# Experience that video games can provide

What do art, music and films have in common? They can just be consumed to kill some time or offer a unique and meaningful experience. John Wick, as example can be considered a good movie for a fun evening, while interstellar offers a more sophisticated experience. Video games are not that different in that regard. They can be just plain fun. Blowing up an entire town with a “Fat Man” in fallout, for example does not grant you anything besides the momentary joy of the havoc caused by mini nuclear bomb. However, games that go beyond of just having some fun. Here is a small list to give you some perspective of what games fall into the category.

-Life is strange -Undertale -Nier Automata

-Alan Wake -Everhood - Spec Ops: The Line

While games do share a similarity to other mediums of entertainment, they can offer experiences that not other medium can or will be able to.

# Video games compared to other movies and books

The first thing to examine when comparing those mediums of entertainment is how the audience interacts with it. Most books and movies do not leave any room interaction at all, however there are exception to this. There are moves that allow the viewer to determine the outcome. One of these exceptions is Black mirror Bandersnatch has an intertwined story path that is influence by the choice of the viewer. In terms of book, the closet thing of interaction would be the dark tower series from Stephen hawking, where at the end the reader is told that the adventure is finished, and he can stop reading it or continue without enhancing their experience.  
Video games in comparison, is all about the interaction with the audience, hence you are not a viewer or reader but a player. Everything that happens in a video game is a direct consequence of the players action and decisions he made. Additionally, while movies have a fixed length and books a certain amount of words, the time the audience spends with it is unified. As the player controls what happens most of the time in the game the length of it varies and has no pre-determined length. This aspect of video games is an advantage and disadvantage at the same time when comparing them to other mediums.

# The power of video games

Books use only written words and sometimes picture to tell a story, movies use videos and sound in form of music or dialog. Videogames can use all forms of communication. It can be either text via item descriptions, video for cutscenes and music to set the tone for an area or character.

Videogames allow the certain aspects of it to synergize with each other and amplify the whole experience. Fighting a powerful foe while the music takes a serious and dramatic tone, would be a good example for this synergy. Besides the elements of the game synergizing with each other, games also can awake a stronger emotional impact than the other mediums. For this to happen it is required from the developer to make a huge effort, as it needs to be well thought out. This often happens in games where action of the player drives the narrative to it conclusion.