

Electronic games

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Abstract

What is Electronic games: Use of electronic devices as a medium for the behavior of the games. Began in the late 1960 s. Video game is mainly composed of inheritance of traditional games games: video games such as football, baseball, chess, group of words and Numbers. Also has the function of traditional games don't have: fantasy world of adventure, war, fighting and so on.

Keywords: link, development, influence, platform, game class

1. The origin of games

Electronic games in 1952, as tic-tac-toe chess game, the game platform is a vacuum tube computer, when the modern computer available is only just less than 10 years. Was published in 1958, following a game of Tennis "double Tennis" < "Tennis "For Two>, although a Tennis game, in fact the picture is similar to modern air cushion. 1980 not period is the turning point of electronic games. Strong support by computer graphics, began to rise gradually; Another major breakthrough, nintendo Game Boy, opened the infinite development space of the portable Game consoles.

2. The platform of games

Electronic games include: computer games, the host games, arcade game and portable. For video game generation often referred to as "electronic game software"

rather than the media equipment, it is

necessary to classify running software platform.

In the process of the formation and development of electronic games, game software classification along with it. Many video games are inherited from traditional games, which possesses the game had a great effect on the development of video games.

3. The influence of games

- (1) Avantges: Promote the children develop good habits, helpage flexible operation of the brain.

Game is very attractive, this feature is not only can make people addicted, the appropriate transformation can be changed into "vivid textbook". Through the electronic game's charm, can let the children to eat more vegetables, help older adults maintain flexible working of the brain, even with the help of electronic games to solve social problems like poverty and climate change.

Video games can help improve dynamic vision, In daily life, the human need to distinguish the boundaries clear object, also need to distinguish the boundary of fuzzy objects, after

a resolution is called contrast sensitivity. Contrast sensitivity is a commonly used measure of eyesight test standard, mainly inspects the ability of gray eyes found slight changes, is crucial to drive at night, reading activities, under normal circumstances will gradually subside as they get older. Typically, contrast sensitivity to improve through training, must through the way of wearing glasses or laser surgery to correct. But games can.

Video games can improve the visual search ability.

(2) Disadvantages: Addicted

to video games

Many parents believe that video games to children absorbed in, don't think learning. Because want to buy the game, even to theft, robbery, causing all sorts of social problems, so the electronic game "the forbidden".

Contribute to teenage rebellion, Encourage rebellious teen topic for video games, home has a lot of noise. Others into action to quit, "online game addiction" domestic even appeared "Yang Yongxin" professor "shock therapy", through the cruel electric shock method of teenagers, trying to put the "obedient", "quit network game addiction".

Violence, Video games is a controversial problem, part

contains violent video games.

4. The game type

Electronic game is a kind of special software, so you must have a corresponding hardware device (i.e., console), which is a kind of modularization (Modulized) relationship. Such as Contra (Contra) generation of gaming platform is red and white machine (FC).

In general, the game platform in different markets, so is unfavorable to the same standards to compare, even if the game often mutually transplantation between them.

Video game software will be divided into different forms, types have intersection. Such as the United States tend to combine shooting, fighting games to the action in the game; Taiwan tend to combine strategy, strategic game to simulate the game battlefield (simulation); Classification of family game this is unique to Japan. Classification of the game is very confusion and mainland China.

Mainstream classification (Europe and the United States) : action, adventure, role playing, strategy and simulation, leisure and sports

5. conclusion

there are many kinds of electronic games, the game survival in the world. we can take our eyes to understanding it correctly.