What is a Video Game?

Wang Bohua
Zhejiang Normal University
Advanced Game Engineering

Abstract

The article gives a brief and concise explanation to the highly valuable nature of a Video Game. All of us loves playing computer games, but do you know what difference between a software, a game and a movie? This article will let you have a deeper understanding of these three different stuff. And in this article, you will understand which parts should a video game has. If you want to be a game engineer, through this article, you will know what you should learn as a game engineer, for example, the game structure. The history of the video game is also very important, we can guess the video game's future trends from the history of the video game.

keywords: game engineer, game structure, history of the video game.

1 Introduction

A video game is an electronic game that involves human interaction with a user interface to generate visual feedback on a video game traditionally referred to a raster display device, but in the 2000s, it implies any type of display device that can produce two or three dimensional images.

This article gives a brief introduction to the video game, we address the following concepts in this article:

✓ What difference between a software, a movie and a video game?
✓ Which parts should a video game have?
✓ What skills you should learn if you want to be a game engineer?
✓ The history of the video game.
✓ The future trends of the video game.

What is this article for? This article was written in a concise format to emphasis the key points of what is a video game.

2 Define "Video Game"

What is the difference between a software, a movie and a video game?

A software is a program which can help us work easier, a movie is a way to relax ourselves, it's the entertainment, and a video game is difference. The video game is an interactive medium, it is what makes games differ from movies and other art forms. And the content of the game has a Medium is what makes it differs from other software, obviously they are more fun.

A video game should have art, business and technical. a successful game should have many elements: gameplay, SFX, scripts, game Engine, etc. Games are simply complicated.

3 Game Structure

Games have a different structure than any other software.

    --Start up
    --Introductory Movie
    --Font End
        ● Game Options
        ● Sound Options
        ● Video Options
    --Loading Screen
    --Main Game
        ● Introduction
        ● Gameplay
                --game modes
        ● Pause Options
    --End Game Movie
    --Credits
    --Shut down.

The above is a simple game structure, we can see it not easy at all, so if you want to be a game engineer, at least you should know the complex game structure very clear, I think it's not easy.

3 history of the video game

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.

4 Future tend of the video game

Nowadays the virtual reality technology is very popular, so in the future, video game will develop to this area. When we wearing the virtual reality device, all of the game character just like around us, it will be very strange and exciting.

Acknowledgements

References

Wikipedia: Video Game.