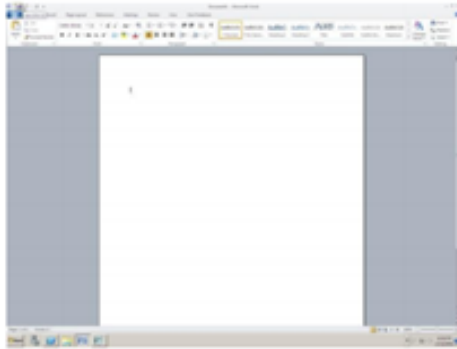
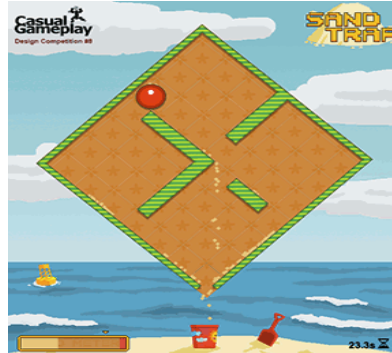


What is a video game?

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(a) a software



(b) a game



(c) a movie

Figure 1: Pictures from lecture to compare the differences ^[1]

Abstract

This paper represents video game, especially the definition and Uniqueness of The "video" in "video game". It can be enlighten and thought-provoking by comparing the differences between the pictures above. Through contrastive analysis it proves more clear in perceptual knowledge, still we need a futher discussion. As seen in the figure, the difference between a game and other software is the content of a medium.^[2] While interactivity is what makes games differ from movies and other art forms. And obviously games are more fun.

The article will introduce in 4 parts: History, Genres, Structures and Related fields, respectively. Also the lecture materials will be deeply discussed.

Keywords: vedio game, history, genres, structure, related fields

1 Introduction

A video game is an electronic game where players interact with objects displayed on a screen for the sake of entertainment. It varies from platforms, genres, classifications, etc. It can be Interactive, entertaining, providing so much fun.

The word video in video game traditionally referred to a raster display device, but in the 2000s,^[3] it implies any type of display device that can produce two- or three-dimensional images. Video games are sometimes believed to be a form of art, but this designation is controversial.

*blog: <http://www.acquisitionofknowledge.org>

2 History of video games

Early games used interactive electronic devices with various display formats. The earliest example is from 1947—a "Cathode ray tube Amusement Device" was filed for a patent on 25 January 1947, by Thomas T. Goldsmith Jr. and Estle Ray Mann, and issued on 14 December 1948, as U.S. Patent 2455992.

Other early examples include:

- The Nimrod computer at the 1951 Festival of Britain
- Tennis for Two, an electronic game
- Spacewar, written by MIT students Martin Graetz, etc
- Pong, a 1972 game by Atari

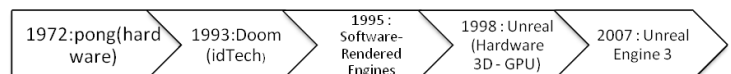


Figure 2: a brief history of video game ^[4]

3 Video game genre

A video game genre is a specific category of games related by a common gameplay characteristic. Genres are not usually defined by the actual content of the game or its medium of play, but by its common challenge.

Genres may encompass a wide variety of games, leading to even more specific classifications called subgenres. For example, an action game can be classified into many subgenres such as platform games and fighting games. Some games, most notably browser and mobile games, are commonly classified into multiple genres.

The following is a list of all commonly-defined video game genres, with short descriptions for individual genres and major subgenres.

Action	<ul style="list-style-type: none"> •Platform games •Shooter game
Adventure	<ul style="list-style-type: none"> •Survival horror •Stealth game
role-playing	<ul style="list-style-type: none"> •MMORPGs •Tactical RPGs
Simulation	<ul style="list-style-type: none"> •Life simulation •Vehicle
Strategy	<ul style="list-style-type: none"> •4X game •Real-time
Sports	<ul style="list-style-type: none"> •Racing •Sports game
Others	<ul style="list-style-type: none"> •Casual •Art game

Figure 3: video game genre

The electronic systems used to play video games are known as platforms:

- PC game
- Console game
- handheld
- Arcade game

4 Game structure

Games have a different structure than any other software^[6]:

- Start up
- Introductory Movie
- Front End
- Game Options
- Sound Options
- Video Options
 - Loading Screen
 - Main Game
- Introduction
- Gameplay
 - game modes
- Pause Options
 - End Game Movie
 - Credits
 - Shut down

5 Other related fields

• commercial aspect

According to the market research firm SuperData, as of May 2015, the global games market was worth USD 74.2 billion. By region, North America accounted for \$23.6 billion, Asia for \$23.1 billion, Europe for \$22.1 billion and South America for \$4.5 billion. By market segment, mobile games were worth \$22.3 billion, retail games 19.7 billion, free-to-play MMOs 8.7 billion, social games \$7.9 billion, PC DLC 7.5 billion, and other categories \$3 billion or less each.

• social aspect

- The average gamer is 30 years old and has been playing for 12 years. Eighty-two percent of gamers are 18 years of age or older.
- Forty-two percent of all players are women and women over 18 years of age are one of the industry's fastest growing demographics.
- Twenty-nine percent of game players are over the age of 50, an increase from nine percent in 1999.
- Sixty-five percent of gamers play games with other gamers in person.
- Fifty-five percent of gamers play games on their phones or handheld device.

• art aspect

Video game art is a specialized form of computer art employing video games as the artistic medium. Video game art often involves the use of patched or modified video games or the repurposing of existing games or game structures^[5], however it relies on a broader range of artistic techniques and outcomes than artistic modification and it may also include painting, sculpture, appropriation, in-game intervention and performance, sampling, etc.

•2D game

- Concept Art
- Sprites
- Texture Art
- UI Artist

• 3D game

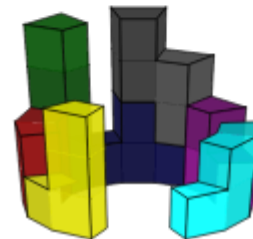


Figure 4: a game named Ben Joffe

References

- [1][2][3][6]LECTURE 3
[4]https://en.wikipedia.org/wiki/Video_game#Commercial_aspects
[5]<http://www.acquisitionofknowledge.org/moodle/blog/index.php?courseid=2>