

THE SPOTLIGHT

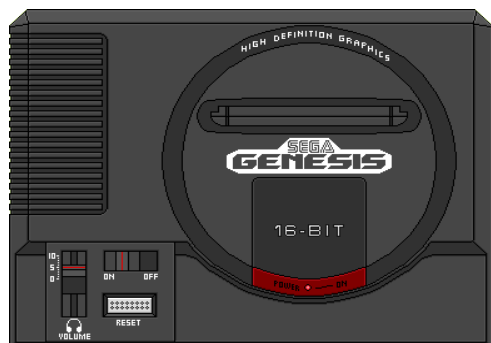


ON VIDEO GAMES

MYINTROTOLETUKNOW...

MY NAME IS LAIS REID, AND I RUN A YOUTUBE GAMING CHANNEL. THE NAME IS A PLAY ON MY NAME, AND BASICALLY PLAYING VIDEO GAMES. THE NAMES CHIPZ-N-STIX...LET ME BREAK IT DOWN FOR YOU. MY NAME SOUNDS LIKE THE CHIPS LAYS, TO GET PEOPLE TO PRONOUNCE MY NAME PROPERLY ID TELL THEM THIS ALL OF THE TIME.

I USED THIS WITH KIDS AND ADULTS ALIKE, AND FOR SOME REASON, INSTEAD OF CALLING ME BY MY NAME THEY CALLED ME CHIPZ(YES, THEY ADDED THE Z). SINCE IT STUCK I DECIDED TO USE IT FOR MY MONICHER. THE WORD STIX IS SLANG FOR CONTROLLER, WHICH IS USED TO PLAY VIDEO GAMES. SINCE I USE SLANG WITH THE QUEENS ENGLISH, I DECIDED TO MAKE IT PART OF MY YOUTUBE NAME WHEN I MADE THE CHANNEL, AND ALSO PART OF MY SOCIAL MEDIA AND THE NAMES I USE TO PLAY ON DIFFERENT SYSTEMS. I LIKE TO KEEP EVERYTHING UNIFORM BECAUSE ITS EASIER FOR ME THAT WAY. YOU CAN SAY IM LAZY THAT WAY.



IM THE BABY OF MY FAMILY OUT OF FIVE KIDS, AND ONLY THREE OF US ACTUALLY PLAYED VIDEO GAMES. MY TWO OLDER BROTHERS INTRODUCED ME TO GAMING WITH THE SEGA GENESIS AND THE NINTENDO ENTERTAINMENT SYSTEM A.K.A. THE N.E.S.



THEY HAD A LOT OF GAMES FOR BOTH SYSTEMS AND SINCE I STARTED TO PLAY GAMES TOO THE COLLECTION GREW EVEN BIGGER. MY DAD WOULD BUY ME A NEW VIDEO GAME WHENEVER I DID GOOD IN

VIDEO GAMES IN THE NINETIES WASNT AS POPULAR AS YOU D THINK.

OF COURSE YOU HAD CERTAIN GAMING ICONS SUCH AS SONIC THE HEDGEHOG AND SUPER MARIO THAT MADE WAVES AND BROUGHT NOTORIETY TO THEIR RESPECTIVE SYSTEMS(SONIC ON SEGA GENESIS AND SUPER MARIO ON THE N.E.S.)BUT IF YOU WERE TO ASK SOMEONE WHO WAS AN ADULT BACK THEN, THEY THOUGHT ALL VIDEOGAMES WERE THE SAME THING. I DISTINCTLY REMEMBER MY MOTHER CALLING MY SEGA GENESIS A NINTENDO, AND OF COURSE MY NINTENDO WOULD STILL BE A NINTENDO. EVEN WITH LATER GENERATIONS OF SYSTEMS, EVERYTHING WAS STILL A DAMN NINTENDO!

NOW THAT YOU HAD A GOOD LOOK AT THE TIMELINE OF VIDEO GAME SYSTEMS THAT CAME OUT, ONE QUESTION THAT GETS A BUNCH OF DIFFERENT ANSWERS IS THIS: WHEN DID VIDEO GAMES BECOME MAINSTREAM?

IVE ASKED THIS QUESTION TO SOME FELLOW VIDEOGAME YOUTUBERS AND OTHER GAMERS ALIKE. THE RESPONSES VARIED DRASTICALLY, WITH SOME PEOPLE SAYING VIDEO GAMES BECAME MAINSTREAM IN THE EIGHTIES, BASICALLY AT THE START OF THE THIRD GENERATION WITH NINTENDO MAKING THEIR DEBUT INTO THE INDUSTRY. HERE ARE A FEW RESPONSES:

@AVIDANSMITH: EASY. WHEN YOU CAN SEE SONIC OR MARIO AT THE MACYS THANKSGIVING DAY PARADE. THOSE 2 WERE ALWAYS GIANT BALLOON FLOATS SINCE LIKE 93 OR 95. THEY WOULD BE SEEN WITH MICKEY MOUSE AND OTHER DISNEY/ CARTOON CHARACTERS. ALSO...THIS WAS A POINT WHERE SPECIFIC GAMING CHARACTERS WERE RECOGNIZED AROUND THE WORLD AND NOT JUST GAMERS.



@ROBREGALGXC: THANKSGIVING AND CHRISTMAS PARADES DID IT FOR ME. THE SUPER MARIO BROS MOVIE WAS THE ONE THAT DID IT FOR ME AS A KID. I WAS LIKE OH, THEYRE BIG BIG NOW. YOU GOT JOHN LEGUIZAMO PLAYING LUIGI?



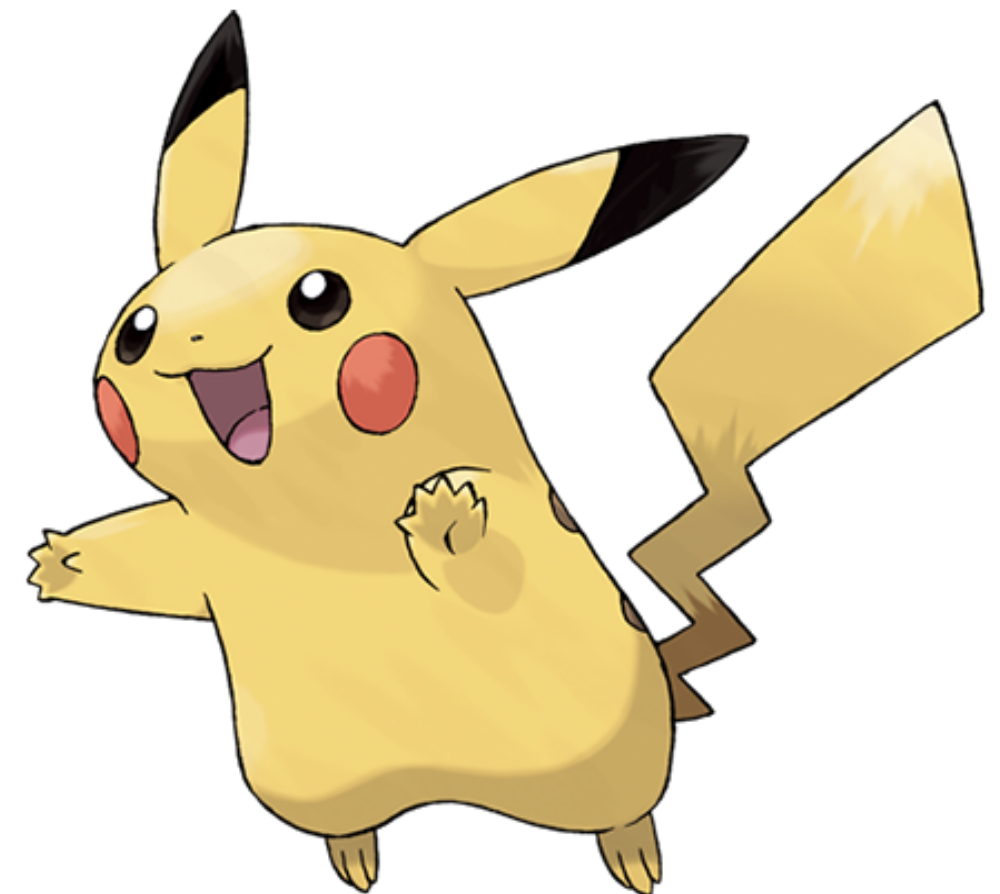
Stuff
BEST
GAMES
EVER



WHILE SEGA AND NINTENDO HAD THEIR RESPECTIVE SYSTEMS, SONY STEPPED ONTO THE SCENE WITH THEIR OWN GAMING CONSOLE CALLED THE SONY PLAYSTATION. THIS SYSTEM CHANGED GAMING FOREVER BY INTRODUCING HIGH QUALITY 3D GAMING, UNTAPPED POTENTIAL FROM DEVELOPERS AND A MUCH BETTER PRICE POINT THAN ITS COMPETITORS. ON THESE DISCS DEVELOPERS WERE ABLE TO PUT MORE INFORMATION ON THEM, ALLOWING THEM TO MAKE BIGGER AND BETTER GAMES THAT NINTENDOS CARTRIDGES COULDN'T DO. THIS SYSTEM BECAME SO POPULAR IT WENT ON TO SELL OVER 100M UNITS WORLDWIDE, AND ITS SUCCESSOR, THE PLAYSTATION 2 WENT ON TO SET RECORDS FOR THE BEST SELLING HOME CONSOLE IN HISTORY WITH 155M UNITS SOLD WORLDWIDE. THIS RECORD HAS YET TO BE BEATEN, EVEN BY SONY THEMSELVES WITH LATER GENERATIONS OF THE PLAYSTATION



VIDEO GAMES REALLY BECAME POPULAR AND MORE WELL KNOWN IN THE NINETIES, WHICH SOME CAN SAY WAS THE PRIME TIME FOR VIDEO GAMES. IN THAT SAME GENERATION NINTENDO INTRODUCED A NEW HANDHELD CALLED THE GAMEBOY WHICH WENT ON TO SELL WELL OVER 60 MILLION UNITS. ONE OF THE BEST SELLING GAMES FOR THE GAMEBOY WAS POKEMON RED/BLUE WITH 31.37M UNITS SOLD. THIS GAME ALONE STARTED AN ENTIRE CRAZE THAT LASTED FOR YEARS, EVEN UNTIL THIS DAY.



WITH THE NEWER GENERATIONS OF CONSOLES BEING INTRODUCED, SO WAS SOMETHING CALLED CASUAL GAMING. THE GAMES THAT MOSTLY FIT INTO THIS CATEGORY WOULD BE GAMES SUCH AS GRAND THEFT AUTO, CALL OF DUTY, SIMS, AND EVEN MOBILE PHONE GAMING. A HUGE BOOM IN CASUAL GAMING APPEARED WITH ENORMOUS SALES OF THE NINTENDO WII AND ITS WII SPORTS GAMES. THE VIDEO GAME INDUSTRY HAS STEADILY GROWN YEAR AFTER YEAR, BRINGING TONS OF REVENUE FOR MANY COMPANIES THAT DECIDED TO THROW THEIR HATS IN THE RING.

HOWEVER, THE MOST IMPACTFUL SURGE GAMING HAS MADE INTO THE MAIN-STREAM SPOTLIGHT HAS TO BE WHEN E-SPORTS BECAME RECOGNIZED AS AN ACTUAL SPORT IN THE EARLY 2000S.

BY 2010 VARIOUS COMPANIES SPONSORED OFFICIAL TOURNAMENTS THAT WERE LIVESTREAMED ONLINE AS WELL AS BROADCASTED ON CABLE TV. THESE TOURNAMENTS ARE USUALLY PLAYED BY INDIVIDUALS FOR PRIZE MONEY OR BY TEAMS AND TYPICALLY INCLUDE ANYTHING FROM FIGHTING GAMES TO FIRST PERSON SHOOTERS(FPS). IT HAS BEEN ESTIMATED THAT BY THE END OF THIS YEAR, 427M PEOPLE WILL BE WATCHING SOME FORM OF E-SPORTS.

EVEN THOUGH WE MAY KNOW SOME OF THE HISTORY REVOLVING AROUND VIDEO GAMES AND WHEN THEY BECAME SO POPULAR, THE ANSWER MAY VARY DEPENDING ON WHO YOU ASK, AS I STATED EARLIER. MANY GENERATIONS OF KIDS HAVE COME AND GROWN ALONG WITH THIS INDUSTRY WHICH EXPOSES THEM TO DIFFERENT POINTS IN TIME, SOME MEMORABLE AND SOME MAY NOT BE.

