

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. The word video in video game traditionally referred to a raster display device,[1] but in the 2000s, 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.

The electronic systems used to play video games are known as platforms; examples of these are personal computers and video game consoles. These platforms range from large mainframe computers to small handheld computing devices. Specialized video games such as arcade games, in which the video game components are housed in a large chassis, while common in the 1980s, have gradually declined in use due to the widespread availability of home video game devices (e.g., PlayStation 4 and Xbox One) and video games on desktop and laptop computers and smartphones.

The input device used for games, the game controller, varies across platforms. Common controllers include gamepads, mice, keyboards, joysticks, the touchscreens of mobile devices and buttons. In addition to video and (in most cases) audio feedback,

some games in the 2000s include haptic, vibration or force feedback peripherals.

The video game industry is of increasing commercial importance, with growth driven particularly by the emerging Asian markets and mobile games. As of 2015, video games generated sales of USD 74 billion annually worldwide, and were the third-largest segment in the U.S. entertainment market, behind broadcast and cable TV.