As of current I believe we are in a similar situation with the videogaming industry was we were at least 2 decades ago. The videogames we have seen became much more realistic and immersive as technology has evolved. This is especially because players began demanding better quality from their gaming experience and thus their videogames, so the medium has evolved to accommodate such demand. However, despite its evolution, the industry has had and always will have its opponents. There are in fact many that still believe videogames can cause violence in players (young children to be exact). Meanwhile, I’d say the majority believe that games are much more than a bane on our existence and are used as an escape from the world that they live in and the lives that they may live currently. Games are a very powerful medium of expression and creation of worlds that lie outside of the norm. Some would go as far as to say that videogaming is more than entertainment and would consider it a form of art, which is my reason for wanting to make video games since I am an amateur artist at heart but have always been curios of computers and how they work. Plenty of times, art is misunderstood and receives backlash. This is the same with technological advance. Change is not always well received, and the videogame industry, being a constant mix of artistic and technological change, I’d say by its nature isn’t much different generally than it was decades ago, nor would it be too much different in the next couple of decades.