DESCRIPTION


- Reveals the philosophical questions raised through the artistic complexity, compelling characters and absorbing plots of this ground-breaking first-person shooter (FPS)
- Explores what *BioShock* teaches the gamer about gaming, and the aesthetics of video game storytelling
- Addresses a wide array of topics including Marxism, propaganda, human enhancement technologies, political decision-making, free will, morality, feminism, transworld individuality, and vending machines in the dystopian society of Rapture
- Considers visionary game developer Ken Levine’s depiction of Ayn Rand’s philosophy, as well as the theories of Aristotle, de Beauvoir, Dewey, Leibniz, Marx, Plato, and others from the Hall of Philosophical Heroes
ABOUT THE AUTHOR

Luke Cuddy is an Assistant Professor of Philosophy at Southwestern College in Chula Vista, CA. He edited The Legend of Zelda and Philosophy, World of Warcraft and Philosophy, and HALO and Philosophy. An avid guitar player as well as gamer, he continues to annoy his friends with impromptu performances of "Will the Circle Be Unbroken".

William Irwin (series editor) is Professor of Philosophy at King’s College, USA. He originated the philosophy and popular culture genre of books as co-editor of the bestselling The Simpsons and Philosophy and has overseen titles including House and Philosophy, Batman and Philosophy, and Veronica Mars and Philosophy.

SERIES

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