The Video Games

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Figure 1: *A game controller is a device used with games or entertainment systems to provide input to a video game, typically to control an object or character in the game.Game controllers have been designed and improved over the years to be as user friendly as possible.*

Abstract

At the beginning of this class, the aim of this paper is to show about what is Video Game and to figure out how the Video Game affect our lives during this day. This paper describes the different types of the Video. From the point view of the history of the Video Games, what its advantages and its disadvantage, to tell the difference between different media equipment. Detail information has been acquired by the author using the website, the books from the library, some of the TED speech. The result shows that 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.

Keywords: Video Game,Console,Handheld,Arcade,PC

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1 Introduction

1.1History: 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.

1.2Early history: 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.[Mark 2007]

This definition would preclude early computer games that outputted results to a printer or teletype rather than a display, any game rendered on a vector-scan monitor, any game played on a modern high definition display, and most handheld game systems.

From a technical standpoint, these would more properly be called "electronic games" or "computer games."[Mark 2012]

he golden age of arcade video games was the era of greatest popularity and technological innovation for arcade video games. The exact time period is a matter of debate, but key moments include the release of the first arcade machine in 1971, the release of Space Invaders in 1978 and the first use of vector display technology in 1979. The golden age ended in the mid-1980s as many arcades closed due to declining business.

1.3 1980's in video gaming: The second decade in the industry's history was decade of highs and lows for video games. The decade began amidst a boom in the arcade business with giants like Atari still dominating the market since the late-1970s. An oversaturation of third party games, the rising influence of the home computer, and a lack of quality in the games themselves lead to an implosion of the North American video game market that nearly destroyed the industry. It took home consoles years to recover from the crash, but Nintendo filled in the void with its Nintendo Entertainment System (NES), reviving interest in consoles. Up until this point, most investors believed video games to be a fad that has since passed. In the remaining years of the decade, Sega ignites a console war with Nintendo, developers that have been affected by the crash experiment with the superior graphics of the PC, and Nintendo also releases the Game Boy, which would become the best-selling handheld gaming device for the next two-decades.

1.3 1990's in video gaming: The 1990s were a decade of marked innovation in video gaming. It was a decade of transition from sprite-based graphics to full fledged 3D graphics and it gave rise to several genres of video games including, but not limited to, the first person shooter, real-time strategy, survival horror, and MMO. Handheld gaming began to become more popular throughout the decade[citation needed], thanks in part to the release of the Game Boy[citation needed]. Arcade games, although still relatively popular in the early 1990s, begin a decline as home consoles become more common.[Games 2014]

1.3 2000's in video gaming: The 2000s in video gaming was a decade that was primarily dominated by Sony, Nintendo, the newcomer Microsoft, and their respective systems. Sega, being Nintendo's main rival in the 1980s and 1990s, left the console market in 2002 in favor of returning to the third party company they once were. Overall the decade saw the last of the low resolution three-dimensional polygons of the 1990s with the emergence of High Definition games, and often focused on developing immersive and interactive environments, implementing realistic physics, and improving artificial intelligence.[Archived 2007]

1.3 2010's in video gaming: The 2010s is the current decade of video gaming and the fifth decade in the industry's history. Thus far, the decade has become notable for producing the first truly "3D" games and consoles[clarification needed], introducing cloud gaming to consumers, and the rising influence of tablet-based and mobile casual games. The industry remains heavily dominated by the actions of Nintendo, Sony, and Microsoft, but it remains unforeseen how their dominance will be affected by the growing smartphone and tablet market.[Stuart 2012] A Yahoo article published in 2012 predicted that video game consoles will not be around in 2020, but will instead be built-in features to televisions.

2 Related Work

2.1 Eighth generation of video game consoles: In the history of video games, the eighth generation includes consoles released since 2012 by Nintendo, Microsoft, and Sony Computer Entertainment. For home consoles, the eighth generation began on November 18, 2012 with the release of the Wii U, and continued with the release of the PlayStation 4 on November 15, 2013,[Pcadvisor.co. 2013] and Xbox One on November 22, 2013.[IGN 2013]These video game consoles follow the seventh generation: Sony's PlayStation 3, Nintendo's Wii and

Figure 2: *XBOX is a video gaming brand created and owned by Microsoft. It represents a series of video game consoles developed by Microsoft, with three consoles released in the sixth, seventh, and eighth generations respectively. The brand also represents applications (games), streaming services, and an online service by the name of Xbox Live. The brand was first introduced on November 15, 2001 in the United States, with the launch of the original Xbox console.*

Microsoft's Xbox 360. For video game handhelds, the generation began in February 2011 with the release of the Nintendo 3DS, successor to the Nintendo DS, in Japan, followed by a North American and European release in March. Nintendo released the New Nintendo 3DS XL in North America on February 13, 2015. The successor of the PlayStation Portable, the PlayStation Vita, was released in Japan in December 2011, and in Western markets in February 2012.

The generation was predicted to face competition from smartphones, tablets, and smart TVs. Due to the proliferation of these devices, some analysts speculate the eighth generation to be the last generation of home consoles. In 2013, gaming revenue on Android overtook portable game console revenue, while remaining a distant second to iOS gaming revenue. In FY 2013 (ending early 2013), Nintendo sold 23.7 million consoles, while Apple sold 58.2 million iPads in FY 2012 (ending late 2012).

3 Overview

Like other media, video games have been the subject of objections, controversies and censorship, for instance because of depictions of violence, sexual themes, alcohol, tobacco and other drugs, propaganda, profanity or advertisements. Critics of video games include parents' groups, politicians, religious groups and other advocacy groups. Claims that some video games cause addiction or violent behavior continue to be made and to be disputed.

4 Conclusion

The report should finish with a summary/conclusion to give a brief overview of what the reader should remember most. What was most important?

Acknowledgements

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Figure 3: *The PlayStation Portable (PSP) is a handheld game console developed by Sony. Development of the console was announced during E3 2003, and it was unveiled on May 11, 2004, at a Sony press conference before E3 2004. The system was released in Japan on December 12, 2004, in North America on March 24, 2005, and in the PAL region on September 1, 2005. It primarily competed with the Nintendo DS, as part of the seventh generation of video games.*

Figure 4: *An arcade game or coin-op is a coin-operated entertainment machine typically installed in public businesses such as restaurants, bars and amusement arcades. Most arcade games are video games, pinball machines, electro-mechanical games, redemption games or merchandisers.While exact dates are debated, the golden age of arcade video games is usually defined as a period beginning sometime in the late 1970s and ending sometime in the mid-1980s. Excluding a brief resurgence in the early 1990s, the arcade industry subsequently declined in the Western hemisphere as competing home-based video game consoles increased in capability and decreased in cost.*