



Values at Play in Digital Games (MIT Press)

Mary Flanagan, Helen Nissenbaum

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All games express and embody human values, providing a compelling arena in which we play out beliefs and ideas. "Big ideas" such as justice, equity, honesty, and cooperation -- as well as other kinds of ideas, including violence, exploitation, and greed -- may emerge in games whether designers intend them or not. In this book, Mary Flanagan and Helen Nissenbaum present *Values at Play*, a theoretical and practical framework for identifying socially recognized moral and political values in digital games. *Values at Play* can also serve as a guide to designers who seek to implement values in the conception and design of their games. After developing a theoretical foundation for their proposal, Flanagan and Nissenbaum provide detailed examinations of selected games, demonstrating the many ways in which values are embedded in them. They introduce the *Values at Play* heuristic, a systematic approach for incorporating values into the game design process. Interspersed among the book's chapters are texts by designers who have put *Values at Play* into practice by accepting values as a design constraint like any other, offering a real-world perspective on the design challenges involved.

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