

Electronic games and culture

ZhouWeiJie

ZheJiangNormalUniversity

Advanced Game Engineering

Abstract

Video games as a new way of cultural entertainment, its development course, covers the content, concept definition, and the relationship between the culture, and electronic games. Play what is the structure characteristics in the text, these are all faced with the fact that this social phenomenon need to do judgment.

1. History

Electronic games budding in the second half of the 20th century, the early computer workers in order to alleviate the pressure of work, reduce the labor intensity, taking advantage of the position and professional expertise to write some interesting programs such as guess Numbers pastime, this is the buds of video games. Puzzle in the 1980 s, action game after miniaturization to hand held devices, have become a part of a more complex games transplantation "card" video game (arcade or video game). The early 1990 s, the rapid development of multimedia technology, the technology has greatly promoted the mature of game art. Video games in the large capacity disc storage medium, not only combines the realistic information such as video, audio, graphics, and provides the choice of interaction, a large number of role playing games in the virtual space and time the game qualitative change in the level of art. In the late 1990 s network rapid popularization is

the game art to a new level, the network game will be used against people into a battle between. Game pleasure is not only the sensory stimulation, and is one of the perceptual impulse by means of the imagination free exchange, which rose to the height of the aesthetic, the game to become a real art form. After entering the 21st century, addicted to Internet addiction, gaming addiction, electronics and so on new gradually emerges, with a lot of can be attributed to its vicious incident, along with the advent of the era of popular entertainment and country for network and the intervention of the game, video game has become a public comment on the topic

2. Overview

Electronic games (Electronic game), it is to point to by Electronic means to simulate the virtual scene images and sound, and build a certain background and the rules of the game, the game allows players to in the scene in a new way of game entertainment. As a non academic vocabulary, is going to do an academic definition, it can be divided into the concept of generalized and narrow concept of electronic game. Generalized electronic games can be roughly includes three aspects of type, on which the three types to its existing platform as the basis, divided into, and they are: in the traditional sense of the video game (palmtop arcade PS (1) machine platform), video game () TV platform (2), computer games (standalone and network platform). Generalized electronic game is basically includes all type of game we name in your life, and from its rigor, TV platform is just a transitional form, it is still of use PS on

game text kernel, is on display technology in the form of a television show. That TV platform is an extension and development of the PS machine platform, and indicates some characteristics of the computer platform (on graphics and sound processing). In the description of the history of electronic games of electronic game concept is to use the generalized. Special electronic games is refers to the computer games, including single and online games. In many literatures, this definition essentially become the consensus of a default

3.The basic elements

1. The image. Is the picture, including design concept, artistic effect, quality, and so on. This is the most attract players to the visual aspects of video games. The most direct and gorgeous and colorful images, can quickly attract the attention of contact it. Because many video games to achieve the result of simulations, the design of the picture is the best of its creative capabilities.

2. The music and sound effects. Electronic music and sound effects is also an important part of it. In the simulation scenario, the sound is more and more attention, and most of the music in video games are traditional or adaptation and restructuring of pop music. New games are tailored specifically for the game itself music singles. This speeding up of the games and other popular cultures and interaction. 3. The game background. Electronic game is different from other ways, in addition to the above images and music, is constructed by the game background. All video games are, so to speak, has its cultural background, the background Settings, in the game itself, is essential for the simulation game scenes,

but from the point of its effect on, tend to carry a lot of cultural significance of the background of the selected by itself, and to construct a kind of meaning.

4. The rules of the game. Game is a game, the commonality is that there are rules of the game. No rules, the game will not be. For different video game, its representation is the difference between images, music, and the background, the rules of different is in essence the difference between the video games. Similar to the different games have different appeal, on the kinds of distinguish main electronic games also on the rules of the game.

4.Conclusion

The social effects of utilitarianism. The development of the electronic game prompted the legalization of e-sports and globalization, as a new cultural industry, it like a football to the world (although not as spectacular as football and the Olympic Games and intense). On the one hand is its business opportunities, become a new economic growing; On the other hand, because of its unique cultural connotation and function of culture, also makes a video game and culture for the new platform

References

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