

What is a Video Game?

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Introduction to Video Games



Figure 1: Game Genres: (a) Casual Game, (b) Action Game, and (c) Simulation Game.

Abstract

In this paper, we define the video game, and describe the game structure, the video game genres, the video development process, and the commercial value of the game on different platform.

Keywords: genre, difference

1 The Definition of The Video Game

A video game is an electronic game that involves human interaction with a user interface to generate visual feedback on a video device such as a TV screen or computer monitor. The word video in video game traditionally referred to a raster display device,[1] but in the 2000s, it implies any type of display device that can produce two- or three-dimensional images.

A video game differ from a software and a film. Interactivity is what makes games differ from movies and other art forms. The content of the game as a Medium is what makes it differs from other software. Obviously, video games are more fun.

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2 Game structure

Games have a different structure than any other software:

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

3 Game Genres

A video game, like most other forms of media, may be categorized into genres. A video game genre is a specific category of games related by a common gameplay characteristic. Genres are not usually defined by the actual content of the game or its medium of play, but by its common challenge.[2]

A game can be described by different points, such as gameplay, story and even the perspective.



Here shows the list of video game genre categorized by gameplay and some games:

- Action
 - Platform games -----*Donkey Kong*
 - Shooter games -----*Wolfenstein 3D*
 - Fighting games and beat 'em ups
- Action-adventure ----- *Colossal Cave Adventure*
 - Stealth game
 - Survival horror
 - Metroidvania
- Adventure -----*The Longest Journey*
 - Text adventures ----- *Zork*
 - Graphic adventures
 - Visual novels -----*Ace Attorney*
 - Interactive movie -----*Tex Murphy*
 - Real-time 3D adventures -----*Nightfall*
- Role-playing-----*Final Fantasy* series
 - Action RPGs -----*Dragon Slayer* series
 - MMORPGs -----*World of Warcraft*
 - Roguelikes -----*Rogue*
 - Tactical RPGs
 - Sandbox RPGs ----- *Gothic* series
- Simulation
 - Construction and management simulation -----*SimCity*
 - Life simulation -----*SimLife*
 - Vehicle simulation -----*Spy Hunter*
- Strategy -----*EndWar*
 - 4X game -----*Civilization* series
 - Artillery game
 - Real-time strategy (RTS) -----*Age of Empires* series
 - MMORTS
 - Real-time tactics -----*Total War* series
 - Tower defense
 - Turn-based strategy -----*Combat Mission*
 - Turn-based tactics
 - Wargame
- Sports
 - Racing
 - Sports game -----*FIFA*
 - Competitive -----*Ball Jacks*
 - Sports-based fighting -----*WWE 2K* series
- Other notable genres
 - MMOGs
 - Casual game -----*Color Lines*
 - Music game
 - Party game -----*Mario Party* series
 - Programming game -----*SpaceChem*
 - Logic game -----*Tetris*
 - Trivia game
 - Board game / Card game -----Mah-jongg

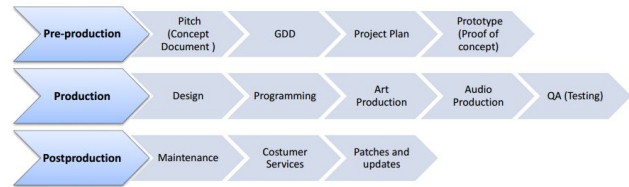
Here shows the list of video game genre categorized by purpose:

- Advergame
- Art game
- Casual game
- Christian game
- Educational game
- Electronic sports
- Exergame
- Pornographic video game
- Serious game

[3]

4 Game Development Process

It is not easy to develop an interesting game. Here are some significant points that should be focused on in the development process.



5 The Commercial Value of The Game

Comparing these best-selling PC games (Here shows Top 5), most famous game genres are sandbox games, role-playing games, and shooter games. It means many players like the game that makes them feel unlimited and interactively.

Title	Total copies sold
<i>Minecraft</i>	22 million ^[267]
<i>Counter-Strike: Global Offensive</i>	20 million ^[270]
<i>Counter-Strike: Source</i>	15 million ^[271]
<i>World of Warcraft</i>	14 million ^[272] [n 4][better source needed]
<i>Terraria</i>	12 million ^[273]

[4]

However, best-selling games which platform is mobile phone (Here shows Top 5) is quite different from PC. Here popular games more like Casual game. When people play games on the phone, they want to relax themselves for just a while, and they have no such long time to finish a serious game.

Title	Copies sold
<i>Tetris</i>	425 million ^[1]
<i>Minecraft: Pocket Edition</i>	30 million ^[34]
<i>Angry Birds</i>	12 million ^[288]
<i>Block Breaker Deluxe</i>	8 million ^[289]
<i>Sonic the Hedgehog</i>	8 million in US and Europe ^[290]

[4]

Different platform need different kind of game.

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