

Code of Respect and Responsibility

We game designers advocate respect towards others. We acknowledge and value a diverse society in its many forms, such as gender, skin color, ethnicity, sexual orientation, mental and physical abilities, religious or cultural background.

We take responsibility for our games, actions and speech. Consequently, we are committed to the following principles:

- We strive for a diverse, fair and respectful representation of society, culture, and historical context in our games, including the game cover and the rules.
- We thoroughly research the cultural, social, historical, and scientific contexts represented in our games.
- We consider the impact this representation can have on the people represented and the players.
- We design our games so that they are as accessible as possible for all people.
- We recognize the cultural expression of humor, irony, satire, and caricature, but are aware their use can be hurtful.
- We acknowledge that we can make mistakes, but that we will try to correct these errors when and where possible.
- When we notice problematic aspects in other designers' work, we respectfully point them out and offer our help to find possible solutions and alternatives.

We ask publishers and illustrators to adopt the same standards. And we encourage EVERYONE in the game industry – no matter whether game designer, publisher, illustrator, editor, blogger, or journalist – to support this code as a personal standard of conduct.