

reference(s) – [ethic(s)]: creative technology

- Malcolm McCullough – Digital Ground: Architecture, Pervasive Computing, and Environmental Knowing
- Mary Flanagan – Critical Play: Radical Game Design

evolutionary perspective(s)

- Robert Trivers – The Folly of Fools: The Logic of Deceit and Self-Deception in Human Life
- Keith Devlin – The Math Gene: How Mathematical Thinking Evolved And Why Numbers Are Like Gossip
- Keith Stanovich – The Robot’s Rebellion: Finding Meaning in the Age of Darwin
- Donald W. Pfaff – The Neuroscience of Fair Play: Why We (Usually) Follow the Golden Rule

psychological insight(s)

- Eric Berne – Games People Play: the Psychology of Human Relationships
- Barry Schwartz – The Paradox of Choice: Why More Is Less
- Timothy D. Wilson – Strangers to Ourselves: Discovering the Adaptive Unconscious
- Miriam Boleyn-Fitzgerald – Pictures of the Mind: What the New Neuroscience Tells Us About Who We Are

sociological observation(s)

- Erving Goffman – The Presentation of Self in Everyday Life
- Erving Goffman – Interaction Ritual - Essays on Face-to-Face Behavior
- P. L. Berger & T. Luckmann – The Social Construction of Reality: A Treatise in the Sociology of Knowledge

mathematical model(s) – reference(s)

- Thomas C. Schelling – Micromotives and Macrobehavior
- Per Bak – how nature works: the science of self-organized criticality
- Alexander Mehlmann – The Game’s Afoot! Game Theory in Myth and Paradox

political issue(s)

- E.F. Schumacher – Small Is Beautiful: Economics as if People Mattered
- Ivan Illich – Deschooling Society (Open Forum)
- Ivan Illich – Tools for Conviviality
- Jeffrey Sachs – The Price of Civilization

moral(s) matter(s)

- Jeremy Bentham – An Introduction to the Principles of Morals and Legislation
- John Stuart Mill – Utilitarianism
- Joel J. Kupperman – Theories of Human Nature
- Barry Schwartz – The Battle for Human Nature: Science, Morality and Modern Life
- Sam Harris – The Moral Landscape: How Science Can Determine Human Values
- Stephen Davies (ed.) – Art and Its Messages: Meaning, Morality, and Society

(serious) game design(s) – reference(s)

- Aaron Dignan – Game Frame: Using Games as a Strategy for Success
- James Carse – Finite and Infinite Games
- Pat Kane – The Play Ethic

miscellaneous issue(s)

- Ruth W. Grant – Strings Attached: Untangling the Ethics of Incentives
- Douglas Rushkoff – Get Back in the Box
- Cass R. Sunstein – Infotopia: How Many Minds Produce Knowledge