

<b>1</b>	<b>What Computer Games Are</b> .....	<b>1</b>
	References .....	7
<b>2</b>	<b>Computer Gaming as Activity</b> .....	<b>9</b>
	2.1 The Practical Syllogism .....	11
	2.1.1 From Aristotle to Davidson .....	11
	2.1.2 Will, Body Movement and Action .....	15
	2.2 Three Types of Computer Gaming .....	20
	2.2.1 Virtual Actions .....	23
	2.2.2 Fictional Actions .....	28
	2.2.3 Fictive Actions .....	36
	2.3 Interim Conclusion .....	42
	References .....	43
<b>3</b>	<b>Ethics of Computer Gaming</b> .....	<b>47</b>
	3.1 Evaluative Dimension: Utilitarianism and Aristotle's Virtue Ethics ..	50
	3.1.1 Can Playing Computer Games Cause Harmful Consequences? .....	51
	3.1.2 Can Players Act Viciously? .....	59
	3.2 Deontic Dimension: Kant's Duty-based Ethics .....	68
	3.2.1 The Role of Fiction .....	73
	3.2.2 Can Quasi-Actions Be Morally Prohibited? .....	87
	References .....	95
<b>4</b>	<b>Concluding Remarks</b> .....	<b>99</b>
	References .....	102
	Glossary .....	103
	References .....	107