ATLS 2000

Assignment #3

Video games are something that I’ve grown up playing, ever since I was 5 and got my first Gameboy with Pokémon Yellow. Over time, video games have evolved drastically. Nowadays, there are games that let you put on a headset and dive into a virtual reality and really feel like you’re a part of the game. I feel like video games are becoming more and more immersive or realistic in a way. However, there are also many things that I feel could be improved upon to make video games more realistic. Sure, graphics in games today are amazing and realistic and sure we have VR where we have a 360 degree view and motion sensor. But we are not anywhere near the point where a video game is truly realistic. In ten years, video games can change in many different ways and take many different paths. For instance, there’s a virtual reality company that is in the process of making a huge actual gaming arena where a player would put on a VR headset and walk around and play in a very immersive video game.

However, my idea of a future video game would be even more immersive. I got this idea from an anime called Sword Art Online. The player would put on a headset like a VR headset but instead it would also be able to read brain waves and would take responses to your body’s muscles. The idea is that the player would put this on and see a world from a first-person view. The thing is, you move like it’s your real body by just regularly trying to move your muscles. This creates a dreamlike world that you get to live in as a game. I feel like this concept is very amazing and can be achieved in the future, although maybe not in 10 years. There are also a lot of dangers to using this, such as you wouldn’t be able to move your real body but that could probably be covered too. This would change the video game franchise and maybe change society as a whole since this could also be used for things outside of gaming.

Sources:

<http://www.ign.com/articles/2014/02/13/what-will-games-be-like-in-20-years>

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