Introduction

This proceedings is a collection of papers from the Philosophy of Computer Games conference, held 13-15 August 2009 at the University of Oslo in Norway. The papers were selected by double blind peer review and those included in the program constitute just under a third of the submitted proposals.

The papers are divided into three sections that reflect the themes in the conference call. As the call allowed for papers outside the proposed themes, not all of the papers adhere strictly to themes in the headings. In such cases, their placement is due to their slot in the conference program.

The first section of this proceedings consists of dedicated papers relevant to the theme of how to define computer games. The papers deal with such issues as the the prospects of providing a definition of computer games in terms of necessary and sufficient conditions, whether computer games can be brought closer to traditional art, and whether the traditional game models are adequate when applied to computer games.

The second section deals with the relationship between fictionality and interaction. Some of the papers deal with issues that arise from the view that fictionality should be understood in terms of make-believe. Other issues discussed in this section concern the the nature of narrative techniques in computer games and the status of fictional objects and happenings in an interactive setting.

The last section deals with ethical issues raised by game play of game environments. Issues discussed include the moral status of virtual artefacts, the ethical status of in-game actions, as well as the evaluative role of world views in computer games.

Computer games take on an ever more prominent role in today's society and culture, and it is for this reason of considerable importance to develop serious academic discussions about philosophical issues that are raised by their presence. Hopefully, the present collection of papers contributes to this aim.

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