What is Video Game

Jerith*

ZheJiang Normal University

Advanced Game Engineering

Abstract

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.

Keywords: game,PlayStation4,XboxOne,Monitor

1 Introduction

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, but in the 2000s, it implies any type of display device that can produce two- or three-dimensional images. Video games are sometimes believed to be a form of art, but this designation is controversial.

The electronic systems used to play video games are known as platforms; examples of these are personal computers and video game consoles. These platforms range from large mainframe computers to small handheld computing devices. Specialized video games such as arcade games, in which the video game components are housed in a large chassis, while common in the 1980s, have gradually declined in use due to the widespread availability of home video game devices (e.g., PlayStation 4 and Xbox One) and video games on desktop and laptop computers and smartphones.

The input device used for games, the game controller, varies across platforms. Common controllers include gamepads, mouses, keyboards, joysticks, the touchscreens of mobile devices and buttons. In addition to video and (in most cases) audio feedback, some games in the 2000s include haptic, vibration or force feedback peripherals.

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.

2 History

Early games used interactive electronic devices with various display formats. The earliest example is from 1947—a "Cathode ray tube Amusement Device" was filed for a patent on 25 January 1947, by Thomas T. Goldsmith Jr. and Estle Ray Mann, and issued on 14 December 1948, as U.S. Patent 2455992.

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*e-mail:535995447@qq.com

Inspired by radar display tech, it consisted of an analog device that allowed a user to control a vector-drawn dot on the screen to simulate a missile being fired at targets, which were drawings fixed to the screen.

Each game used different means of display: NIMROD used a panel of lights to play the game of Nim, OXO used a graphical display to play tic-tac-toe Tennis for Two used an oscilloscope to display a side view of a tennis court, and Spacewar! used the DEC PDP-1's vector display to have two spaceships battle each other.

Nolan Bushnell at the Game Developers Conference in 2011 In 1971, Computer Space, created by Nolan Bushnell and Ted Dabney, was the first commercially sold, coin-operated video game. It used a black-and-white television for its display, and the computer system was made of 74 series TTL chips. The game was featured in the 1973 science fiction film Soylent Green. Computer Space was followed in 1972 by the Magnavox Odyssey, the first home console. Modeled after a late 1960s prototype console developed by Ralph H. Baer called the "Brown Box", it also used a standard television. These were followed by two versions of Atari's Pong; an arcade version in 1972 and a home version in 1975 that dramatically increased video game popularity. The commercial success of Pong led numerous other companies to develop Pong clones and their own systems, spawning the video game industry.

3 Overview

Video Game is something that can make people pleasant ant relax.

4 Methods/Techniques

Casual games Casual games derive their name from their ease of accessibility, simple to understand gameplay and quick to grasp rule sets. Additionally, casual games frequently support the ability to jump in and out of play on demand. Casual games as a format existed long before the term was coined and include video games such as Solitaire or Minesweeper which can commonly be found pre-installed with many versions of the Microsoft Windows operating system. Examples of genres within this category are match three, hidden object, time management, puzzle or many of the tower defense style games. Casual games are generally available through app stores and online retailers such as Pop-Cap,Zylom and GameHouse or provided for free play through web portals such as Newgrounds. Serious games Serious games are games that are designed primarily to convey information or a learning experience of some sort to the player. Some serious games may even fail to qualify as a video game in the traditional sense of the term. Educational software does not typically fall under this category (e.g., touch typing tutors, language learning, etc.) and the primary distinction would appear to be based on the title's primary goal as well as target age demographics. As with the other categories, this description is more of a guideline than a rule. Serious games are games generally made for reasons beyond simple entertainment and as with the core and casual games may include works from any given genre, although some such as exergames, educational games, or propaganda games may have a higher representation in this group due to their subject matter. These games are typically designed to be played by professionals as part of a specific

job or for skill set improvement. They can also be created to convey social-political awareness on a specific subject. Educational games On 23 September 2009, U.S. President Barack Obama launched a campaign called "Educate to Innovate" aimed at improving the technological, mathematical, scientific and engineering abilities of American students. This campaign states that it plans to harness the power of interactive games to help achieve the goal of students excelling in these departments. This campaign has stemmed into many new opportunities for the video game realm and has contributed to many new competitions. Some of these competitions include the Stem National Video Game Competition and the Imagine Cup.Both of these examples are events that bring a focus to relevant and important current issues that are able to be addressed in the sense of video games to educate and spread knowledge in a new form of media. www.NobelPrize.org uses games to entice the user to learn about information pertaining to the Nobel prize achievements while engaging in a fun to play video game.There are many different types and styles of educational games all the way from counting to spelling to games for kids and games for adults. Some other games do not have any particular targeted audience in mind and intended to simply educate or inform whoever views or plays the game.

5 Conclusion

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, but in the 2000s, it implies any type of display device that can produce two- or three-dimensional images. Video games are sometimes believed to be a form of art, but this designation is controversial.

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