

Curriculum Vitae for Miguel Sicart

Work: IT University, Rued Langgaards Vej 7

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Present Positions & Main Management Functions

Associate Professor, Computer Games and Interaction Design Group

Senior Research Associate, Information Ethics Group, Oxford University

Member, Research Group in Philosophy of Information, University of Hertfordshire

Academic Degrees

December 2006: PhD in game studies, Center for Computer Games Research, IT University of Copenhagen (Denmark). Committee: Luciano Floridi, Ian Bogost, T.L. Taylor.

June 2002: MA in Literary Theory, University of Santiago de Compostela (Spain).

June 2000: BA in Spanish Philology, University of Santiago de Compostela (Spain).

Employment History

January 2009 – August 2013: Director of the Media Technology and Games MSc program.

September 2010 - present: Associate Professor, IT University of Copenhagen

October 2007 - September 2010: Assistant Professor, IT University of Copenhagen

September 2006 - September 2007: Instructor at the IT University of Copenhagen (Denmark)

February 2006 - April 2006, Visiting Researcher, University of Oxford

September 2003 – August 2006: PhD Student, IT University of Copenhagen (Denmark)

October 2002 – June 2003: Visiting Researcher (externally funded), IT University of Copenhagen (Denmark)

September 2001 – May 2002: Research Assistant, Department of Spanish Literature, Literary Theory and General Linguistics, University of Santiago de Compostela (Spain)

Selected Publications of Miguel Sicart

Books

Play Matters. Playful Thinking Series. The MIT Press, expected publication September 2014

Beyond Choices. The Design of Ethical Gameplay. The MIT Press, August 2013

The Ethics of Computer Games. The MIT Press, May 2009

Peer-Reviewed - Journals

Wicked Games: Designing Moral Dilemmas in Computer Games. *Design Issues* (accepted for publication), 2013

Against Procedurality. *Game Studies*. Vol. 11, Issue 3. December 2011

Mundos y sistemas: Entendiendo el diseño de la gameplay ética. In *Revista Comunicación*, Vol. I Nr. 7, 2009 (http://www.revistacomunicacion.org/pdf/n7/articulos/a4_Mundos_y_sistemas_entendiendo_el_diseno_de_la_gameplay_etica.pdf)

The Banality of Simulated Evil: Designing Ethical Gameplay. *Ethics and Information Technology* 11(3), September 2009, pp. 191-202.

Beyond Choices: A Typology of Ethical Computer Game Designs. *International Journal of Gaming and Computer-Mediated Simulations* 1(3), July-September 2009, pp. 1-13

Defining Game Mechanics. *Game Studies* Vol. 8, Issue 2, December 2008.

Game, Player, Ethics: A Virtue Ethics Approach to Computer Games, in *International Review of Information Ethics*, 4, December 2005.

Peer-Reviewed - Book Chapters

Playing the Good Life. In Deterding and Waltz (eds.). *The Gameful World*. The MIT Press, forthcoming.

Instrumental Play or the Moral Risks of Gamification. In Heider and Massanari (eds.), *Digital Ethics. Research and Practice*. New York, Berlin. Peter Lang (2012).

Digital Games as Ethical Technologies. In Fossheim, H., T.M. Larsen and J.R. Sageng (eds.), *The Philosophy of Computer Games*. Springer, 2012.

Values Between Systems: Designing Ethical Gameplay, in Schrier, Karen and David Gibson (eds.), *Ethics and Game Design: Teaching Values Through Play*. IGI Publishing, 2010.

This War is a Lie: World of Warcraft and Ethics, in Wankel, Charles and Shaun Malleck (eds.), *Emerging Ethical Issues of Life in Virtual Worlds*. Charlotte, NC.: Information Age Publishing, 2010

A Flourishing Revolt, in Cuddy, Luke and John Nordlinger (eds.), *World of Warcraft and Philosophy*. Chicago: Open Court, 2009

“Two perspectives on the ethics of computer games”, in Øhrstrøm, Peter & Albert Albrechtslund (eds.), *IT-Etik. En antologi om informations-og kommunikationsteknologiske emner I etisk*

belysning, Aalborg University Press, 2007

Peer-Reviewed - Conference Papers

Wicked Games: On the design of ethical gameplay. Desire 10 Conference, Århus 16-17/8/2010.

Now It's personal: on abusive game design (with Douglas Wilson). FuturePlay 2010. May 6-7th 2010, Vancouver.

How I Learned to Love the Bomb: Defcon and the ethics of computer games, in Entertainment Computing – ICEC 2008. Lecture Notes in Computer Science, volume 5309/2009, November 2008, pp. 1-10

Newsgames: Theory and Design, in Entertainment Computing – ICEC 2008. Lecture Notes in Computer Science, volume 5309/2009, November 2008, pp. 27-33

Take the Money and Run? An Ethical Approach to the Relation Between Game Research and Game Industry, in Rauterberg, Matthias (ed.), Entertainment Computing – ICEC 2004. Proceedings, pages 163 – 167.