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Learning Aim A

Investigate technologies used in computer gaming.

Unit 08 Computer games development

Assignment 1

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# Introduction

In the modern day there are many current and emerging technologies that are constantly evolving. This evolution has led to stark change in social and technological trends in computer gaming, regarding user requirements and the larger gaming industry. Furthermore, the current and emerging technologies also have, and are likely to continue to have an impact on game development now and in the future. Throughout this paper I will discuss how the different technologies and user requirements can impact game development and design.

# Social trends in computer gaming

There are many variables and factors to consider when discussing and evaluating social trends in computer gaming. This section will aim to cover all these points that can determine several factors within the social trends of computer gaming, while discussing how these factors affect each other and the significance of each one individually.

## Popular genres

There are many genres of games, however there are primarily 17 popular genres. These are

* Role Playing Games (RPGs)
* Massively Multiplayer Online (MMO)
* Massively Multiplayer Online Role-Playing Games (MMORPG)
* Simulation Games
* First Person Shooter Games (FPS)
* Strategy games
* Action Games
* Action-Adventure Games
* Real Time Strategy (RTS)
* Sports Games
* Educational Games
* Adventure Games
* Puzzle Games
* Multiplayer Online Battle Games (MOBA)
* Survival Games
* City Building Games
* Racing Games

(Andrea, 2022)

The genres available to people have changed over the last few decades, with the introduction of completely knew genres that people might have not thought possible, such as the popularization of multiplayer games and widespread internet access shifting the trend from pixelated single player games, to “First-Person Shooter, Real-Time Strategy, Survival Horror and MMO” in the 1990s. (Fandom, 2022) This is evidence of how with the introduction of new genres and ability to play new games on newer systems can impact game development, as more games will be designed around those systems and user requirements to play online, further impacting the trends.

An example of a difference between multiplayer and single player would be the “Call of Duty” game series, released by Activision, and “The Elder Scrolls” game series, developed and released by Bethesda, most notable The Elder Scrolls V: Skyrim, and The Elder Scrolls IV: Oblivion.

“The Elder Scrolls” has sold over 58 million copies worldwide with only five games in the series (Wikipedia, 2022), while “Call of Duty” has sold over 425 million copies with nineteen games. Both games are widely successful, with the last three games of The Elder Scrolls series collecting multiple Game of the Year awards from different outlets, and the substantial number of figures sold with the Call of Duty series. Even though these are two completely different genres, one being single player RPG, and the other an FPS multiplayer game, they both produce successful results, and therefore are both consider heavyweight franchises within the gaming scene, with a large and loyal fanbase following each game, respectively. This leads to more investment within both games, including many more resources, even though these are two completely different games therefore have completely different player bases.

## Player base

The player base also has a crucial role in deciding the social trends regarding computer games and their development and design. An example of this is that while some people are more inclined to play multiplayer games, there are those who prefer single player games where they do not have to interact with other users. Similarly, this can be applied to every genre of video game, and even franchises specifically, leading to certain game genres being developed more and franchises having more resources invested into them.

Furthermore, there are many kinds of players in video games, such as hardcore fans or the more lighthearted casual gamer. Due to this, and other factors such as age rating for the game or the players sex, games may be developed for specific users and will naturally not appeal to all users.

An example of this could be Stardew Valley, which is a farming simulator game that is easy going and much simpler compared to an FPS like Call of Duty which requires intense focus and includes a large skill gap between users. Therefore, games for more casual gamers will not appeal to those who prefer the high action fast paced nature of an FPS game like Call of Duty.

## Production

There are many different ways to produce a game, from indie game development which refers to the production of games without large financial backing like a big company i.e., Bethesda as previously mentioned. Another way a game can be produced is a AAA title, which is often the result of big corporations like Activision, Ubisoft, Blizzard, and Bethesda to name a few. These games often have large teams working on them with individual duties and responsibilities, unlike solo or small team indie game developers. Furthermore, another factor that can affect production is whether a game will be free to play or not, as this leads to other factors being considered during development such as whether or not to include microtransactions.

## Multiplayer

As previously mentioned in popular genres, multiplayer is a crucial feature when considering social trends in computer game development and design, as games that allow users to interact with each other and play with their friends have much more possibility than a single player game. Furthermore, if users are able to interact with each other then they have the possibility of creating further friendships and other relationships, likely leading to increased playtime and more time overall on the game. This directly shows how important it is for certain games to be multiplayer in order to fully take advantage of all social trends and remain popular.

It is also important to consider the fact that it is much easier for companies to allow users to play their games online due to popular mainstream services like PlayStation and Xbox which host users on their systems and allow them to play the games created for them.

## Artificial intelligence

AI has grown exponentially in the last few years, with machine learning and complex algorithms developed constantly to help improve the logic and decision-making ability of the AI. This leads to an enhanced user experience as it allows users to play against stronger and better opponents (bots). As a result of hardware advances in recent times there are even some machines that have dedicated hardware for this purpose, machine learning.

The examples of AI in video games are vast and endless, however some notable examples to consider include:

* AI pathfinding algorithms, where the AI decides the best possible path to the destination and then executes it.
* NPC development, where the world development is built up through the use of Non playable characters that the player can interact with.
* Computer simulation board games, where the player can play against the opponent, a computer, and enjoy the same experience as playing against a player.
* Similarly, in most sports and shooting games there exist options to play against bots in order to practice or play the game regularly.

While artificial intelligence is incredibly important in games development, as it opens many more doors and possibilities for the games that can be made, it is not uncommon to find that artificial intelligence is not well known or misrepresented and misunderstood leading to general animosity towards AI and can be devastating for the development of machine learning in the future.

## Emerging technologies

Technological innovation is constantly progressing forward, evolving our idea of the latest technology and what it is possible in the modern day and age. Due to the progressive development of new technologies at a rate of which not seen before in history, we now have technologies such as VR, virtual reality, AR, augmented reality, AI, artificial intelligence as mentioned above, and Ray Tracing, among many others. A few years ago, these technologies would not have been considered feasible, let alone a possibility of actually being created. However, the fast progression of the technology industry has birthed these devices and advanced the gaming industry with new genres and ideas for games developers to create and experiment with.

With the everchanging nature of technology, which is ironically similar to the change in human nature between individuals, advancements are being made every day. With each invention and development being a potentially new social trend for users to elevate to a new level and shine a new light, there is no telling what development may come next.

## Security of integrated services and multiplayer environments

Alongside the development of the video games industry, the development of platforms which enable users to purchase and play video games has evolved as well. There are a range of services available for every device.

These services include:

* Steam for PC
* Epic games for PC
* Riot Client for PC
* App store for Apple
* Google Play store for Android
* PlayStation store for PlayStation
* Xbox Store for Xbox

These are platforms that enable users to purchase and play video games, and these platforms also provide a place where developers can earn money through the purchase of their games, and microtransactions within those games. Furthermore, these services are also dedicated to ensuring the safety and reliability of their platforms, as otherwise they would lose business and dedicated developers which allow them to earn revenue proving that the reliability of their platform is paramount. Lastly, with the development of these platforms, it also enables indie developers to market their games and products which leads to more games being available for users and a wider variety of development.

# Technologies used in computer gaming

There are a plethora of technologies involved in computer games, both their development and consumption. As a result of this, there are many businesses and companies dedicated to advancing these technologies and therefore it is important to keep updated on games technology.

## Benefits and limitations of different platforms for development

When deciding what applications to develop video games on and in turn what user base to develop for, each has its own benefits and limitations.

### Personal computers

Personal computers (PCs) are typically tower systems with hardware inside, however there are also laptops which people are able to use.

Some of the benefits of developing a game for PC include:

* Easy games development
* A large user base to develop for
* Access to integrated services like steam

While on the other hand some of the limitations for PC include:

* Unknown technological specifications of the user

This is due to the fact that developers for PC games want to make their application as widely accessible for all users, however due to the nature of personal computers and the technology industry, users have a wide variety of parts and preferences when buying and building their own PCs, and developers have to consider this and ensure that their application can reach as many users as possible.

### Consoles

Consoles includes devices such as a Nintendo Switch, PlayStation 4, PlayStation 5, Xbox 360, Xbox One, Xbox Series X, and Xbox Series S. These are hugely popular and used by most users as they are simpler to establish than PCs, however, have similar levels of output when compared to middle/low range PCs. This makes them viable for younger users and helps increase the amount of people able to access games through these platforms.  
Some of the benefits include:

* Largely popular consoles
* Good hardware for games
* Dedicated for playing video games so therefore optimised
* Extensive history, therefore loyal fanbases
* Physical and digital games

Some limitations include:

* It can cost more to develop for
* Including console controls and testing can be harder
* It is harder to get disc distribution for the games
* With Nintendo Switch, the controls can be specific to input types only available on this console, limiting portability

### Mobile devices

Mobile devices can be harder to develop for, due to the wide variety of mobile devices which means games have to be tested and developed for specific screen sizes and mobile hardware specifications. Devices include Apple iOS and Android primarily.

Some benefits include:

* Big investment for higher priced games on mobile iOS
* Android is much cheaper to develop than iOS devices. Open-source code
* Almost everyone has a mobile phone. Huge market for customers

Some limitations include:

* iOS is very expensive to develop for
* Apple has to manually review all applications and approve them
* Development for Apple devices is usually restricted to Mac Apple devices
* Hardware of mobile phones is limited compared to other devices

### Web-based

Web based application include things such as browser games and can usually be accessed and used by any computer that can open an internet browser. Some platforms that are used to play web-based games are Adobe Flash, which is largely outdated now, and HTML 5.

Some benefits include:

* Web based applications are supported on all web browsers
* No requirements for plugins
* Flash games can be easily animated and allow easy visuals

Some limitations include:

* Flash is largely discontinued due to security and vulnerability concerns in browsers
* No physics involved in Flash, has to be manually developed
* Unable to save games
* Usually, lower quality and smaller than normal games
* Limited by certain browsers

## Hardware options and their involvement in development

The hardware is vital in computer systems, as it allows for everything that is seen on the screen to occur. Gaming hardware is hardware specifically designed to run games on them and are the most important factors when considering what specifications that the games developed should be able to run.

### CPU

The central processing unit (CPU) of a computer is considered the brains of a device. It handles all the instructions that the computer follows using the arithmetic-logic unit (ALU) to carry out the mathematical operations for each instruction and storing the result to memory.

With regards to video games, CPUs are responsible for ensuring that the computer system is able to run the video game by meeting the requirements. This can involve changing the settings of the video game in order to meet the systems capabilities as detected by the CPU. Most commonly, AMD and Intel CPUs are used when playing video games, and the available performance is dependent on the power of the CPU.

As a result of their expensive development, powerful CPUs are generally not cheap and therefore many PC gamers may choose to go for less powerful CPUs and take a hit on game performance or game quality, depending on what the user prefers. Another option for users includes overclocking the CPU where they force the CPU to run faster than is recommended, increasing performance and temperature of the component. While this can be done safely and stably, doing so is still risky and voids any manufacturer warranty.

Similarly, to taking hits to quality, this is how game consoles are able to use worse CPUs and remain affordable compared to high quality PCs. This usually comes in the form of lower framerates and being unable to handle larger loads of data and information that might be required of the CPU.

### GPU

A graphics processing unit (GPU) has the sole responsibility to produce images on the display, working alongside the CPU. The workload of the GPU depends on the complexity and quality of the images that the GPU is required to output, meaning that the more polygons and high-quality images can require high specification GPUs.

In regard to video gaming, GPUs are usually standalone cards which can be connected to the motherboard through a slot. Furthermore, GPUs for gaming usually have standalone RAM dedicated to processing images. It is common to see a minimum standard of GPU when searching for what is required to play a game. Consoles and mobile devices contain the own GPU as well.

### Memory

Memory split between read only memory (ROM), and random-access memory (RAM). ROM is used to store software as this remains between shutdowns and can be used to save data. RAM is used to temporarily store data when the CPU is working with it, and generally with more RAM, the faster the computer tends to run. An exception to this is by including more RAM sticks than total RAM occasionally. This means that instead of having 1 16gb RAM stick, you have two 8gb RAM sticks, and this is much faster. For PCs, it is much easier to upgrade and update RAM, whereas for Consoles this is nearly impossible. Recently it has become popular to store game data in the cloud, where it can be used from any device, allowing for upgrades and changes to the system without fear of losing all progress.

### Output

Output refers to the sound and display of a system, and comes in the form of monitors and speakers, or headphones.

Gaming PCs often having gaming monitors in order to accommodate them, often having much higher refresh rates and colour accuracy on the screens. The frames per second (FPS) refers to how many times an image refreshes on a screen in a second, so a 60hz/60FPS monitor will refresh 60 times a second, while a 144hz/144FPS monitor will refresh 144 times a second. The higher this value is, the better, as it leads to smoother gameplay and a less input delay time. Furthermore, there is also screen quality to consider, like 1080p (1080 pixels on the screen) and 4K (1440 pixels on the screen) being the two notable contenders at the moment. The higher this number, the better quality the graphics displayed are.

### Input

Input is arguably one of the most important aspects of computer gaming, as without inputs it would be impossible to play at all. Input allows the user to do anything in a game, from moving a character forward, steering a car sideway, and even opening a pause menu is all due to the input.

In computer gaming it is crucial to minimise the time it takes for inputs to register in the game, this is also called input delay. PCs are much faster than consoles when it comes to responding to inputs and outputting them on screens, giving them a competitive edge over their console counterparts.

The difference between keyboard and mouse vs controller is a widely debated topic, however generally keyboard and mouse is harder though it provides an advantage as it allows users to press more buttons than a controller allows, and it is easier to make ‘flick’ movements with the mouse than a controller joystick.

Recent developments have allowed for input types such as voice and kinetic (physical) movement through voice recognition and body tracking technology, however the market for these kinds of games is very niche and it is unlikely to gain much traction as players typically do not enjoy yelling into their microphones when the voice recognition is not functioning as it should.

There is also touch input that has been developed and is often used in controllers as a game pad in the middle, providing the player with another way to interact in their games, often required to do sweeping motions or specific touches to use this.

### Storage

Storage is different from memory as memory is typically used to refer to RAM, while storage specifically means components like hard disk drives and solid-state drives. In the past there also used to exist optical drives (CDs) and floppy disks, however with the advancements of technology, computers are typically no longer able to accept such storage types without an external adapter such as a CD reader.

Recently hard disk drives have begun to be obsolete, with the focus shifting towards solid-state drives. While hard disk drives included rotating parts physically writing memory onto the disk,

### New technologies

## Software options and their effect on development

### Operating system

### Programming languages

### Device drivers

### Graphic options

### Audio options

## Use of game engines and how they aid computer game development

### Rendering engines

### Physics engines

### Collision detection

### Scripting

### Animation

# Comparison on how current and emerging technologies computer game development

Current tech vs Emerging tech

# Comparison on how different technologies impact the game industry and requirements and expectations

# How current technologies are impacting game development and design

## How emerging technologies impact game development

## How games are developed to meet the requirements of users

## How games are developed to meet the requirements of the larger game industry

# Evaluation

## The impact of current and emerging technologies on development

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