

Fasi Uddin Mir's 'Reflective Solo-Auditing' Framework Accepted for Publication

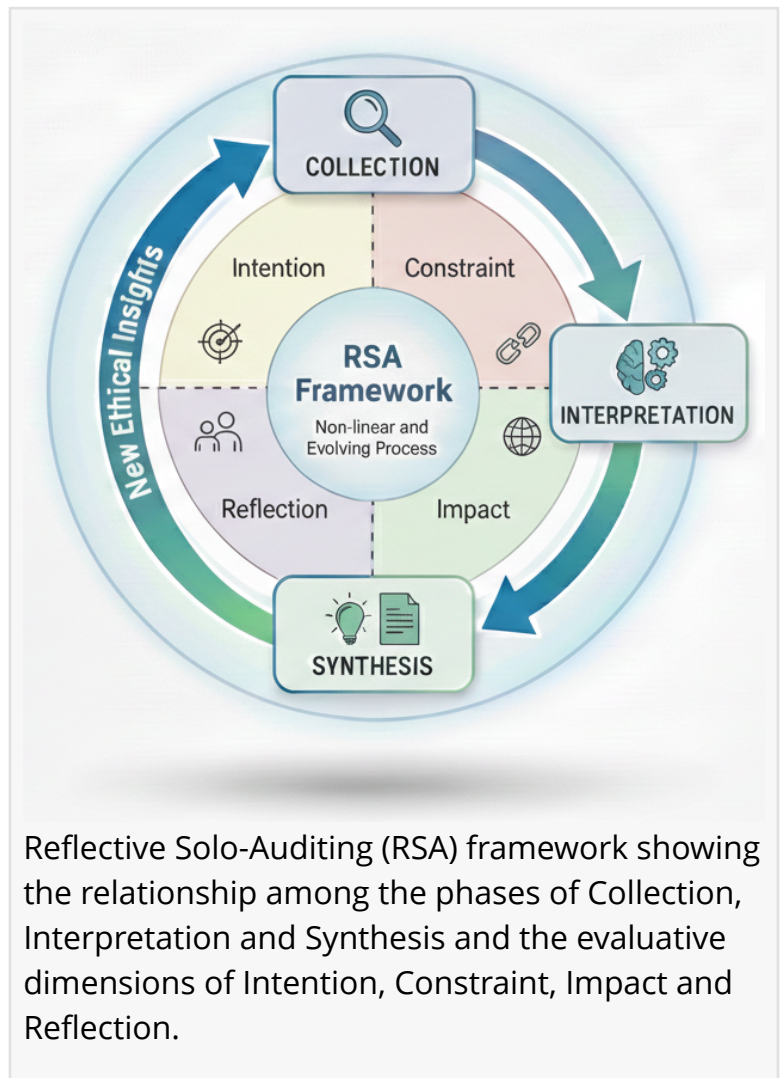
The RSA framework offers a retrospective approach for examining what completed game-production processes reveal about ethics, labor, values and constraints

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Independent researcher Fasi Uddin Mir has developed [Reflective Solo-Auditing \(RSA\)](#), a practice-based methodological framework that treats completed game production as a site for structured ethical inquiry. His manuscript, "Reflective Solo-Auditing: A Retrospective Framework for Ethical Game Production," has been accepted for publication in the Journal of Leadership, Accountability and Ethics (JLAE), a double-blind peer-reviewed journal focusing on theoretical and applied work and published by North American Business Press. The manuscript has completed the journal's review process and is now moving through final production and formatting.

Game-production ethics are often discussed in terms of what designers intend before or during development. RSA asks a complementary retrospective question: what can be learned by systematically examining what a completed production process reveals?

The framework organizes retrospective analysis into three phases — Collection, Interpretation and Synthesis — evaluated across four dimensions: Intention, Constraint, Impact and Reflection. Collection assembles production evidence; Interpretation examines documented decision nodes through critical and ethical lenses; and Synthesis consolidates recurring patterns into a transferable methodological structure.



Reflective Solo-Auditing (RSA) framework showing the relationship among the phases of Collection, Interpretation and Synthesis and the evaluative dimensions of Intention, Constraint, Impact and Reflection.

Mir developed RSA through a retrospective case study of Falcon Federation Pod, an independently produced mobile game completed during graduate studies at the University of Advancing Technology. The study examines decision nodes involving accessibility, labor conditions, monetization, platform mediation and cultural representation, using preserved project artifacts to trace how design decisions emerged within technical, economic, institutional and infrastructural conditions.

The study is based on a single retrospective case. The manuscript describes RSA's broader applicability as provisional, pending examination across additional projects, production contexts and collaborative environments.

Although grounded in critical game design, the framework also addresses broader questions of ethical accountability, reflective professional practice, organizational learning and responsible decision-making within creative and technology-driven environments.

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Reflective Solo-Auditing asks what ethical lessons can be learned from a completed game. I developed RSA to help designers examine production decisions and carry those lessons into future practice.”

Fasi Uddin Mir, independent researcher in critical game design



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The research is openly archived as a Version 1.2 preprint on Zenodo, providing a public and citable record ahead of formal journal publication. The current Version 1.2 record is available at <https://doi.org/10.5281/zenodo.21671214>.

About Fasi Uddin Mir

Fasi Uddin Mir is an independent researcher in critical game design based in Hyderabad, India, with a master's degree in Game Production and Management from the University of Advancing Technology.

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