF SOME **FEATURE** REQUIRES DISCLOSURE?
  - *EVE ONLINE'S* STELLAR MANAGEMENT COMMITTEE
- IF **GUILD LEADERS** DEMAND IT?
- **CONTEXT** AND **CONSENT** PLAY A BIG PART
- IS HUMAN RIGHTS LAW GEARED TO **HANDLE** MULTIPLE NESTED LAYERS OF SUBTLE **FRAMES?**

## MMORPGS

- MMORPGS, OR **VIRTUAL WORLDS**, HAVE **ALL** THESE ISSUES AND MANY, **MANY** MORE
- THEY'RE WHERE ALL THE **ACTION** IS CONCERNING HUMAN RIGHTS AND GAMES
- PLAYED BY **UNMANAGEABLY** LARGE NUMBERS OF PLAYERS FOR OFTEN VERY **DIFFERENT** REASONS
  - NOT ALL OF WHICH ARE **LEGITIMATE...**
- MY OWN **SPECIALIST** FIELD
  - BECAUSE I CO-WROTE THE **FIRST** ONE



## SCUNTHORPE

- **SCUNTHORPE** IS A STEEL-MAKING TOWN IN LINCOLNSHIRE, ENGLAND



## RIGHTS OF THE AVATAR I

- RAPH KOSTER'S **THOUGHT EXPERIMENT**:
  - WHAT IF AVATARS (CHARACTERS) HAD **RIGHTS**?
- REDRAFTED U.S. **BILL OF RIGHTS** AND FRANCE'S **DECLARATION OF THE RIGHTS OF MAN** IN TERMS OF **AVATARS**
  - [HTTP://WWW.RAPHKOSTER.COM/GAMING/PLAYERRIGHTS.SHTML](http://www.raphkoster.com/gaming/playerrights.html)
- ACTUALLY, AVATARS HAVE **NO** RIGHTS
  - RAPH WAS USING THE THOUGHT EXPERIMENT TO SEE WHAT RIGHTS **PLAYERS** HAD
  - THIS IS AN **OFT-MISUNDERSTOOD** PAPER!

## RIGHTS OF THE AVATAR 2

- THE ORIGINAL DRAFT OF THE PAPER **WENT DOWN** LIKE A **LEAD ZEPPELIN**
- RAPH **RECOUCHED** IT AS "ADVICE TO ADMINS"
  - SOMEONE'S FINGER IS ON THE **POWER** BUTTON
  - WHAT THIS SOMEONE SAYS **GOES**
  - IF THIS SOMEONE DOESN'T PROVIDE A CODE OF CONDUCT, THEIR PLAYERS DESERVE **ALL THEY GET**
  - PLAYERS SHOULD BE **CONSULTED** OVER CHANGES TO THE CODE OF CONDUCT, BUT CAN BE **IGNORED**
  - CODES OF CONDUCT SHOULD BE **FAIR** AND SHOULD BE APPLIED **FAIRLY**

## RIGHTS OF THE AVATAR 3

- SO WHAT DOES THIS MEAN IN TERMS OF ACTUAL **RIGHTS** OF PLAYERS?
  - PLAYERS HAVE RIGHTS IN THE **REAL** WORLD, OF WHICH THE MMORPG **IS** A PART
  - IN CONSIDERING RIGHTS, MMORPGS SHOULD **ONLY** BE THOUGHT OF IN TERMS REAL-WORLD EFFECTS
    - SO AN “ESCAPE FROM COLDITZ” GAME WOULD BE OK
  - DEVELOPERS CAN **TAKE THEIR BALL HOME** IF THEY LIKE
  - PLAYERS DON'T **HAVE** TO PLAY BALL IF THEY **DON'T WANT TO**

## FREEDOM OF SPEECH I

- PLAYER RIGHTS CAN THUS BE SUMMARISED AS “IF YOU DON’T LIKE IT, **LEAVE**”
- BUT WHAT IF THEY **CAN’T** LEAVE?
  - “HEY, **YOU** ADDICTED ME, YOU HAVE TO ACCEPT YOUR **RESPONSIBILITIES**”
- WELL **TOUGH LUCK!** “FREEDOM OF EXPRESSION” **PROTECTS** DEVELOPERS HERE
  - J. K. ROWLING CAN KILL **HARRY POTTER** IN BOOK 8 AND THERE’S **NOTHING** “ADDICTED” READERS CAN DO ABOUT IT

## FREEDOM OF SPEECH 2

- IT'S NOT **QUITE** THAT SIMPLE, THOUGH
- IF A DEVELOPER **DELIBERATELY** KILLED A CHARACTER SO AS TO **TRAUMATISE** ITS PLAYER, **THAT** WOULD BE WRONG
- UNEXPECTED CONTEXT SHIFTS CAN **ALSO** FALL FOUL OF THE LAW
  - HARRY DOESN'T GET TO SMOKE DOPE AND SHAG HERMIONE (OR *VICE VERSA*)
  - BUT IF THE BOOK **WARNED** YOU ON ITS COVER THAT IT WAS **X-RATED**, IT **WOULD** BE OK?

## GOVERNANCE

- MMO **OPERATORS** CONSIDER THEIR VIRTUAL WORLDS TO BE **PRIVATE** SPACES
  - YET THEY'RE OPEN TO **ANYONE** WITH A COMPUTER
- MANY RIGHTS CONCERN THE RELATIONSHIP BETWEEN AN **INDIVIDUAL** AND THE **STATE**
  - *EG.* RIGHTS TO REPRESENTATION, AND A FAIR TRIAL
- IF AN MMO **ACTS** LIKE A STATE, SHOULDN'T IT HAVE THE **RESPONSIBILITIES** OF ONE?
  - *WOW* HAS A LARGER POPULATION THAN HAVE **150 COUNTRIES**

## A PROBLEM

- THERE **IS** AN ISSUE HERE
- VIRTUAL WORLD DEVELOPERS **ROUTINELY**:
  - **PUNISH** PLAYERS WITHOUT **TRIAL**
  - **EXILE** THEM
  - **RESTRICT** FREEDOM OF EXPRESSION
  - **DESTROY** PROPERTY
  - **INFRINGE** PRIVACY
- **ALL** OF THESE ARE HUMAN RIGHTS VIOLATIONS
- SHOULD **GOVERNMENTS** BEHAVE THIS WAY?!



## RULE

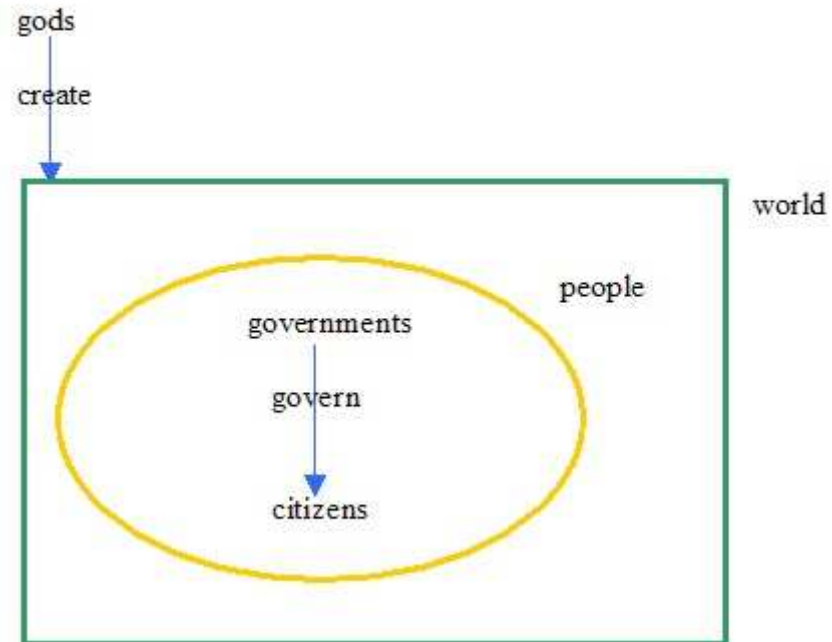
- WELL NO, GOVERNMENTS **SHOULDN'T** BEHAVE THIS WAY
- HOWEVER, MMO OPERATORS ARE **NOT** GOVERNMENTS
- THEY **DO** RULE THEIR VIRTUAL WORLDS, BUT THEY **DON'T** DO SO AS GOVERNMENTS
- THEY RULE AS **GODS**
- THE DIFFERENCE:
  - **GODS** OPERATE BY **CHANGING** THE LAWS OF **PHYSICS**
  - **GOVERNMENTS** OPERATE BY JUDICIOUS **APPLICATION** OF THE LAWS OF PHYSICS THAT PERTAIN TO THEIR WORLD

## THE HIERARCHY

- **REAL GODS**
  - 0, 1 OR MANY, DEPENDING ON YOUR BELIEF SYSTEM
- **REAL PHYSICS-BOUND PEOPLE**
  - **US!** CAN ONLY CHANGE PHYSICS BY APPEALING TO GODS
- **REAL-WORLD GOVERNMENTS**
- **VIRTUAL WORLD DEVELOPERS**
- **VIRTUAL PHYSICS-BOUND PEOPLE**
  - **PLAYERS!** CAN ONLY CHANGE VIRTUAL PHYSICS BY APPEALING TO DEVELOPERS, GOVERNMENTS OR REAL GODS
- **VIRTUAL-WORLD GOVERNMENTS**
  - CAN BE CODED-IN OR SELF-ORGANISED

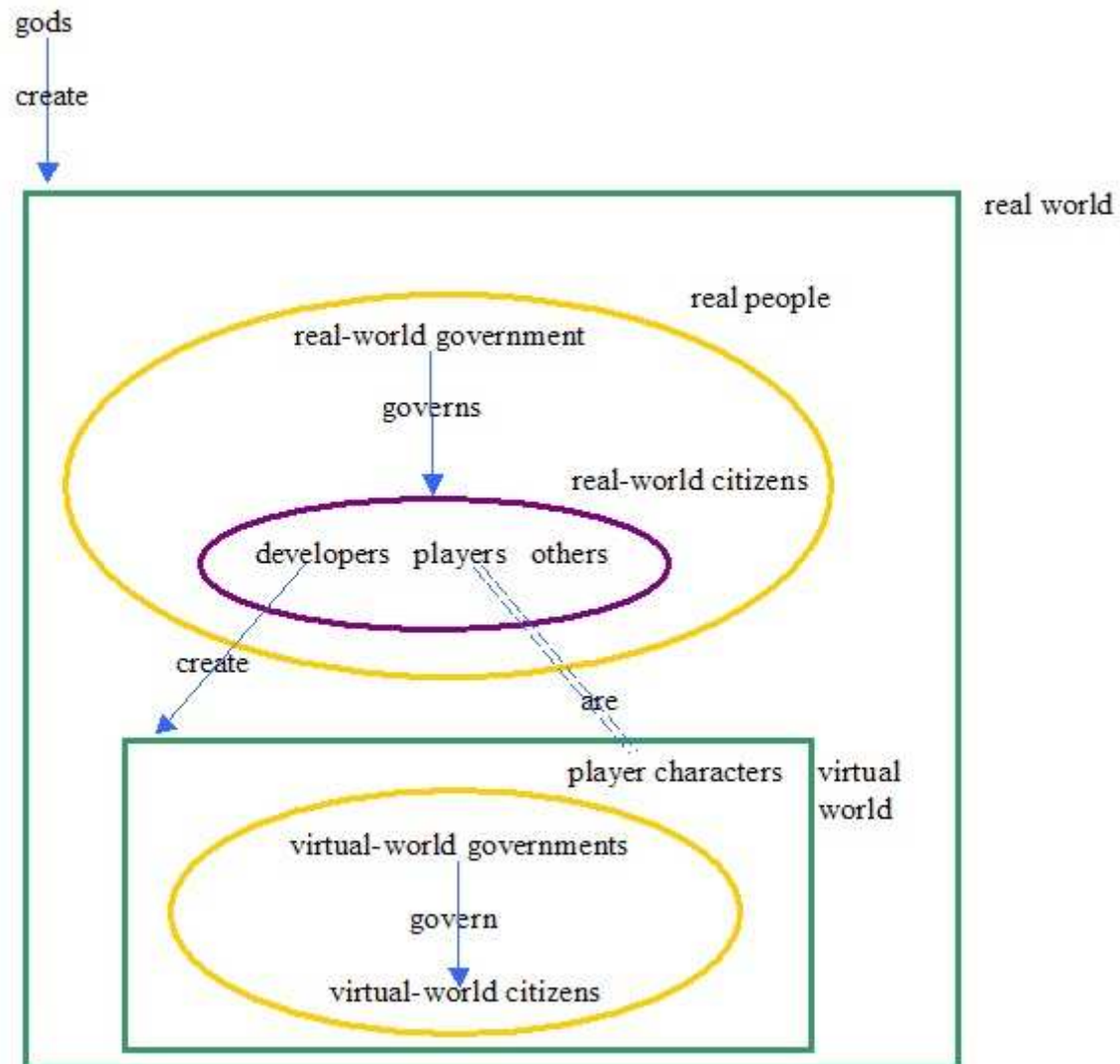
## GODS, GOVERNMENTS AND CITIZENS

- BASIC RELATIONSHIP: GODS CREATE A **WORLD**, WHICH CONTAINS **PEOPLE**, SOME OF WHOM **GOVERN** THE REMAINING **CITIZENS**



## THE REAL AND THE VIRTUAL

- COMBINING TWO **INSTANCES** OF THIS, WE GET:



## EXPRESSION

- IT THEREFORE REALLY **DOES** COME DOWN TO "IF YOU DON'T LIKE IT, DON'T PLAY"
  - UNLIKE **REALITY**, IT'S EASY TO **SWITCH** MMOs
  - (HOWEVER, THAT DOUBLE-DASHED **LINE** BETWEEN PLAYERS AND CHARACTERS IS AN ISSUE...)
- DESIGNERS CAN CREATE AS **OPPRESSIVE** AND **UNFAIR** A WORLD AS THEY LIKE, BECAUSE PLAYERS **DON'T HAVE TO PLAY** IT
  - IF I WANT TO CREATE A GAME SET IN A **GULAG**, I SHOULD BE ALLOWED TO **DO** SO, SURELY?

## FREEDOM TO PLAY

- **USER-CREATED** CONTENT IS OFTEN TOUTED AS A **BIG THING** FOR VIRTUAL WORLDS
- IT MAY SEEM **ODD** THEREFORE TO RANK IT **BELOW** DESIGNER-CREATED CONTENT
- DOESN'T FREEDOM OF EXPRESSION MEAN PLAYERS SHOULD BE ABLE TO PLAY HOWEVER THEY **LIKE**?
- IN THEORY, YES, BUT WHAT HAPPENS WHEN **YOUR** FREEDOM OF EXPRESSION STOPS **ME** FROM PLAYING HOW **I** LIKE?
- "THE PLAYERS" IS **NOT** A SINGLE GROUP!

## RULE-BREAKING

- IN **SINGLE-PLAYER** COMPUTER GAMES, ALL THE RULES ARE **PROGRAMMED** INTO IT
  - AS PART OF THE **PHYSICS**
- IN **MASSIVELY-MULTIPLAYER** GAMES, THERE ARE **OTHER** RULES **NOT** CODED-IN
  - *EG.* YOU CAN STOP PEOPLE USING **PARTICULAR** SWEAR WORDS BUT YOU CAN'T STOP THEM INVENTING **NEW** ONES, LIKE **SCUNTHORPE**
- SOME PLAYERS **ONLY** PLAY BY THE CODED-IN RULES

## THE ISSUE

- THESE PLAYERS WILL SAY THAT THEY'RE SIMPLY PLAYING **DIFFERENTLY**
  - A FREEDOM OF EXPRESSION DEFENCE
- HOWEVER, WHAT IF MY FUN DEPENDS ON YOUR **MODERATING** THAT EXPRESSION?
  - DON'T I HAVE A FREEDOM **NOT** TO HAVE TO LISTEN TO YOUR EXPRESSION?
- A THREE-MUSKETEERS ROLE-PLAYING GAME IS **SPOILT** IF YOU TALK ABOUT THE WORLD **CUP**
  - YOU BREAK THE **MAGIC CIRCLE**



## EXAMPLE

- **GOLD-FARMING** IS AN INDUSTRY IN WHICH PEOPLE PLAY MMORPGS TO COLLECT IN-WORLD CURRENCY THAT THEY SELL FOR **REAL** MONEY
- THIS MEANS PLAYERS CAN **BUY SUCCESS**
  - MOST OF THEM DON'T LIKE THIS – IT'S **UNFAIR**
- "IF YOU DON'T LIKE IT, DON'T PLAY"
  - COULDN'T I JUST LEAVE AND SET UP A **NEW** MMO OF MY **OWN** IF I WAS SUFFICIENTLY ANNOYED?
- WELL I COULD, BUT YOU CAN THEN COME AND **PLAY** IT AND **SPOIL** EVERYTHING AGAIN

## PROPERTY

- THIS BRINGS US TO ANOTHER IMPORTANT ISSUE:  
**PROPERTY RIGHTS**
  - A **HUGE** AREA IN MMO LAW RESEARCH, SO I'M ONLY GOING TO SCRATCH THE SURFACE
- UDHR ARTICLE 17.2 SAYS **NO-ONE** SHOULD BE **ARBITRARILY** DEPRIVED OF THEIR PROPERTY
- RECENTLY, A SHIP IN *EVE ONLINE* WAS ATTACKED AND **DESTROYED** ALONG WITH ITS CARGO
  - 74 PILOT LICENCE EXTENSIONS WORTH ₺1,295
- WAS THAT ARBITRARY? IT WASN'T DELIBERATE...

## NEURAL NEEDLER

- THIS IS A QUEST-RELATED OBJECT FROM THE *WORLD OF WARCRAFT WRATH OF THE LICH KING* EXPANSION



Neural Needler

Quest Item

Unique

Use: Inflicts incredible pain to target, but does no permanent damage. (6 Sec Cooldown)

"Made in Dalaran."

## OWNERSHIP

- THE **BIGGEST** QUESTION ABOUT VIRTUAL PROPERTY IS **WHOSE IS IT?**
- **DEVELOPERS** ASSERT THAT IT'S **THEIRS**
  - IF INDEED IT'S REALLY "PROPERTY" AT ALL
- HOWEVER, PLAYERS **TREAT** IT AS IF IT WERE REGULAR PROPERTY AND CAN **FEEL** IT'S THEIRS
  - ESPECIALLY IF THEY **BOUGHT** IT, WHICH HAPPENS ALL THE TIME IN *SECOND LIFE*
- SO WHAT **HAPPENS** IF THE GAME ALLOWS PEOPLE TO **STEAL** PROPERTY?

## MORAL RIGHTS

- UDHR ARTICLE 27.2 TALKS ABOUT THE RIGHT TO PROTECTION OF THE **MORAL INTERESTS** IN YOUR ARTISTIC CREATIONS
  - BERNE CONVENTION: RIGHTS OF **ATTRIBUTION** AND **INTEGRITY**
- THIS MEANS THAT IF **YOU** PUBLISH A **SCREENSHOT** OF **MY** IN-GAME CREATION, I CAN **INSIST** ON ITS **REMOVAL**
- BUT THE VIRTUAL WORLD **ITSELF** PUBLISHES A STREAM OF SCREENSHOTS THE **WHOLE TIME...!**

## MORE

- THERE'S A **LOT** MORE ABOUT VIRTUAL PROPERTY, **SOME** OF WHICH IMPINGES ON HUMAN RIGHTS
- THINGS TO LOOK **INTO** IF YOU'RE KEEN:
  - **NERFING** VIRTUAL PROPERTY
  - **CLOSURE** OF FAILED MMOS IN WHICH PEOPLE OWN VIRTUAL PROPERTY
  - THE EFFECT OF **ENFORCING** A PROPERTY RIGHT COULD **ITSELF** DESTROY THAT PROPERTY'S **VALUE**
  - **SALES** *VERSUS* **SERVICE** OF VIRTUAL PROPERTY

## IDENTITY AND IDENTIFICATION

- REMEMBER THE **DASHED** LINE ON THE GODS AND GOVERNMENTS DIAGRAM?
- THE **REASON** PEOPLE PLAY MMOS IS TO **BE** AND **BECOME** THEMSELVES
  - THE **BENEFIT** FROM THE DEFINITION OF **GAME**
- THE AIM IS FOR **YOU** AND YOUR IN-WORLD **CHARACTER** TO BE **AS ONE**
- PLAYERS CALL THIS CONDITION **IMMERSION**
  - I HAVE A 2-HOUR LECTURE EXPLAINING THE THEORY, BUT TODAY JUST TAKE MY **WORD** FOR IT...

## UNMEDIATED

- IF PLAYER AND CHARACTER ARE (IN THAT PLAYER'S MIND) **ONE**, THEN WHAT YOU DO TO THE **CHARACTER** YOU DO TO ITS **PLAYER**
- THERE'S A WHOLE **FRAME** REMOVED FROM THE EQUATION
- IF I'M PLAYING AN **EDUCATIONAL** GAME IN WHICH I AM A **SLAVE** AND I GET TREATED BADLY, OK, SO I GAIN SOME **INSIGHT**
- BUT IF I'M IMMERSED, I'M **ACTUALLY SUFFERING** EMOTIONALLY!



## A CASE STUDY

- I'M GOING TO END WITH A **CASE STUDY**
- HOWEVER, FOR IT TO MAKE **SENSE** I NEED TO EXPLAIN ABOUT THE **COVENANT**
- OH, THAT PICTURE ON RIGHT IS WEDNESDAY ADDAMS OUT OF *THE ADDAMS FAMILY* 1960S TV SHOW



## MMO DESIGN

- THE DESIGNER OF AN MMO:
  - SETS THE **FICTIONAL FRAMEWORK**
  - PROVIDES POSSIBLE **ACTIONS** (MEANS)
  - PROVIDES A RANGE OF **GOALS** (MOTIVE)
  - PRESENTS EVENTS SUCH THAT PLAYERS HAVE TO MAKE **DECISIONS** AS TO **WHICH** GOALS THEY SHOULD PURSUE AND **HOW** (OPPORTUNITY)
- HOWEVER, PLAYERS **DON'T KNOW** IN ADVANCE WHAT IS **EXPECTED** OF THEM
  - THIS IS **PART OF THE FUN!**

## THE COVENANT

- PROBLEM: IF YOU DON'T KNOW WHAT THE GAME FULLY **INVOLVES**, HOW DO YOU KNOW IF YOU'LL **LIKE** IT?
- DESIGNERS THEREFORE:
  - CREATE A SET OF **GENERAL** EXPECTATIONS AS TO WHERE THE **BOUNDARIES** LIE
    - **MORAL**, GENRE AND **GAMEPLAY**
  - **COVENANT** WITH PLAYERS THAT, EVEN THOUGH THEY DON'T **KNOW** WHAT'S COMING UP, IT **WILL** FALL **WITHIN** THOSE BOUNDARIES

## EXAMPLE

- EXAMPLE: IF YOU'RE TOLD UP FRONT THAT THIS IS A GAME ABOUT **KNITTING**, YOU CAN'T **COMPLAIN** IF IT TURNS OUT TO FEATURE A LOT OF KNITTING
- HOWEVER, YOU **CAN** COMPLAIN IF IT INVOLVES **STABBING** PEOPLE TO **DEATH** WITH A **KNITTING NEEDLE**
  - YOU WOULD HAVE **EXPECTED** THE DESIGNER TO **MENTION** THAT, ER, POINT

## CHANGE

- MMOS ARE ONGOING PROJECTS, AND SOMETIMES DESIGNERS WANT TO **CHANGE** THE BOUNDARIES
- THIS HAS TO BE EXPLAINED **OUTSIDE** THE CONTEXT OF THE GAME
- *STAR WARS GALAXIES* WAS LOSING PLAYERS AND WANTED TO **STABILISE** AROUND COMBAT
  - “NEW GAME ENHANCEMENTS” WERE ANNOUNCED
  - PEOPLE WHO LIKED **CRAFTING** RATHER THAN **COMBAT** HAD THE CHANCE TO **LEAVE**
- THIS IS **FAIR ENOUGH**

## LEGITIMACY

- DESIGNERS CAN ALSO BREAK THE COVENANT IN-WORLD **LEGITIMATELY**
- FOR EXAMPLE, YOU **CAN** OVERSTEP A BOUNDARY IN ORDER TO **ESTABLISH** IT
- EXAMPLE: *WOW* QUEST "ZENN'S BIDDING"
  - KILL CREATURES YOU'RE NOT REALLY SUPPOSED TO
  - HAVE TO DO A PENITENCE QUEST TO **ATONE** FOR IT
- EXAMPLE: *WOW* QUEST "ARMY OF THE DAMNED"
  - ROLE-PLAY THE **BAD** GUY AND FIND OUT JUST HOW BAD HE **IS**

## "THE ART OF PERSUASION"

- A QUEST IN *WOW* WHERE YOU ARE ASKED TO **TORTURE** A PRISONER FOR INFORMATION
  - THIS IS **NOT** SOMETHING THAT ALLIANCE PLAYERS HAD BEEN ASKED TO DO BEFORE, **EVER**
- THE PEOPLE ASKING YOU TO DO THE TORTURING ARE THEMSELVES **FORBIDDEN** FROM DOING IT!
- **MOST** PLAYERS DID IT WITHOUT A SECOND THOUGHT – "IT'S JUST A GAME"
  - HOWEVER, A **SIGNIFICANT** MINORITY WERE **DISMAYED** – AND I WAS ONE OF THEM

## MEANING

- THERE ARE SEVERAL EXPLANATIONS:
- 1) IT'S AN **ARTISTIC** STATEMENT SHOWING HOW SMALL INCREMENTAL "JUST THIS ONCE" AMORAL ACTIONS CAN LEAD TO **DECAY**
  - THE BAD GUY, **ARTHAS**, MADE SUCH A DESCENT
  - THIS QUEST GIVES PLAYERS AN **INSIGHT** INTO **HOW** HE BECAME **WHAT** HE BECAME
- BUT YOU HAVE TO **SAY** THIS IS SO!
  - OR THE PLAYERS WON'T **NOTICE** IT
  - OR THEY **WILL**, BUT WILL THINK YOU'RE A **JERK**



## POLITICAL

- 2) IT'S A **POLITICAL** STATEMENT, MAKING AN ANALOGY BETWEEN THE "WE DON'T DO TORTURE" KIRIN TOR AND THE **US GOVERNMENT**
  - **WE** DON'T DO TORTURE, SO WE'LL HAND HIM OVER TO SOMEONE WHO **DOES** - YOU!
  - EXTRAORDINARY RENDITION
- AGAIN, THIS **IS** A VALID THING TO DO BUT YOU HAVE TO **FLAG IT UP**
  - OTHERWISE, PEOPLE EITHER WON'T NOTICE OR WILL THINK YOU'RE A JERK

## DARKER

- 3) THE DESIGNER WANTED TO REFLECT *WOW'S* GROWING **MATURITY** BY INCORPORATING **EDGIER** MATERIAL
- AGAIN, THIS **IS** JUSTIFIABLE BUT **ONLY** IF YOU **TELL** PEOPLE ABOUT THE CHANGES UP FRONT
  - SO THEY CAN STOP PLAYING IF IT **BOTHERS** THEM
- **I** DIDN'T KNOW WHEN I BOUGHT THE *WRATH OF THE LICH KING* EXPANSION THAT IT WOULD BE ASKING ME TO **TORTURE** NON-PLAYER CHARACTERS

## DEFAULT

- 4) THE **DEFAULT** SITUATION IS WHAT **USUALLY** APPLIES TO QUESTS
- THE DESIGNER DIDN'T MARK THE QUEST AS TRANSGRESSING PLAYER EXPECTATIONS BECAUSE HE OR SHE THOUGHT IT WAS **WITHIN** THEM
- WELL, THE DESIGNER WAS **WRONG...**
- EITHER THE DESIGNER DIDN'T **KNOW** WHAT PLAYERS THINK, OR THE DESIGNER DIDN'T **BELIEVE** TORTURE IS BAD
- **EITHER** WAY, THE DESIGNER **IS** A **JERK**

## COPING

- WHY DID SO MANY PLAYERS **NOT** REGISTER *WOW'S* TORTURE QUEST AS AN ISSUE?
- WELL, MAYBE FOR THEM IT **ISN'T** – THEY THINK TORTURE IS FINE
- PERHAPS THEY **DID** REGISTER IT SUB-CONSCIOUSLY, BUT WANTED TO **EXPLORE** THAT ASPECT OF THEIR PERSONALITY
- OR PERHAPS THEY HAD LOST ALL SENSE OF **NARRATIVE** IN THE RACE TO LEVEL 80
- DID **YOU** NOTICE *HARRY POTTER 7* HAD AN UNFLAGGED INSTANCE OF TORTURE?

## OTHER EXAMPLES

- *WRATH OF THE LICH KING* HAD SOME **OTHER** NEW QUESTS THAT WERE **ALARMING** FOR PLAYERS OF "GOOD" CHARACTERS
  - "TORMENTING THE SOFTKNUCKLES"
  - "SURRENDER ... NOT!"
- SOME MMOS HAVE **TROUBLESOME** QUESTS THAT NEVERTHELESS **FIT** THE CONTEXT
- FOR THESE, YOU KNOW THE DEAL **BEFORE** YOU PLAY
  - THEREFORE IF YOU DON'T LIKE IT, **DON'T PLAY**

## EXCUSES

- SOME PLAYERS WILL CHEERFULLY USE THEIR "IT'S JUST A GAME" ARGUMENT TO ASSERT THERE'S **NOTHING** THEY WOULDN'T DO FOR XP!
- SO ... THEY'D DO *<THEIR MOST ABHORRENT IDEA OF SEXUAL ASSAULT >* TO A REPRESENTATION OF *<THE DEITY THEY WORSHIP >?*
- **EVERYONE** HAS **SOMETHING** THAT WILL SHOCK THEM OUT OF THEIR IMMERSION
- WHEN YOU EXIT THE **FRAME** OF THE MAGIC CIRCLE, YOU EXIT THE **GAME**

## ANALYSIS

- MY COMPLAINT HERE **WASN'T** THAT I THOUGHT GAMES **SHOULDN'T** DEPICT TORTURE
- IT WAS THAT THE QUEST'S DESIGNER HADN'T **FLAGGED** IT
  - IN **MY** CASE, IT WASN'T A HUMAN RIGHTS ISSUE
- SOME PEOPLE, THOUGH, WERE **GENUINELY** VERY DISTRESSED BY THIS QUEST
  - ONE CLAIMED TO HAVE BEEN TORTURED ONCE IN RL!
- IS "WELL DON'T PLAY THEN" A **DEFENCE**, OR IS IT **TOO LATE** FOR THAT?

## FUTURISTIC

- CAN **NON**-HUMANS HAVE HUMAN RIGHTS?
- SUPPOSE I CREATED AN MMORPG WITH NPCs SO **SOPHISTICATED** THAT YOU COULDN'T **DISTINGUISH** THEM FROM PEOPLE
- ARE THESE **NPCS** ENTITLED TO HUMAN RIGHTS?
  - THEY'RE **SENTIENT** BEINGS
  - THEY MAY NOT EVEN **KNOW** THEY'RE ARTIFICIAL
- CAN YOU TREAT THEM **INHUMANELY**?
  - WHAT IF THAT'S **WHY** THEY WERE CREATED?
  - IF YOU COULDN'T HURT THEM, THEY WOULDN'T EXIST



## WRAPPING UP

- I'VE COVERED **LOTS**, BUT **NONE** OF THE HUMAN RIGHTS ISSUES ARE **HEAVYWEIGHT**
  - NO-ONE IS ON DETENTION WITHOUT TRIAL HERE...
- HOWEVER, MANY **SMALL** RIGHTS ABUSES ARE HAPPENING DAILY TO MANY, **MANY** PEOPLE
- **YOU** GET TO DECIDE WHAT **YOUR** OPINION IS ON THESE ISSUES
  - VERY LITTLE OF IT IS "DECIDED"
- EXAMPLE: IS **DEPICTING** HUMAN RIGHTS VIOLATIONS ITSELF A HUMAN RIGHTS VIOLATION?

## GUIDING PRINCIPLES

- THERE ARE A FEW **GUIDING** PRINCIPLES TO BEAR IN MIND WHEN MAKING YOUR ANALYSIS
  - ALWAYS REMEMBER IT'S **PLAYERS** NOT **CHARACTERS** THAT HAVE THE RIGHTS
  - PLAYERS WHO CONSENT **TEMPORARILY** TO GIVING UP A RIGHT SO AS TO GAIN A **GREATER** BENEFIT WILL **NOT** LIKE DO-GOODERS INTERFERING
  - THERE IS AN IMPLICIT **COVENANT** BETWEEN DESIGNER AND PLAYERS THAT AFFECTS RIGHTS
  - **FRAMES** AND THE MAGIC CIRCLE ARE **CRUCIAL**
    - "IT'S ALL FUN AND GAMES UNTIL SOMEONE LOSES AN EYE"

## WARNING

- IT'S **POSSIBLE** THAT THE ASSERTING OF A RIGHT IS **SELF-DEFEATING**
  - ASSERTING A RIGHT TO **PREACH** IN A STRONG ROLE-PLAYING MMO WOULD EVENTUALLY **CLOSE** IT
- ASK **WHY** A HUMAN RIGHT EXISTS BEFORE **MINDLESSLY** APPLYING IT
- I'VE SPOKEN ABOUT **GAMES** HERE, BUT A LOT OF THIS APPLIES TO **SIMULATIONS** AND **SOCIAL** WORLDS TOO
  - DON'T ASSUME GAMES ARE ALWAYS **UNIQUE**

## CONCLUSION

- AN EARLY TEXT MMO CALLED **MIST** WAS RUN BY A **TYRANNICAL** ADMINISTRATOR WHO **ALL THE TIME** WOULD **DELETE** OR **IMPRISON** CHARACTERS, **DESTROY** PROPERTY, **BAN** PLAYERS, **INSULT** THEM
  - ALL **ARBITRARILY** AND **ON A WHIM**
- THE PLAYERS **LOVED** IT
  - IT WAS **PART OF THE GAME**
- SHOULD A GAME LIKE *MIST* BE ALLOWED?
- LUCKILY, **YOU'RE** THE EXPERTS – NOT ME!