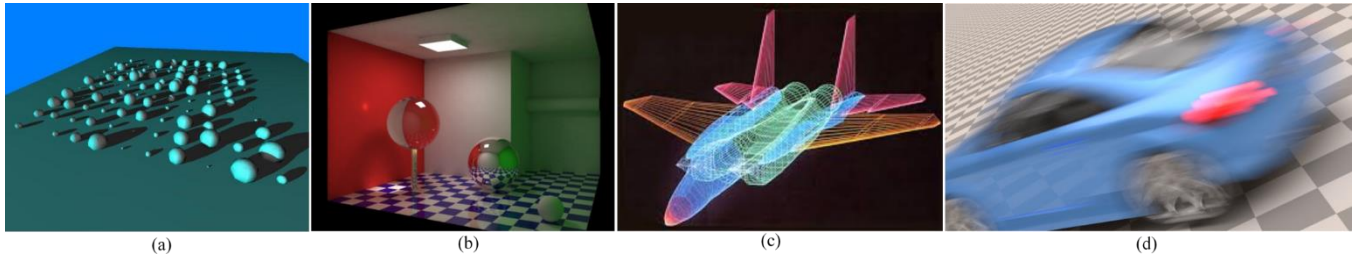# What is a Video Game

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(a)   (b)   (c)   (d)

ABSTRACT

Since the birth of computer hardware, along with the rapid development of the computer game, on our daily life produced great impact. Along with the development of computer games, we forget the tradition of the elders, playing hide-and-seek shuttlecock... We may regret it, but the computer game we play and interesting diversity and infatuate deeply.

Electronic games since the invention to now, has greatly changed the human living environment and life. It is not only an industry, has become a specialized more development of art. Like a movie. I predict that, in the future, the game will be more deep penetration into people's life, become an indispensable part of life.

Keywords: video game, develop, status

1 What is a game

At first, we talk about what is a game. This question seems very simple but actually hard to say. Immanuel Kant, The famous German philosopher, the founder of the German classical philosophy, think the game is the life of the inner purpose and thus free activities. Today, we talk about Games with Rules, Games with Rules complete definition summarized as: a composed of props and rules to build, the active participation of by the people, have a clear goal, in the process contained in the competition and abound change for the purpose of entertainment activities, it is associated with the real world and independent from each other, can reflect the Shared experience between people, able to reflect the spirit of equality and freedom.

2 What is a video game

Now, let us talk about what is a video game.In the middle of 1930s, John von Neumann , the father of the computer, change the way people play games. Computer technology makes it possible to play video games. Electronic game is a virtual game world, must through the hardware platform to show the virtual world to the user，that's why the electronic game called video games. The commonly used hardware platform including computer game, the console game, PSP, mobile phones, arcade and so on.

From the perspective of content structure, is divided into RPG(Role Playing Games), RTS(Real-Time Strategy), ACT(Action), AVG(Adventure game), SLG(Simulation Game), SPG(Sports Game),FTG(Fight Game),FPS(First Person Shooting).

RPG game more representative is "Final Fantasy", "The Legend of Sword and Fairy", "DIABLO" series. The representative works of RTS:" Warcraft"," StarCraft"," Red Alert". The representative works of ACT:" Tomb Raider"," Prince of Persia". The representative works of FPS:" Counter Strike", this is the game l first played on the computer. The representative works of AVG:" Dynasty Warriors".

Figure 1: *Counter Strike一the first game l played*

3 The develop of the video games

In the 1980s is a booming computers, and the vigorous development of electronic games.In the meantime, the game industry started to really deep in humans.In this decade, electronic games changed the concept of entertainment of people around the world.

In 1992, PC game became popular in its rapid development in the years, some other computer game platform to be eliminated,PC game market into a new level.

In 1995, Sega produced Sega 32-bit console system.Sony launched the Sony Playstation 32-bit console system.Microsoft launched Windows 95 and Windows Game SDK, makes a lot of Game development to the Windows platform.The Internet and Word Wide

Web, a large number of users surfing the Internet.

4   The video games status

With the development of electronic equipment and related industries, the development of stand-alone version of the game is far behind the network version of the video game. It appears that the overall video game industry development than the intense two years ago still has cooled. This is not to say that electronic game industry market cooling also is not to say that video games out of fashion, but the development of the video game industry more rational, the quality of practitioners in the continuous improvement. At the same time, the early young game players have matured to the overall level of the electronic game industry to improve. From the game planning and design point of view, now the electronic game more attention for different players are detailed classification and internationally in different occupational characteristics, gender characteristics to carry out research and development of the game and set. From the player's composition point of view, the average age also rose to 29 years old. In the U.S. 806 adults and 1048 children in random sampling survey, the game player, the largest group is men over the age of 18, 38% of the total; above the age of 18 female players accounted for about 26%, ranking the second place; 6 to 17 years old male players accounted for about 21%, and 6 to 17 years old female players accounted for 12%. Each player spent an average of 6.5 hours per week, while the longest game group for the 17 6 year old male players, the time spent per week for hours. In Europe and the United States and Japan, the country's game industry pioneer players have begun to look to the female game market.

5   The future development trend of video games

Online games overseas export scale will face greater development opportunities. At present, the network of electronic games is a global trend. Whether it is a PC game or a TV game, whether it is in Europe, America, North America, or the Asian Pacific region, online games are an important trend. Network game will be presented with other cultural and entertainment industries depth of integration. Since 2009, the network game industry and other cultural and entertainment industry present fusion style development, there are many according to the movies, TV series, adapted from the novel of the network game, some network game also trying adapted into movies and TV series, some network game company involved in the film production and achieved impressive results, also some of the films and TV drama industry enterprise also in investment in online games.

3D technology increasingly powerful game to bring immeasurable motive force of the development of index future stand-alone in 3D and cross platform is more remarkable.

Compared to the client games and web games, mobile network game has become a new direction of development of the game business, entered the stage of rapid development. In 2013 phone network users to maintain a substantial growth, number of users has reached 5 million people, annual growth of 19.1%, among them, the mobile terminal network game user breakthrough 215 million people, an increase of 54.5% compared to the same period in 2012 and was the continued growth trend, visible hand tour, on behalf of the mobile terminal network game will become future network game using the rate of rise of the driver. 2013 mobile gaming market revenue size and the size of the user has reached a million and a million, compared to 2012, an increase of 246.9% and 248.5%. With the continuous development of 4G network coverage, mobile network game users will continue to increase the size of. With the increase in the size of the user and the game's profit model of

continuous innovation, the next two years, mobile games will continue to show growth momentum.
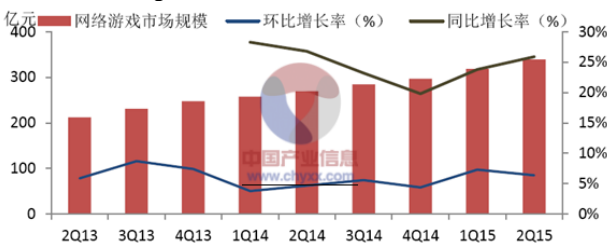

Figure 2: *2013-2015 China online game market size in the quarter statistics*

Figure 3: *China network game market scale*

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