



# The Use of Computer Games as a Conduit to Invoke Ethical Behavior



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## Computer/Video Games and Literature

- IAT Tests  
www.tolerance.org
- Food Force & Tibet game
- "Violent Video Games Produce Violent Behavior"  
~Anderson & Dill (2000)
- Additional journal articles

## Jakimu! Setting

- A village in the jungle
- "Kaleins" have red, orange, green or blue hair, with big, medium or small ears.
- Adults become very ill when infected with Jakimu.
- The Chief's brother takes power and slowly becomes evil.
- Children are left to choose a side and make decisions.

## Previous Experiments & Literature Reviewed

- Experiments:
  - Blue-eyed/Brown-Eyed
  - Milgram's
  - Stanford Prison
- Primate Literature
  - de Waal, Goodall, etc.
  - Traits: reciprocity, cooperation, food sharing, cognitive empathy

## Future Steps

- Financial support and research assistants for:
  - Game Creation
  - Programming
  - Software
  - Marketing

## Holocaust background

- Characters: Jews, bystanders, Nazis, rescuers
- Propaganda: "disease of the Jews" and job similarities
- Hitler: dictator legitimately takes power
- Gestapo: "The Zladiks" - enter under false pretenses and slowly become heartless

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