Course Syllabus

Code - Course Title	**DİT508 - Game and Ethics**
Course Type	II. SEMESTER
Laboratory + Practice	4+0
ECTS	**6.0**
Language of Instruction	Türkçe
Course Type	Elective Courses
Course Instructor(s)	DR. ÖĞR. ÜYESİ FATİH ÖZER

Mode of Delivery	Face to face
Courses Recomended	-
Recommended Resources	-
Work Placement	-

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Introduction: Theoretical and practical analysis of ethical issues in digital games.	
Week - 2		Violence in Game Content: Representations of violence, catharsis theory, and media effects debates.	
Week - 3		Representation and Bias: Gender, race, and minority representation in games; discrimination.	
Week - 4		Player Behavior and Ethics: Toxic communities, cyberbullying, and online interaction ethics.	
Week - 5		Data Privacy and Surveillance: Use of player data, surveillance mechanisms, and data ethics.	
Week - 6		Economic Ethics: Personalized advertising and data-driven marketing strategies.	
Week - 7		Addiction Mechanics: Addictive loops in game design and ethical boundaries.	
Week - 8		Exploitative Monetization: Loot boxes, pay-to-win, and user exploitation.	
Week - 9		Cultural Sensitivity: Localization and ethical design principles for the global market.	
Week - 10		Industrial Ethics: Labor rights in the game industry, unionization, and ethical production.	
Week - 11		Crunch Culture: Psychological and sociological impacts of intensive work periods (crunch).	
Week - 12		Sustainable Production: Sustainable models and social responsibility in the game industry.	
Week - 13		Ethical Decision-Making Frameworks: Methods for resolving ethical dilemmas in the design process.	
Week - 14		Regulatory Approaches: Government regulations, age rating systems (ESRB/PEGI), and oversight.	

Learning Outcomes

#	Learning Outcome
1	Students who successfully complete this course will analyze ethical issues in the digital game world within a theoretical framework, critically evaluate elements of representation, violence, and bias in game content, discuss the impacts of exploitative monetization and addiction mechanics on users, interpret working conditions and social responsibility principles in the game industry, and develop solution-oriented strategies for ethical dilemmas encountered during the design process.

Sustainable Development Goals

No content has been provided.

Course Theme

No content has been provided.

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	0	0	0
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0	0	0
Ödevler	0	0	0
Proje - Rapor - Sunum Hazırlama	0	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	0	0	0
Final Sınavı Hazırlığı (sınav süresi dahil)	0	0	0
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0	0	0
Staj Uygulaması	0	0	0
		Calculated ECTS	**0**

Assessment Method and Passing Requirements

No content has been provided.