



Halo and Philosophy: Intellect Evolved

By Luke Cuddy

Open Court Publishing Co., U.S. Paperback. Book Condition: new. BRAND NEW, Halo and Philosophy: Intellect Evolved, Luke Cuddy, Since the Doom series, First Person Shooter (FPS) videogames have ricocheted through the gaming community, often reaching outside that community to the wider public. While critics primarily lampoon FPSs for their aggressiveness and on-screen violence, gamers see something else. Halo is one of the greatest, most successful FPSs ever to grace the world of gaming. Although Halo is a FPS, it has a science-fiction storyline that draws from previous award-winning science fiction literature. It employs a game mechanic that limits the amount of weapons a player can carry to two, and a multiplayer element that has spawned websites like Red vs. Blue and games within the game created by players themselves. Halo's unique and extraordinary features raise serious questions. Are campers really doing anything wrong? Does Halo's music match the experience of the gamer? Would Plato have used Halo to train citizens to live an ethical life? What sort of Artificial Intelligence exists in Halo and how is it used? Can the player's experience of war tell us anything about actual war? Is there meaning to Master Chief's rough existence? How does...

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