Death Lessons in the Imaginary Delivered by Computer Games Industry

Abstract:

The way in which computer games shape nowadays the concept of death provides a necessary account of the predispositions our society puts forward regarding the phenomenon of dying and its closest consequences. The core lesson displays life as an unserious business from which death is a reversible outcome, nevertheless challenging and exhausting matter for the player and his entourage. The drama of death is played between worlds, selves and ethical responsibilities. If there is a contemporary paradigm of the way our brains work towards the end, namely game over self-sufficient goal or a more complex understanding of the ontological implications conjured by games studies, represents the primary stake of this paper

Keywords: *game studies, imaginary, ethics, violence, simulation, play, death.*