

Introduction to videogames

Videogames Technology
Asignatura transversal

Departamento de Automática

Objectives

- Contextualize game development
- Introduce basic vocabulary

Bibliography

1. Desarrollo de Videojuegos, Arquitectura del Motor de Videojuegos. UCLM.

Table of Contents

1. Introduction
2. Motivation
3. Definition
4. Videogames development
5. Industry
6. History

Motivation

Why videogames?

- They involve all the Computer Science disciplines
- Exciting problems from an intellectual perspective
- Benchmark for AI
- Career opportunities
- They are fun!

Definition (I)

Vallejo

A videogame is a graphical application in real-time with an interaction between the user and the game

Real-time: **In this context**, it means the need of generating a frame rate

Interaction: Joystick, keyboard, mouse, body, ...

Definition (II)

Alternative definitions:

- A play activity with rules that involves conflict (I. Scheiber)
- A game has “ends and means”: an objective, an outcome, and a set of rules to get there (D. Parlett)
- A game is an activity involving player decisions, seeking objectives within a “limiting context” (i.e. rules) (C. Abt)

Game rule = game mechanic

Why a videogame is fun?

- Highly recommended reading: Raph Koster. A Theory of Fun. O'Really, 2nd edition. 2014.

Definition (III)

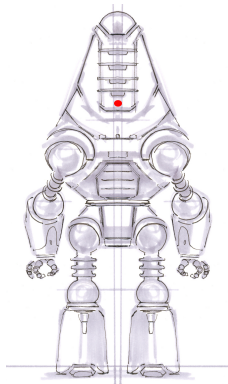
A personal perspective

Videogame = Video + game

Definition (IV)

Elements to take into account

- Story (characters, goals, dialogs, etc)
- Graphics (3D models, animations, videos, etc)
- Sound (Music, sound effects, voice, etc)
- Logic (mechanics, programming, etc)
- Interface (HUD, user interface, etc)
- Gameplay



Videogames development (I)

Topics involved in videogames development

- Personal computers
- Microprocessors development
- Peripherals (specific for videogames)
- 3D technology
- Internet
- Videogames engine development
- Physics engines
- Graphical engines
- Software engineering
- Artificial Intelligence (AI)

Videogames development (II)

Recent elements involved in videogames development:

- Human-machine interfaces
- Social networks
- Mobile technologies
- Tablets

Industry (I)

Industry involves

- Development, distribution, marketing and sales
- Software and hardware

Videogames generates more business than pictures and music

- 57,6 billion euros in 2009, 91 in 2016

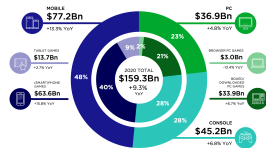
Average videogame cost: 7.4 - 9.7M €

- Consolited franchises



2020 Global Games Market

Per Device & Segment With Year-on-Year Growth Rates



Source: Newzoo | 2020 Global Games Market Report | April Update
newzoo.com/globalgamesreport



\$77.2Bn

Mobile game revenues in 2020 will account for 48% of the global market.

Industry (II)

- PCs decrease as consoles increase sales
 - From mid 80's consoles are the main platform
- Best revenues are in software
 - Hardware sold at a loss

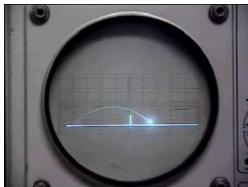


Overview of Videogames

History (I)

We can distinguish the following chronology

1. Videogames pre-history: Analogic hardware
2. 80's: 8 bit. (Spectrum), (Amstrad), ...
3. 90's: 16 bit. (Amiga), (Atari), Game Boy, ...
4. 2000 to now: 32 bits. High performance hardware



Overview of Videogames

History (II)

Check out these videos:

- (Video past)
- (Video future)
- (Video suggested)