

What Is Video Game

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Abstract

This report is a short brief report about video game. Firstly, it tells you about the history of video game development. Secondly, it is about the overview of video game and how people interact with video game. In the end, we discuss that which type of video game might be popular in the future.

Keywords: history, overview, popular video game.

1 Introduction

Video games are also called “electronic game” or “computer game”. Generally, those games which are running on the electronic media platform and interact with people are all called video games.

REVENUE RANK	COUNTRY	REGION	POPULATION	INTERNET POPULATION	TOTAL REVENUES IN US DOLLARS
Totals: % of Global:			6,496,296,000 (100.00%)	3,077,857,000 (100.00%)	\$91,252,478,000 (100.00%)
1	China	Asia	1,401,587,000	740,038,000	22,227,194,000
2	United States of America	North America	325,128,000	290,534,000	21,962,491,000
3	Japan	Asia	126,818,000	115,975,000	12,328,860,000
4	South Korea	Asia	49,750,000	41,735,000	4,022,966,000
5	Germany	Western Europe	82,562,000	72,828,000	3,854,668,000
6	United Kingdom	Western Europe	63,844,000	55,126,000	3,533,493,000
7	France	Western Europe	64,983,000	55,723,000	2,460,172,000
8	Canada	North America	35,871,000	31,610,000	1,811,271,000
9	Spain	Western Europe	47,199,000	37,377,000	1,564,223,000
10	Italy	Western Europe	61,142,000	40,024,000	1,505,800,000
11	Brazil	Latin America	205,857,000	125,483,000	1,458,902,000
12	Russian Federation	Eastern Europe	142,098,000	103,050,000	1,262,405,000
13	Mexico	Latin America	125,296,000	56,757,000	1,195,456,000
14	Australia	Oceania	23,923,000	20,468,000	1,171,715,000
15	Taiwan	Asia	23,768,000	20,438,000	767,272,000
16	Turkey	Middle East - Africa	76,691,000	40,293,000	464,313,000
17	Netherlands	Western Europe	16,844,000	15,778,000	463,972,000
18	India	Asia	1,282,390,000	268,020,000	428,265,000
19	Poland	Eastern Europe	38,222,000	26,889,000	407,947,000
20	Switzerland	Western Europe	8,239,000	7,222,000	351,210,000
21	Sweden	Western Europe	9,694,000	9,017,000	345,745,000
22	Argentina	Latin America	42,150,000	28,940,000	338,190,000
23	Thailand	Asia	67,491,000	27,526,000	337,526,000
24	Malaysia	Asia	30,651,000	21,916,000	334,994,000
25	Indonesia	Asia	255,709,000	96,614,000	312,786,000

Figure 1: The game production in 2015

2 History of Video Game

The earliest video game in record is

developed in 1952 called “Tic-Tac-Toe”. It was running on a Vacuum tube computer. Video game has been developing as a type of commerce entertainment media quite a lot since 1970. Now video game competes with film to be the most profitable industry in the world.

3 Overview of Video Game

Video game is divided into many types. Role Playing Game, Action RPG, Simulation RPG, Adventure Game, First Person Shooting, Fighting Game, Racing Game, Simulation Game, Education game, Sport game, Puzzle game, Table game, etc.

4. Interaction

The input equipments People use to operate video game are called game control equipments, e.g. hand shank and keyboard. The normal output equipments are displayer, loudspeaker and headset.

5. Virtual Reality

Virtual reality video game has already been developing. Virtual reality promotes game players’ feelings in video game. It makes a person immersed in a world which is as real as the reality. This type of video game would be king when it comes out in the future. [1]Virtual reality is a combination of multiple techniques, including real-time 3 d computer graphics, a wide-angle vision (wide) stereo display technology, head, eyes and hands to observer of tracking technology, as well as the sense of touch force sensing/feedback, stereo, network

transmission, such as speech input and output technology

Reference

[1]: Virtual Reality in Baidu Baike