

## Section 1

### Chapter 1 - Videogames: A Way To Change Communication Languages

# Exemplary Case Study 2

Title: **Survival of a species through moral dilemmas**

Description:

The company 11bit Studios offers titles that stand out for offering connections of empathy with players and video game characters. In the magnificent titles “This War of Mine” and “Frostpunk,” the player moves through extreme survival situations, mixing discontent with hope.

The two titles highlight the need to resolve, discuss and make decisions when faced with moral dilemmas.

“Frostpunk” stands out as a recent release that puts players in the position of preserving the human species on the brink of extinction in a cold environment. Not only must the players properly manage resources to build a city, but they must establish laws on which the game’s development depends. Every decision matters, and the player must decide on working conditions (shifts), health issues (including amputation), child labor, prostitution, etc.

As can be understood, this is a title for adults which, with proper supervision, can be an excellent tool for solving moral dilemmas, making decisions, discussion and resolution of cognitive, organizational, moral and ethical challenges.

The game explores decisions (individual or group) from a philosophical-moral perspective, where fun is partially offset by the atmosphere and the plot, really transmitting the characters’ suffering to the player.

This title allows knowing the scale of students’ values, establishing hierarchies, developing empathy and respect for opposing views, creating dialogue, and forming moral judgments or reasoning about behavior, among others.

