

Unread



✓ Subscribed

This is a graded discussion: 15 points possible

due Sep 12 at 3:59pm

Week 3: Discussion 2: History + Origins of Games

24 42

Game Dev Topic: "History + Origins of Games"

Participation in this discussion is required for this module.

Your participation is worth a maximum 15 points of your total class point score. In order to earn a full score of 15 points, you must post two or more times before this discussion closes.

A. This Week: Make your first post with your initial thoughts after doing all of the following tasks:

1. View the video "A Brief History of Video Games" by Ahoy, found at

<https://www.youtube.com/watch?v=GoyGlyrYb9c> [_ \(https://www.youtube.com/watch?v=GoyGlyrYb9c\)](https://www.youtube.com/watch?v=GoyGlyrYb9c)



[_ \(https://www.youtube.com/watch?v=GoyGlyrYb9c\)](https://www.youtube.com/watch?v=GoyGlyrYb9c)

.

2. View the video "What Is a Game?" by Extra Credits, found at

<https://www.youtube.com/watch?v=blj91KLOvZQ> [_ \(https://www.youtube.com/watch?v=blj91KLOvZQ\)](https://www.youtube.com/watch?v=blj91KLOvZQ)



[_ \(https://www.youtube.com/watch?v=blj91KLOvZQ\)](https://www.youtube.com/watch?v=blj91KLOvZQ)

.

In your initial post, address these questions:

- *What makes something a game?*
- *How have video games changed over time?*

B. Next Week: Follow up with a second post.

Respond to your classmates' shared perspectives on the history of video games and what it means to be called a game.

Be sure watch the videos before posting.

← Reply



[Dylan Anderson-bowen](#)

<https://canvas.santarosa.edu/courses/33387/users/138862>

Sep 6, 2018

A game is an interactive experience that brings something interesting or enjoyable to the table. Just because a game doesn't follow the paths set by other successful games doesn't mean it isn't a game. A game can have no real point but still offer a new experience that draws attention.

Games usually change through time by interacting with new ideas. If a new idea profitable or enjoyable, more games will be made in the same style or genre. Those games continue to come out until a new different experience hits the shelves; then people attempt to replicate that experience. The progression of game design and development is dependent on the success of new or resurgent game ideas. That's how 2D platformers became popular, then, someone tried to expand on that experience and we got 3D platformers and people attempt to expand on that experience, and the cycle continues. Games change over time by taking an idea and expanding upon it, regardless of where it goes, and is dependent on those who are willing to try and make new experiences.



[Ethan Wilde](#)

<https://canvas.santarosa.edu/courses/33387/users/88400>

Sep 9, 2018

Dylan,

Nice perspective on how one thing leads to another. Creative efforts like games really do stand on the shoulders of those who came before through influence, inspiration, and also reaction against.

Edited by [Ethan Wilde](#) (<https://canvas.santarosa.edu/courses/33387/users/88400>) on Sep 10 at 2:55am



[Will Lucic](#)

<https://canvas.santarosa.edu/courses/33387/users/107343>

Monday

I also think this is a good way of looking at it, and I think there's one additional thing that should be considered. If what's been popular becomes overused and stale, it allows for fresh ideas to arise. The Game History video we watched mentioned this was how Journey was able to succeed. Another example I've seen personally is the SoulsBorne games' contrast to other games' 'hand-holding' the player (an example of reacting against previous games, as Ethan Wilde mentioned). The SoulsBorne games and other recent games have made learning to play a game part of that game's gameplay. (gamegamegamegamegame!)

These fresher games are still influenced by previous games to be sure (Demon's Souls wasn't the first action RPG), but this just enables developers to put new ideas into already well-formed, complete games, rather than make a fresh game based entirely on their new idea.



[Ethan Wilde](#)

<https://canvas.santarosa.edu/courses/33387/users/88400>

Wednesday

Nice example Will!



[Dylan Anderson-bowen](#)

<https://canvas.santarosa.edu/courses/33387/users/138862>

Wednesday

That is a very good point that did not think to much of before, good job!

← Reply



[Munte Murad](#)

<https://canvas.santarosa.edu/courses/33387/users/132439>

Monday

A game is an experience where the person is capable of interacting with basically an interactive experience as Extra Credit said. But what makes a game different from each other is the kind of experience you will experience how its different from a person to another some people may see it as a good experience at the same time others may not, there comes the evolution of this experience.

The evolution of games is based through ideas, first we had a single experience but then it first changed with Cooperative known as Co-op now we have more than a one person experiencing the same experience that led to On line gaming a huge jump with games where you

have maybe more than ten people or more having different experiences in the same game and it opened a new genres like the battle royal or any other genera that got improved on.



[Ethan Wilde](#)

<https://canvas.santarosa.edu/courses/33387/users/88400>

Monday

Great point about the huge increase in players and playtime with the advent of online p2p play.



[Cameron Wager](#)

<https://canvas.santarosa.edu/courses/33387/users/7945>

Wednesday

I agree with you on how people will experience different things when they play, even if its the same game a lot of people wont have the same experience. and it's true on Co-op now being a huge thing, especially when most gaming companies are making games solely on the premise of multiplayer, like you mentioned the battle royal games.



[Ethan Wilde](#)

<https://canvas.santarosa.edu/courses/33387/users/88400>

Wednesday

Nice observation about how same game can yield different experiences for different players. Some game designers give extra attention to this.

← **Reply**



[Will Lucic](#)

<https://canvas.santarosa.edu/courses/33387/users/107343>

Monday

I pretty much agree with Extra Credits' perspective on what makes a game. I do think it's more useful, however, to rather than saying that "what is a game" is the wrong question and to not give an answer, to instead say that games and interactive experiences are identical. This gives an easy way to diffuse a discussion on "what is a game" or at least concisely put forth this view without alienating the people who've been discussing the question.

One thing I wish Ahoy had covered more in "A Brief History of Video Games" is the history of multiplayer, both local and online. For example I was surprised to learn that GoldenEye 007 had similar graphics to other games of its time but also offered 4 player splitscreen. I would like to know at least a vague indication of how this was accomplished. And then Quake and Unreal Tournament were mentioned but their online multiplayer was not.

One aspect of games I'm interested in is user input, and it has changed a lot throughout the history of gaming. We've gone from just buttons, to using a mouse, to analogue sticks, to motion controls and optical gesture recognition. I don't think these latests input methods are ready for competitive or precise games, but it will be interesting to see if they ever are.

One tangential idea I think would be amazing is VR or AR 3D sculpting with optical gesture recognition. You could literally shape 3D objects with your hands as though it were weightless clay.

Two advances I'd like to see in more traditional, mundane controls are pressure sensitivity (and other analogue input) and control layouts that put all 10 fingers to work and give more total input options.

We've already seen pressure sensitivity with styluses in digital painting and sculpting, and also some in mobile devices.

I think pressure is a great way to get more options out of a single button. You could have an attack button do a fast, light attack with a soft press and a strong, slow attack with a heavy press. Even better, you could have an attack where the amount of 'back swing' and the subsequent "swing arc" get longer with heavier presses (analogue input via a button).

In terms of putting all fingers to work, we've seen some improvements with controllers that have paddles, most notably the Xbox Elite controller. Usually a controller only makes use of 4-6 of our 10 fingers at a time, the index, thumb, and sometimes middle fingers of each hand. Controllers with paddles put more fingers to work, but it's still usually 8, even if 10 is possible. Also, the paddles are limited to being mapped to the buttons that are on a normal xbox controller. I think the positions of paddles and possible the addition of more triggers/bumpers could make it smoother and more comfortable to use all 10 fingers, and adding a new input for each additional paddle and trigger would give more possible inputs.

One way of increasing the number of possible inputs I'd like to explore is through software: key combinations (especially with triggers).

Typically, games give one action to one trigger, and more recently some triggers also have another action if held down. Theoretically, you could have a different action for every sequence of trigger pressed (one for just R1, another for R1->R2, another for R2->R1, another for R1-> L1, etc.). While using every sequence would usually be necessary and overly complicated, fighting games might take advantage of every sequence, as their complex controls are a deliberate feature of their gameplay.

One import thing to account for when using key sequences, however, is input lag. The game doesn't know what action you want until you either let go of a button or hold down the buttons for longer than a specified time. This means the action normally wouldn't start until one of those things happened. However this can be partially overcome by having actions that start out the same. In the example of a sword fighting character, every move that starts with R1 could have the same 'back swing' animation as soon as R1 is pressed, but what happens after the 'back swing' is determined by the sequence of buttons pressed.

This is something I intend to implement in the game I'm making.



[Ethan Wilde](#)

<https://canvas.santarosa.edu/courses/33387/users/88400>

Wednesday

Nice thinking regarding 3D modeling in VR. It is happening! Tilt Brush anyone?

<https://www.digitalartsonline.co.uk/features/hacking-maker/7-best-tools-for-painting-3d-modelling-sculpting-in-vr/> [\(https://www.digitalartsonline.co.uk/features/hacking-maker/7-best-tools-for-painting-3d-modelling-sculpting-in-vr/\)](https://www.digitalartsonline.co.uk/features/hacking-maker/7-best-tools-for-painting-3d-modelling-sculpting-in-vr/)



[Will Lucic](#)

<https://canvas.santarosa.edu/courses/33387/users/107343>

Wednesday

Those look amazing! Substance Painter and Medium look the most promising to me, as they appear to fit in with traditional 3D modelling applications better. Wish I had a VR setup...



[Dylan Anderson-bowen](#)

<https://canvas.santarosa.edu/courses/33387/users/138862>

Wednesday

This was an interesting and really expansive read. I enjoy the amount of detail you put into your view on games, I could not explain it any better. Also, on Ethan's example, I might have my friend try out that 3D modeling in VR since he just got his own HTC Vive.

← [Reply](#)



[Henry Silva](#)

<https://canvas.santarosa.edu/courses/33387/users/134866>

Tuesday

The fact that you can do whatever you want. You have all the freedom in the world in a game. If one day you feel like being a soldier there are games like Call Of Duty or Battlefield. If one day you feel like being an athlete there are various sports games.

Games change a lot over time. Going from simple blocks to the 3D era. I think games definitely changed for the better. Plus a lot of games have helped people in the world.

**Ethan Wilde**<https://canvas.santarosa.edu/courses/33387/users/88400>

Wednesday

Henry,

Any examples of how games have helped people that come to mind? I always find that an interesting topic.

**Ryan Keith**<https://canvas.santarosa.edu/courses/33387/users/111530>

Wednesday

There is even a game that was created just to help scientists understand more about complex molecules and viruses. The players would manipulate these molecules and try to make them more and more realistic, using the rules of real world chemistry. The crazy part is that the scientists that put these molecules into the game, didn't know the answer to the problems until the players solved them. This type of game actually helped to further research in the real world.

Reply**Cameron Wager**<https://canvas.santarosa.edu/courses/33387/users/7945>

Wednesday

I believe that what makes a game a game is the people or person playing it. If someone plays the game Shadow of the Colossus, they may have a different experience than the next person. Personally in the beginning i felt like a hero killing these giant monsters but when i started to realize that the Colossus' were just wondering life i started to feel like I was the villain in the game.

Now some people may not have felt that and were feeling that the ends justify the means. A game like Shadow of the Colossus gives people a kind of perceptive on how gaming can not only be an interactive experience but some kind of emotional or education interaction as well. It shows that gaming isn't just a computer program but can be a form of art and expression and players get to share that expression with the people who created it. So by Extra Credits i agree that a game is what people want it to be.

The evolution of gaming is amazing, as in the video by Ahoy, he does the brief of gaming in 50 years, and in that time there were so many games and new developments in gaming that it almost made the whole thing crash. look at a game like pong, its very simple game yet very fun and has lasted throughout the years with different versions of it. Then look at the game Doom(2016) it has come a long way since its original self, and has made a giant technological leaps in every division of gaming. I know 50 years can be a long time but it blows my mind to thing that the 2D world or pong would then generate a cultural acceptance and would later give way to other games and other genres of games and lead up to a 3D experience like Doom(2016), and now we are slowly leading to a type of 4D experience with VR and the limitless possibilities that kind of machine can do. I've seen some places make VR games as real as possible and it is a great way for people to be even more emerged into the game itself.



[Ethan Wilde](#)

<https://canvas.santarosa.edu/courses/33387/users/88400>

Wednesday

Cameron,

Nice unraveling of the progression over time.

← Reply



[Ryan Keith](#)

<https://canvas.santarosa.edu/courses/33387/users/111530>

Wednesday

I agree with the second video in that a game is anything that you want it to be. To say it must teach you something or that it must make you happy or satisfied would just cut out so many games out there. There are many different experiences that can be had while playing video games and all of them are valuable in their own ways. To say that any game is better than another is completely up to the person speaking and nothing more. I think overtime, as technology has advanced, video

games have gotten much more stylistically divided. Back then, you pretty much just had a couple of styles to choose from and then you could design your own sprites, but that was it. Now you can do much more with the resources available. I have seen games that use quantum mechanics to change around you as you move. I have seen games that make you question your own existence and that's pretty cool. I think as time goes on, these experiences are only going to get more unique and thought provoking. I can't wait.



[Wyatt Mills](#)

<https://canvas.santarosa.edu/courses/33387/users/54790>

Wednesday

Hey Ryan,

I agree wholeheartedly that a game doesn't have to be set out JUST to teach you something or make you feel happy. There are plenty of awesome games out there that just try to focus on you're overall enjoyment and involvement, and ironically, these games can end up teaching you just as much or even more, simply because you retain the information better cause it wasn't forced on you or because it was an enjoyable experience.

← Reply



[Wyatt Mills](#)

<https://canvas.santarosa.edu/courses/33387/users/54790>

Wednesday

I believe a game is, as Extra Credit presented it, something that delivers enjoyment through player interaction. What makes them distinguishable and different is the kind of experience the game offers to players, and the different interactions that players can be subjected to.

Games have changed over the years in such an interesting way, in the idea that they seem to overall try to increase the amount of audiences the game can appeal to. Video games used to be a sort of niche thing, but as the years progressed and different games offering different kinds of experiences have come out, video games have become a normal, everyday household item. I know very few people nowadays that say they don't play a game two or three times a week. They've changed to entertain more and more people, and I think that's one of the best things about them.

[← Reply](#)[Garrett Thomas](#)<https://canvas.santarosa.edu/courses/33387/users/48264>

Wednesday

The definition for game is activity engaged in for diversion or amusement . I agree with that on some levels. However after watching the videos I feel like anything can be a game. Just like the video said, life could be looked at as an interactive experience. To tie that in with how games change I want to bring up VR and AR. Video games evolve and get better graphics as well as more advanced ways to get involved in the game. Video games have now reached a point that our experiences may become advanced enough to bridge the gap between reality and virtual reality. I am hoping one day to have an immersed experience such as shown in the movie "ready player one".

[Chris Echols](#)<https://canvas.santarosa.edu/courses/33387/users/131788>

Wednesday

Hello Garrett, I really like what you said about us being able to bridge the gap between our reality and virtual reality as I stated in my post that I believe we are running out of options for video games but VR seems to be the idea that will flourish many more to come. I agree with what you said about anything can be a game now, dependent upon the amount of interaction the experience can offer. I too hope to have an immersed experience as that is why I want to join the gaming industry, to make people's dreams come true by being able to see it in the real world, virtually.

[← Reply](#)[Tyler McClendon](#)<https://canvas.santarosa.edu/courses/33387/users/126678>

Wednesday

What is a game and what is a video game are two very different questions, to the point that I don't even think that calling video games "games" is the correct label. Games are, in my opinion, a social past time, something that many video games lack.

In my definition, the most basic "games" are things like tag, simple play things that revolve around socializing with other people - this is why I think that board games are generally also "games", as most also revolve around how you play with other people. This, however, excludes most traditional single player video games from being "games", instead being something more akin to an interactive story, or, like the extra credits video called it, interactive experience.

This isn't to discredit video games, or board games, or anything else, its just what I've come up with to help organize things in my own mind.



[Will Lucic](#)

<https://canvas.santarosa.edu/courses/33387/users/107343>

Wednesday

Interesting, I wonder where you'd classify solitaire?

For me, it's enough to justify Yoshi between solo, local multiplayer, and online multiplayer games. Most traditional games would be local multiplayer.



[Nathan Johnson](#)

<https://canvas.santarosa.edu/courses/33387/users/86461>

Yesterday

Hey Tyler,

I'm curious to know where things like minesweeper would stand in your view, or things like pinball which could be a vastly different experience depending on the way that you play.

← **Reply**



[Jose Delgadillo Escalante](#)

<https://canvas.santarosa.edu/courses/33387/users/94062>

Wednesday

I have had this discussion before with a group of tabletop game enthusiasts. That conversation and extracredits' video overlapped on the same identifying feature: interactivity. However, in our discussion we also debated how much interactivity was necessary to make a game. Some argued that snakes and ladders is not a game because everything is ultimately left to chance, but some argued that the roll of the die was enough interactivity to merit the label of "game". I have yet to be convinced that there is any limit to the amount of interactivity necessary to make something a game. I also think that a game needs to have some kind of set of rules or restrictions. I think that

the combination of rules, restrictions, and types of interactions can be used to differentiate one game from another.

Video games have changed in a myriad of ways since their inception due to several advancements in technology. I think that the most significant ways in which video games have changed are accessibility and interactivity.

Video games are now more accessible to the world than they have ever been before thanks to the internet and smartphones. Anyone with fast enough internet can now access video games online. Before, video games were just confined to arcades and consoles.

Video games have also come a long way in terms of interactivity. Traditionally, video games have been played through the use of input devices like joysticks and keyboards. This essentially boils down to pushing buttons and watching the results of the input on a screen. Nowadays, video games support more types of input, like touch screens, motion controls, and even brain waves. The output for video games has changed too, which can be seen by games that feature augmented reality and virtual reality. Progress has been made in interactivity between players as well. Whereas video games could only support a few players at a time, you can now play with hundreds of other players at a time.

← Reply



[Chris Echols](#)

<https://canvas.santarosa.edu/courses/33387/users/131788>

Wednesday

I believe that being able to interact with the experience is really what makes a game. This enables the player to have an ability to interact to an extent with that experience which can deliver a sense of accomplishment, bravery, excitement, anticipation, and many more feelings that one can take from the experience. Many people think that nowadays what makes a game is Multiplayer, having the ability to play with others online or locally. I however disagree with this statement as I am an avid single player gamer. I believe that it is all about the individual gamer when it comes to gaming. This used to be the idea in the beginning generations of video games. Video games have changed from being a rewarding interactive experience that brought many together, to video games that are unnecessarily competitive or as I like to call it "pay to win trash." I believe we are at a stage in time where developers are coming to an end on their imagination and ideas in regards to delivering a new and inspiring interactive experience. This stage, I believe, is a stage where we are stuck and do not know where to go from here. Virtual Reality seems to be the direction we are heading now but as I said before developers are losing sight as to what a game is and what a Battle Royale is.

**Greg Hughes**<https://canvas.santarosa.edu/courses/33387/users/63033>

Yesterday

Hey Chris,

What you said is really interesting. I find that it is sometimes harder to validate me playing solo games because it almost feels disconnected from the rest of the world. Maybe this is thinking much deeper, but I feel as if I may enjoy multi players games to join and "fit" in with other niches of people rather than immerse myself in an individual experience, which still feels too simulated for me to adjust to.

There are some open world games I would like to try out as I hear content is getting more rewarding and I feel realism is a way to draw more people to solo games as you can relate more to them. Either way, I do think a game is all about delivering a sense of accomplishment, just as you said.

Reply**Moses Ost**<https://canvas.santarosa.edu/courses/33387/users/15167>

Wednesday

I agree with the second video--debate over the deeper idea of what makes something a game is kind of silly, especially because everybody has their own perception of what a game is, and no one is more right than any other. The dictionary says a game is "a form of play or sport, especially a competitive one played according to rules and decided by skill, strength, or luck," which seems to touch all the bases. Every can expand on that in their own way, which is fine.

Over time, video games have obviously improved in gameplay, graphics, sound, and the overall amount complexity and possibilities to explore. The video showed an interesting process in which video games seemed to advance in leaps than steps, with enormous, sudden improvements usually resulting from new available hardware. Furthermore, trends set in the dawn of games seem to have continued and remained, as games only improve upon the basics, rather than change completely.

Reply



[Lewis Jackson](#)

<https://canvas.santarosa.edu/courses/33387/users/45309>

Wednesday

To me a game is an interactive experience rather than a passive one, which contains some elements of game dynamics. These game dynamics are usually focused on achieving a systemically rewarded end game state. But now with big sand-box open world games, like Skyrim, and GTA , the end game state isn't so well defined. Games like Flight Simulator are even more open ended when it comes to an end game state. Often times games like these are more of a simulation experience where one can define there own objectives that aren't inherent within the reward systems of the game. Nevertheless these objectives we set for ourselves within this type of game still follow the essence of what a game is.

Constant evolution of gaming makes it difficult to define what a game truly is, but personally I would distill it down to anything that is objective based. This is why I really like the idea mentioned by "Extra Credit" of transference. Not only can we transfer the skills we learn through a simulated game experience but we can also leverage game mechanics that we pick up through our gaming experiences and apply them to real world objectives in order to achieve goals with heightened levels of interest. It's worth mentioning this Ted Talks by Kerstin Oberprieler, "Gamification is key to nudging collective behaviour".

She really delves into how game mechanics are being inserted into our daily lives to influence our behaviors. For me this helped to clarify what makes something a games by showcasing how almost anything can be converted into a game.

Games seem to have changed over time as a result of innovation, cultural feedback, and evolution in technology. Cultural feedback seems to have dictated which gaming themes will continue in

development on newer and newer platforms and technologies. With exception, there seems to be a risk aversion in innovation when it comes to most recent titles.

← Reply



[https://](https://canvas.santarosa.edu/courses/33387/users/51207) **Gregor Gonzales**

<https://canvas.santarosa.edu/courses/33387/users/51207>

Wednesday

If an activity keeps the individual involved, it is therefore considered a game. For example, simple activities such as 'tag' or 'capture the flag' are physical games that anyone can get involved in. When it comes to video games, they fall under the same category because the user is involved with the tasks the game provides. Over time, these interactive games have evolved based on more advanced systems. The origins of games were very simple, programs manipulated pixels on a screen to make a function that a person can control. Since that time, games have evolved into three dimensional worlds where the graphics are exceptionally close to the real world. This was done due to demand for better more higher quality games.

← Reply



[https://](https://canvas.santarosa.edu/courses/33387/users/86461) **Nathan Johnson**

<https://canvas.santarosa.edu/courses/33387/users/86461>

Wednesday

Games are an art form used to give someone a special experience that they are actually able to feel and/or interact with. At its worst it can be an entertaining obstacle but at it's best it can be a mind altering experience that changes your way of thinking. I still remember each and every game that gave me a great experience like that.

Games have gotten increasingly better over time by building on everything that came before them. No matter what game you take a look at these days you will always be able to find an aspect that was derived from another game. They have gotten much more interactive over the years allowing you to actually go into a world with VR or have a whole new perspective with the AR technology. I

feel like the gaming image as a whole is slowly changing as well and that more people are taking it seriously as time goes on.

← Reply



<https://>

[Michael Rosenhahn](#)

<https://canvas.santarosa.edu/courses/33387/users/48981>

Wednesday

What is a game? A game is an interactive experience where the user gains some volition from the experience.

How games have changed over time? The first video games were very simplistic played on large expensive hardware. As technology advanced, the hardware began to shrink down and become more affordable, so that it was easier to get the video games out to the masses but the games themselves still remained simplistic in nature. As hardware and games continued to improve and evolve, a problem arose where there were in the U.S., many different platforms that could only play a specific set of games. The result was a crash in the U.S. game industry as people started to migrate over to consoles and games produced by Japan. With the advent of the Wii, accelerometers and game play took on a more physical aspect.

PC games in parallel also continued to improve with the hardware. At first the games were an upgraded iteration of what came before with better graphics. Overtime they became more complex. They would tell stories, give players greater freedom in the game world and allow player co-ops. Eventually MMO's entered the mix, giving players an even more 3-dimensional aspect allowing the player to explore a world at will.

While the console games and PC games were evolving, handheld games also were starting to come into being, allowing player to play games most anywhere.

← Reply



<https://>

[Cristian Garnica](#)

<https://canvas.santarosa.edu/courses/33387/users/66885>

Wednesday

A game is a media that allows people to experience different scenarios that can be directly influenced by the participants. In some of the games, the influence by the participant could be completing a simple task such as traveling from one point to another, or defeating an enemy.

In the first video explaining the change of video games over the years. A trend that appears is the challenge to make video games more immersive. Every year companies producing games attempt ways to keep the participant's attention into the game they are playing. To make them apart of the world and to continue to have a hold on their attention. World of Warcraft is a game that has been able to hold the attention of participants for 14 years because of the ability to make the game more immersive over the years. With the option of multiple games on the market to chose from, companies have to stand out from the rest to survive on the market.

← Reply



[Jalen Modica](https://canvas.santarosa.edu/courses/33387/users/139537)

<https://canvas.santarosa.edu/courses/33387/users/139537>

Wednesday

A game is a simulated environment in which the engaged player has control. The rules and objective is at the mercy of the developer.

Games have changed mostly due to technology advancements.



[Jose Delgadillo Escalante](https://canvas.santarosa.edu/courses/33387/users/94062)

<https://canvas.santarosa.edu/courses/33387/users/94062>

Thursday

That's an interesting definition. I touched on the subject of rules defining games in my own post too. So if I hack a game, is it still a game or is it a new game?



[Will Lucic](https://canvas.santarosa.edu/courses/33387/users/107343)

<https://canvas.santarosa.edu/courses/33387/users/107343>

Thursday

I think it would pretty hard to argue it's not a game, as it's still interactive unless you hacked out the controls.

I think it could be considered a new game if it's purely local (solo or local multiplayer), but if it's online it's cheating at the original game because the 'rules' are changed only for your hacked version (and the EULA was violated).

← Reply



Josh Barnard

<https://canvas.santarosa.edu/courses/33387/users/74662>

Wednesday

To me, games are voluntary interactive experiences which we choose to participate in with no real accomplishments or gains outside of the game. We choose to play a game, just as we choose to read books or watch TV, because they are enjoyable and help us relax. But games are different from books or TV as the internet has created many interactive experiences which can be considered games. Games have the ability to exist for hundreds or thousands of years and stretch into many different forms of media, board and cards, to interactive audio/video. So for me, a game is a set of rules, which people choose to participate in for fun, with others or by themselves.

Games have changed drastically over time. Initially I am presuming that game started as just informal activities with people using what they could from the natural environment. Over time we developed card and board games, some of which have existed for thousands of years. Now we have video games, computer games and mobile games, but we still have access to the old board and card games from our past. With the invention of computers, games have become increasingly more complex and challenge the player to learn the rules as they play, instead of already knowing the rules before being able to play.

Edited by **Josh Barnard** (<https://canvas.santarosa.edu/about/74662>) on Sep 17 at 6:52am



Jose Delgadillo Escalante

<https://canvas.santarosa.edu/courses/33387/users/94062>

Thursday

I'm not so sure that games are involuntary. I can't think of any game that you couldn't just walk away from if you wanted to.



Will Lucic

<https://canvas.santarosa.edu/courses/33387/users/107343>

Thursday

Yeah, they're definitely not involuntary, maybe Josh meant inconsequential? Just going off the rest of what he said.



Josh Barnard

<https://canvas.santarosa.edu/about/74662>

Sep 17, 2018

typo, i meant voluntary.

← **Reply**



Greg Hughes

<https://canvas.santarosa.edu/courses/33387/users/63033>

Friday

I think the point that the person in the video made saying that we are asking the wrong question about what makes a game a game is interesting. I do agree that arguing the semantics of what makes a true game is seemingly pointless, I personally think that games are things that provide tasks for people to achieve whether its individually, with somebody or against somebody. I certainly would also address it as an interactive experience.

Games have changed drastically over the last 50 years, and I think you can see that it primarily changes with the technology that is available. I think its easy to see that as technology evolves, so does the capabilities we have. It started with basic 2D graphics and simple logic and evolved into 3D MMORPG's with much more complex story telling, game logic and graphic design.



HTML Editor



9/16/2018Topic: Week 3: Discussion 2: History + Origins of Games

p

 **Attach**

Cancel (javascript:)

Post Reply

0 words