Systems Make Statements: Simulations And Intentional Design



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EMPATHY ENGINES

Design Games That Are Personal, Political, and Profound





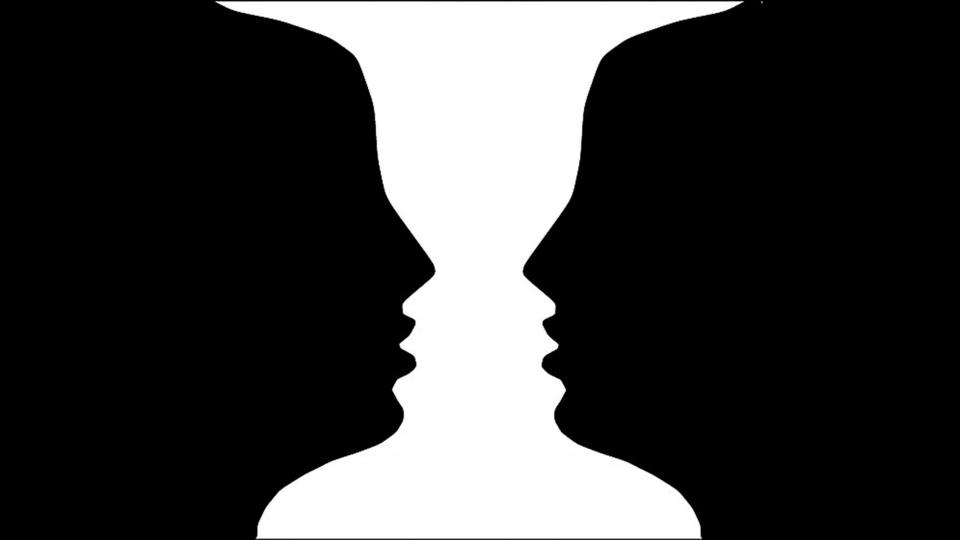
There's no such thing as a **neutral system**



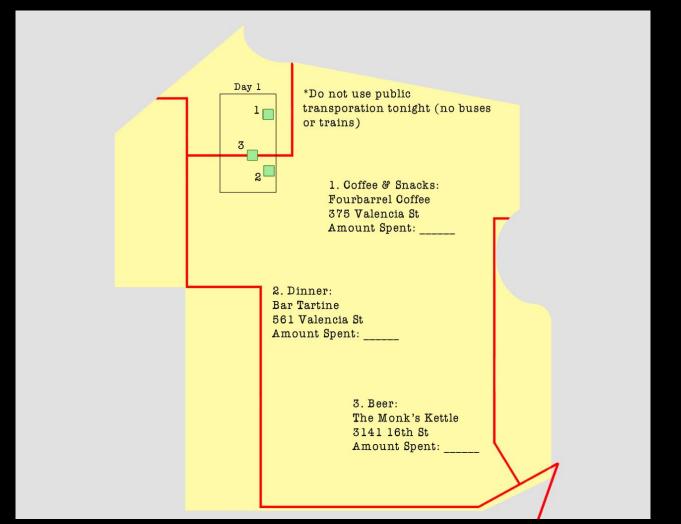
The City Is A **Monoculture**



"It's a vicious circle, fully accounted for in SimCity without any reference to race or racism."







4	*Take it easy
	1. Pastries: Kings Bakery Cafe 2846 Mission St Amount Spent:
	2. Dinner: Popeye's 2598 Mission St Amount Spent:
	Day 4
	2 3
	3. Drinks: El Trebol 3149 22nd St Amount Spent:



From whose point of view is this simulation accurate?



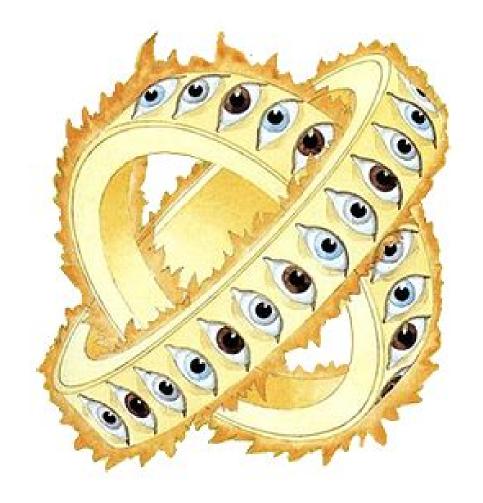




























We have to recognize our biases



OVERCOMING UNCONSCIOUS BIAS

Low Taxes Lead To Prosperity



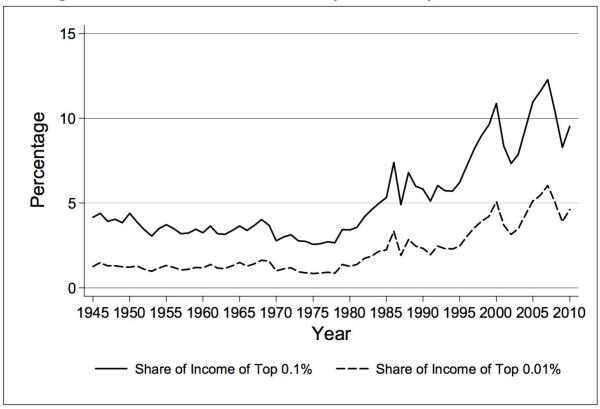
White Flight = Urban Decay

Race Does Not Exist In SimCity, so:

White Flight = Urban Decay

High Taxes = Urban Decay

Figure 6. Shares of Total Income of the Top 0.1% and Top 0.01% Since 1945



Source: Piketty and Saez.

Note: The vertical axis is the share of total income.

Where more than one **belief** exists,

neutrality is impossible





2.2 Billion People Are Christian



1 Billion People Are Hindu

Choices Are Never Neutral





Systems Make (Unintended) Statements

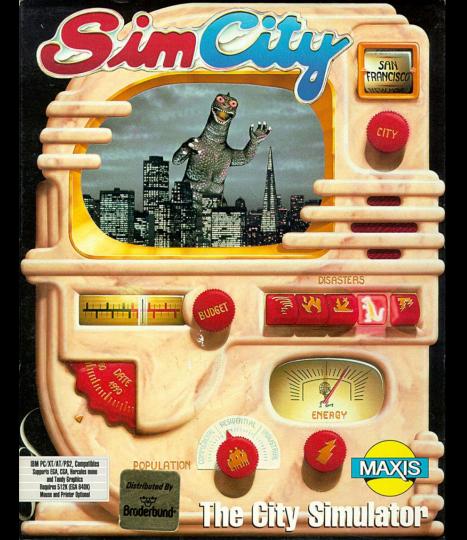


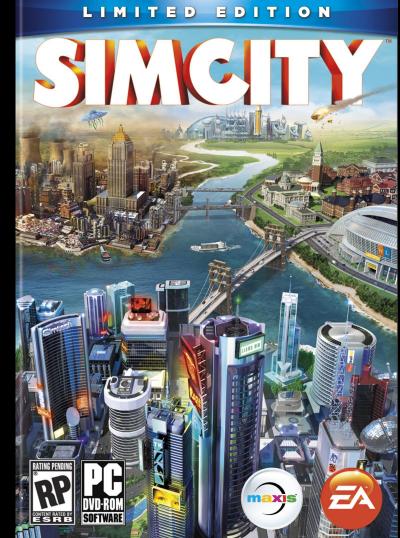
The Player **Is** The Government

+ The Player **Wants** To Play

= Big Government













Nothing Is Neutral

WE'RE A CULTURE,

NOT A COSTUME

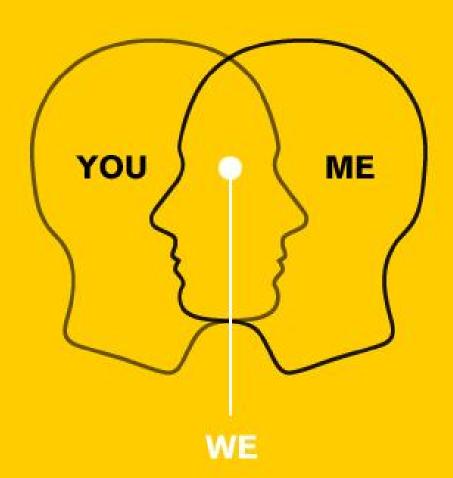
YOU WEAR THE COSTUME FOR ONE NIGHT. I WEAR THE STIGMA FOR

What **Key Assumptions** am I making?

How would someone different than me

evaluate this system?

Is this something I want to say?



THANK YOU!

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Empathy Engines: elizabethsampat.com/books

