

What is a Video Game?

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Introduction to Game Design & Development

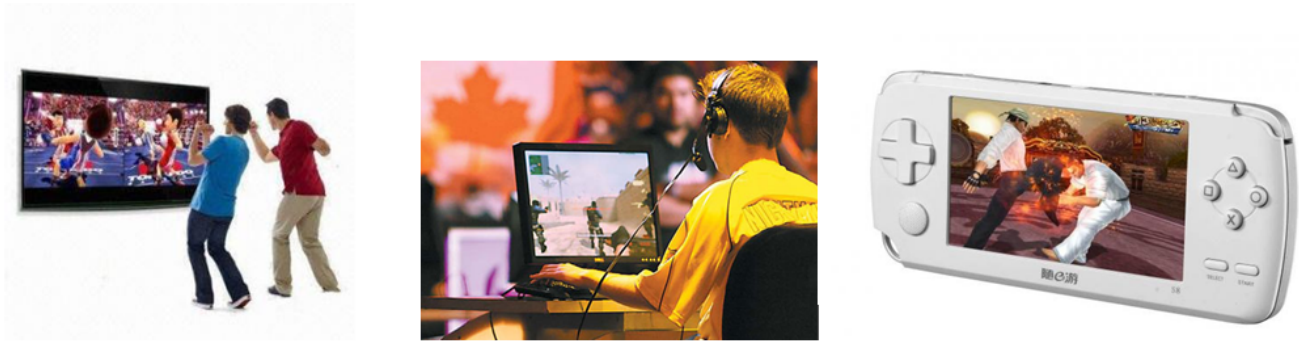


Figure 1: Some kinds of video game

Abstract

This article gives a brief introduction of video games. At the same time introduce video games some examples and development.

Keywords: video games, handheld games, development, platform, social aspects

1 Overview

With the development of science and technology, the players of video games are more and more. And the market of video games is bigger and bigger. So do you know what a video game is?

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. Video games are sometimes believed to be a form of art, but this designation is controversial.

Video game is also called electronic game, electronic game is the user (player) and video equipments interaction. Traditional video games are generally referred to as raster display devices. However, with the development of video games, now video games have been defined for all types of display devices.

Video games are divided into handheld games, computer games and mobile games (mobile games, is refers to the people through the electronic equipment such as computers, game consoles and mobile phones for the game.) Western gaming industry is often divided

video game into video games and audio games, and the Chinese game industry calls them the "electronic game".

The electronic system used to run the game is often called a gaming platform. PSP Sony, Nintendo, DS Nintendo, Wii, and Xbox, which are commonly used in our computer and other games. These include large host computer game platform, small handheld game consoles and arcade game platform is one of the special.

Popular gaming platforms: Nintendo Wii, Sony PSP, Sony PSV, Nintendo DS, Partners in Time, Nintendo 3DS. An input device used to operate a video game is called a game controller (a handle, a keyboard, etc.). Input devices used to process video games are called game controllers, and across platforms are not the same. A dedicated host controller can contain only one button and a joystick.

2 Development

Video game development is the process of creating a video game. Development is undertaken by a game developer, which may range from one person to a large business. Traditional commercial PC and console games is normally funded by a publisher and take several years to develop. Indie games can take less time and can be produced cheaply by individuals and small developers. The indie game industry has seen a rise in recent years with the growth of new online distribution systems and the mobile game market. [?].

The first video games were developed in the 1960s, but required mainframe computers and were not available to the general public. Commercial game development began in the 1970s with the advent of first generation video game consoles and home computers. Due to low costs and low capabilities of computers, a lone programmer could develop a full game. However, approaching the 21st century, ever-increasing computer processing power and heightened consumer expectations made it difficult for a single developer to produce a mainstream console or PC game. The average cost of producing a video game slowly rose from US\$4 million in 2000 to over 5 million in 2006, then to over 20 million by 2010.

Mainstream PC and console games are generally developed in phases. First, in pre-production, pitches, prototypes, and game design documents are written. If the idea is approved and the developer

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receives funding, a full-scale development begins. This usually involves a 20C100 person team of various responsibilities, such as designers, artists, programmers, testers, etc.

3 Social aspects

The November 2005 Nielsen Active Gamer Study, taking a survey of 2,000 regular gamers, found that the U.S. games market is diversifying. The age group among male players has expanded significantly in the 25C40 age group. For casual online puzzle-style and simple mobile cell phone games, the gender divide is more or less equal between men and women. Women have also been found to show an attraction to online multi-player games where there is a communal experience.citation needed More recently there has been a growing segment of female players engaged with the aggressive style of games historically considered to fall within traditionally male genres (e.g., first-person shooters). According to the ESRB almost 41 percent of PC gamers are women [2] Participation among African-Americans is eve lower. In one survey of over 2000 game developers returned responses from only 2.5percent who identified as black.[3]

It has been shown that action video game players have better hand-Ceye coordination and visuo-motor skills, such as their resistance to distraction, their sensitivity to information in the peripheral vision and their ability to count briefly presented objects, than nonplayer-s.[4]

Researchers found that such enhanced abilities could be acquired by training with action games, involving challenges that switch attention between different locations, but not with games requiring concentration on single objects. It has been suggested by a few s-tudies that online/offline video gaming can be used as a therapeutic tool in the treatment of different mental health concerns.

4 Objections to video games

Like other media, video games have been the subject of objections, controversies and censorship, for instance because of depictions of violence, sexual themes, alcohol, tobacco and other drugs, propaganda, profanity or advertisements. Critics of video games include parents' groups, politicians, religious groups and other advocacy groups. Claims that some video games cause addiction or violent behavior continue to be made and to be disputed. [5]

5 Conclusion

Video game is a new technology and Industry all over the world. And it is an opportunity as well as a challenge to us. And in our lives, video games can bring us relaxing and happiness.

6 References

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