What is a video game?

Author Name Wang Jun

Zhejiang Normal University

Advanced Game Engineering

1.Introduction

The "video" in "video game" traditionally refers to a raster display device. However, with the popular use of the term "video game", it now implies any type of display device. The electronic systems used to play video games are known as platforms; examples of these are personal computers and video game consoles. These platforms are broad in range, from large computers such as mainframes, to handheld devices such as cell phones and PDAs.

2.Overview

A video game is a specific type of software that runs on hardware, a computer or video game console. That hardware platform requires at least some memory (that can be in several forms), some processing capacity and ways to interact with a display and some method with which a player can control the game.

When you get right down to it, that is what a video game is. It's interactive media. The player presses, clicks, or types something and then the game will respond according to some established rules. The elements of communication, therefore, are vital. Video Games are interactive video art pieces. In simpler terms; a video game is just another way to have fun and express creativity.

While definitions are nice and simple, in order to efficiently understand video game design, you really need to know the mechanics behind it all. We will not go into that in depth just yet, but realize that it requires programming, graphic design, sound design, music composition, and so much more.

Since the development of the first video game in 1931, the video game industry has grown on a kind of exponential curve. There were a few bumps in the road, but the industry has come to the point where it is taking in over $7 billion dollars annually. Salaries for people in the video game industry range from $32k to $200K. And a single video game can sell from $10 to almost $100.

3.Summary

Of all the things, it is not anything without a player, that is the participating audience of this interactive media.