

The Brief Introduction of Video Game

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Abstract

A video Game is an electronic game that involves human interaction with a user interface to generate visual feedback on a video device. With the rapid development of the hardware in game, the video games has a great impact on our daily life. The video game is not only an industry, but also become a part of the art, which has great developed in visual and audio. This article introduced the history of video games, and illustrate the platform and genres of video games. It is important for people learning the different types of video games and why people would addicted to video games. In this way, people would learn a better way to design a great game.

Keywords: video games, history, genres

1 Introduction

A video Game is an electronic game that involves human interaction with a user interface to generate visual feedback on a video device such as a TV screen or computer monitor.[Vid]. The traditional video games are always referred to as raster display devices in the past. However, with the development of video games, the video games have been defined for all types of display devices in these days. Those video games have dramatically attraction that let people addicted to them.

The term "video game" has evolved over the decades from a purely technical definition to a general concept defining a new class of interactive entertainment. Technically, for a product to be a video game, there must be a video signal transmitted to a cathode ray tube (CRT) that creates a rasterized image on a screen.[Wolf 2007]

2 History of Video Games

The history of video games goes as far back as the early 1950s, when academics began designing simple games and simulations as part of their computer science research. Video gaming would not reach mainstream popularity until the 1970s and 1980s, when arcade video games, gaming consoles and home computer games were introduced to the general public. Since then, video gaming has become a popular form of entertainment and a part of modern culture in most parts of the world.

As of 2016, there are eight generations of video game consoles, with the latest generation including Nintendo's Wii U and Nintendo 3DS, Microsoft's Xbox One and Sony's PlayStation 4 and PlayStation Vita. PC gaming has been holding a large market share in Asia and Europe for decades and continues to grow due to digital distribution. Since the release of smartphones, mobile gaming has been a driving factor for games to reach out to people not previously interested in gaming, as well as people unable to afford or support dedicated hardware. [His].

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3 Overview

3.1 Platform

- Console Gams A console game is a form of interactive multimedia used for entertainment. The game consists of manipulable images (and usually sounds) generated by a video game console and displayed on a television or similar audio-video system.
- Handheld Game A handheld video game is a video game designed for a handheld device. In the past, this primarily meant handheld game consoles such as Nintendo's Game Boy line.
- Online Game An online game is a video game that is either partially or primarily played through the Internet or another computer network. [Andrew Rollings 2006]
- PC Game The games people played on a personal computer.
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3.2 Genres

- Action The action game is a video game genre that emphasizes physical challenges. Shooting is a typical action game.
- Adventure An adventure game is a video game in which the player assumes the role of protagonist in an interactive story driven by exploration and puzzle-solving.[Rollings 2003]
- Role Play Games(RPG) The people control the actions of the main character. They choose to play different roles in the game. This character grows and evolves as the player levels up and acquire stuff for it. This leads to attributes for the individual character, which constitute abilities as well as the equipments and so on.
- Simulation A simulation video game describes a diverse super-category of video games, generally designed to closely simulate aspects of a real or fictional reality.
- Strategy Strategy video game is a video game genre that focuses on skillful thinking and planning to achieve victory.[Rollings 2003]
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3.3 Why people love playing games?

1. Reward
The immediate feedback provides players with a sense of control. Every time people take actions in the game, people will have feedback in visual or audio. Comparing to the real world, people may not see the progress when studying a subject.
2. Small goals
In order to firmly tied the players in the game, the game provide upgrade levels and all kinds of challenges for players. Every time when people solve a ten-minutes small task, they find it a sense of achievement. Once players achieve the goals, they cannot wait to solve another small targets to maintain the euphoric feelings.
3. Ranking list
Once people got champion in the games, they earned title. And it is great satisfied to get a higher rank in the ranking list. Intrinsic motivation is simple, it is a identify of self abilities. People enjoy the control of power and the admiration from others.

4 Conclusion

In the rapid development of modern electronic information, video game has influenced deeply into people's daily life. Due to its interesting storyline, vivid characters and challenging goals, it became an entertain-

ment for all ages. These long history stories enhance people's knowledge of game engineering. Also, by learning the history of video games, we could study how to design a great game based on psychology of gamers.

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