

What is a Video Game?

Chenghong Lin*
ZheJiang Normal University
Introduction to Game Design & Development

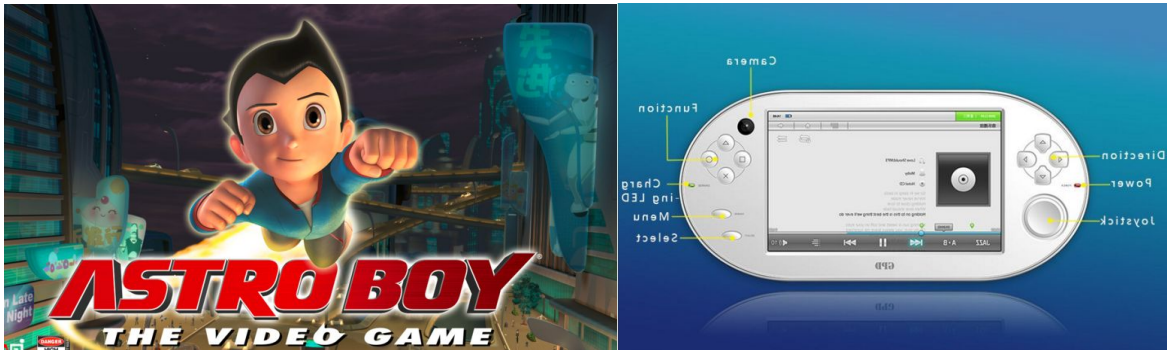


Figure 1: Some picture of video games

Abstract

Hello~ It's my honor for you to read my reports. This reports is mainly talked about the video game. This report is mainly consists of three parts. The first part is mainly introduce the video game and the game design. The second part is the overview of the video game. The third part is the development process of it.

Keywords: game design, video games,

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1 Introduction

Have you ever played game before? Do you know when was the earliest game was produced? I can't wait to tell you something about the game.

Do you know what? Game has got art, business and science & tech all. What an amazing thing!

- Do you know the earliest game was produced?

Aha That's the history of the video game. Earliest game can be trace back to 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.

- What do video game need?

A good video game must go through game design, game art, programming, audio and AQ process. And it uses an interactive

medium. And it is interactivity makes games differ from movies and other art forms.

- Why is it hard?

Because games have got art,business and science tech all together. And that seems difficult for the new beginner.

- How can I design a good game?

First, like all things, you must learn the basic knowledge. And you can start playing some games which may help you get inspirations from it. Then, start design a game. Finally, play it by yourself first and debug and correct it.

- How can I learn this course well?

Well, as an old saying goes, "Curiosity is the best teacher." And I believe that. So many of us like playing games, why not try to design a game by ourselves, maybe that will bring you much more fun than you just download and play it.



Figure 2:In a video game, there may need a lot 3D design

Examples: Even you, a beginner, can design your own games. I used to play a game called " Gluttonous Snake " . And

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Author Name: Chenghong Lin

University: Zhejiang Normal University

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Supervisor: Dr. Kenwright

not long after I enter the university, I started to think, can I design it?

And, by using the limited c knowledge, I started to design it. And I spent about 2 hours, finally, I finished. The moment I finish it, I felt the success of being a designer.

2 Overview of the Video Game

The overview of Video Game consists of platform, genres, classifications. Which I will introduce them below.

- Platform

The term "platform" refers to the specific combination of electronic components or computer hardware which, in conjunction with software, allows a video game to operate. And we divide them into details. We have three types, PC game, console game.

"PC game" refers to a form of media that involves a player interacting with a personal computer connected to a video monitor. A "console game" is played on a specialized electronic device that connects to a common television set or composite video monitor, unlike PCs, a console is a dedicated platform, it is manufactured by a specific company. "Arcade game" generally refers to a game played on an even more specialized type of electronic device that is typically designed to play only one game and is encased in a special cabinet which has one builtin console, controller and screen.

- Geners

A video game, like most other forms of media, may be categorized into genres. Video game genres are used to categorize video games based on their gameplay interaction rather than visual or narrative differences. A video game genre is defined by a set of gameplay challenges and are classified independent of their setting or game-world content, unlike other works of fiction such as films or books. For example, a shooter game is still a shooter game, regardless of whether it takes place in a fantasy world or in outer space.



Figure 2:A girl is coding to design a game

- Classifications

- Casual games:

Casual games derive their name from their ease of accessibility, simple to understand gameplay and quick to grasp rule sets. Additionally, casual games frequently support the ability to jump in and out of play on demand. Casual games as a format existed long before the term was coined and include video games such as Solitaire or Minesweeper which can commonly be found pre-

installed with many versions of the Microsoft Windows operating system.

- Serious games:

Serious games are games that are designed primarily to convey information or a learning experience of some sort to the player. Some serious games may even fail to qualify as a video game in the traditional sense of the term. Educational software does not typically fall under this category (e.g., touch typing tutors, language learning, etc.) and the primary distinction would appear to be based on the title's primary goal as well as target age demographics. As with the other categories, this description is more of a guideline than a rule.

- Educational games:

This kind of game is mainly designed to educate people by playing games.

3 Development Process

Video game development process is a very significant process in design a good game. You should trade off between time, cost and quality.

- Development Time Development process long and involved. Typically lasts 6 months - 2 years. More than 2 years increases risk of being obsolete.

- Test game Testing is very important for game development. Because it let you know where you are not okay. It consists of two parts—validation and verification testing.

- 3.1 validation testing

It looks at game and game play design and whether the right game is being created.

- 3.2 verification testing

It looks more at functionality and focuses on removing imbalances and eliminating bugs. Testing is an iterative process and should occur frequently.

4 Some data diagram of China in Video Game industry



Diagram-1

The above diagram shows the number of people playing video games during 2008-2014. And we can see that more and more people are beginning playing games. This phenomenon also indicates that nowadays people in China are becoming more and more wealth and start to seek Spiritual entertainment. And the Polyline shows the growth rate of people playing games.

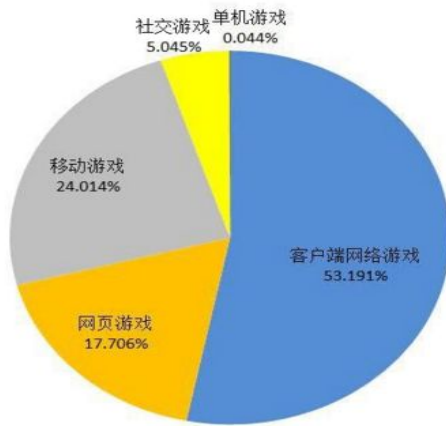


Diagram-2

The above diagram shows the the proportion of all kinds of games in the game market. As we can see, the client network game takes up a large percentage of the game market. And the second is mobile games, the third is web games. The Social games and console game only takes a small part of the market.

5 Conclusion

This report is mainly talked about Introduction, Overview of the Video Game and Development Process. I hope you will enjoy this.

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Thanks to the baidu offering the diagram of the game industry:

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