Virtual Gaming

Virtual gaming has two meanings. The first meaning is “a genre of online community that often takes the form of a computer-based simulated environment, through which users can interact with one another and use and create objects” (Wikipedia). This basically means multiplayer games that require the user to have an internet connection. This definition has been around since the internet was invented. However there is another definition that not everyone knows about. The second definition of virtual gaming is games that “involve players to be physically active during digital games thus joining the physical and digital worlds together. Touchable user interfaces have proved to be the only way of interacting, thus reducing the gap between digital and physical worlds, since objects can co-exist in both dimensions” (*P71-radgohar*). The ideas for the second definition of virtual gaming have been around ever since computers came out, however the technology has never been there until the past few years when Apple came out with the iTouch and the iPhone and Nintendo coming out with the Wii with its attachment the Wii Fit.

The iTouch and the iPhone have games that require the user to actually move like bowling where the user actually does the bowling motions to throw the ball. Though these motions are small, these digital games that are for the iTouch and iPhone are somewhat considered virtual games. The Wii Fit requires the user to be active during the exercises and implants the users’ motion as the motion of the character in the game, the game being mostly a fitness game. There are two new games, though still in development, which are considered a virtual game. First one is “called Phong, physical pong, and the second one is called PingPongPlus. The purpose of Phong is to go further adding both physical elements to the virtual world and virtual elements to the real world, making it a good example of mixed reality system” (P71-radgohar).

The last few decades, society has seen huge improvements in technology, from the first computers to virtual gaming. The next step in our way, gaming wise, is to take this technology that implements the user’s motion and actually place the gamer inside the game, meaning making the digital world reality. Of course this is going to be huge problem because the gamers, once they leave the gaming world and returns back to reality, are going to be acting out as if they are still in the game. This will affect mostly the younger gamers rather than the older, more experienced gamers that can tell the difference between reality and the virtuality.

Works Cited

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