What is a Video Game?

ZhangXiang
13211144
ZSD university

Abstract

The report is important to explain what is Video Game .This article proposes a firststep: a short and simple definition of what a videogame is, this definition being connected withexisting academic works about game, play, interactivity, and narrative.

1.Introduction

Why should we define the term videogame? Because we have reasons to study videogames.What are these reasons?

James Newman gives us an answer:

“While scholars identify a range of social, cultural, economic, political and technologicalfactors that suggest the need for a (re)consideration of videogames by students of media,culture and technology, here, it is useful to briefly examine just three reasons why videogames demand to be treated seriously: the size of the videogames industry; the popularity of videogames; videogames as an example of human-computer interaction.”

2.History of Video Game

A videogame can be based on a story. In most cases, it is, but sometimes not. Tetris (1985), for example, is an abstract challenge that does not need a story. They are many ways to insert narrative elements in a videogame: back-stories (videos in the beginning for instance), cutscenes between levels or to introduce a special event in the game, discussions with other characters, etc. Then, academics wonder if we can study and design videogames like literature and film . Some answers are very clear, for example: “The first and most important thing to know about games is that they center on PLAY. Unlike literature and film, which center on STORY, in games, everything revolves around play and the player experience. Game designers are much less interested in telling a story than in creating a compelling framework for play.” Hence, videogames are often seen as simulations:

“Narrative is based on semiotic representation, while videogames also rely on simulation, understood as the modelling of a dynamic system through another system.”

We know that a videogame can be based on a story. But is a videogame always a simulation? Answering is not easy when we consider abstract games like Qix (1981) and Tetris (1985). But the answer, according to Frasca, could be that these games are simulations of systems that their designers have imagined. It would mean that a videogame would always be a virtual game, because we do not manipulate the game elements in the real world.

2.Overview

Used to run the game in the electronic system is often referred to as the game platform. Such as we often use the computer and other gaming platform (Sony PSP, Nintendo DS, Nintendo Wii and the Xbox, etc.). These games platform including large mainframe computers, small handheld game consoles, and special arcade is one of the game platform.

Used to operate video game input devices known as game controller (controller, keyboard, etc.). Input devices used for processing video game called the controller, and cross-platform each are not identical. A dedicated host controller can contain only one button and a joystick. Also may have more function button and a joystick or more. Early personal computer games often require a game keyboard. Many computer games even require players to use the keyboard and mouse to operate at the same time.

Video games are usually use other interact to enhance player experience. Audio is almost universal, such as speakers and headphones. May also through haptic device, such as vibration, etc.

3.Methods/Techniques

In software project quality management stage, the need to use the project's quality management tools and techniques, the following is the development project by using the method to the main.

For a developing organization, the problem of exposure is natural, the improved process is actually in execution in accordance with the plan and tracking the process of problem finding, corrective and preventive process. Then, found the problem, collect and sort out the problem, analyzing problem, arranging importance problem, solving measures are put forward, in the area of the drill, comprehensive promotion as a systematic process improvement steps.

Practical applications, the project team every encounter a problem or often make the mistake for record purpose and published within the project team at any time, this is a problem of collection process; Again on this foundation for question classification, statistics and cause analysis, then the problem sorting, correction and corrective action or preventive measures against problem, etc., and the formation of such a self feedback system, can achieve continuous process improvement.

4.Conclusion

We have seen how we can connect existing academic works with one short and simple definition of the term videogame. We have also seen that this definition could easily be completed, for example with what the videogame heritage teaches us.

To conclude, we can add that knowing what a videogame is, is obviously very useful to know what a good videogame is. This could be the next step and it could be verified thanks to the videogame heritage. Then, it could give us criteria to analyse videogames and ideas to improve videogames. Finally, we could build a new design method that would be based on this work.

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