

Video Game Studies: Core Concepts Assignment

Section 1: History and Chronology

Question 1: The Crash and The Revival

The 1983 Video Game Crash happened due to market saturation, too many low-quality games, and lack of consumer trust. Companies released poorly developed games like Atari's E.T., which damaged the industry. Nintendo revived the home console industry with the Nintendo Entertainment System (NES). The famous mascot introduced during this era was Mario.

Question 2: Era Differentiation

The Golden Age of Arcades (1970–1983) featured games like Pac-Man, played mainly in public spaces like arcades. The Modern 3D & Online Era (2000–2010) featured games like World of Warcraft, played mainly in private homes with online social interaction.

Question 3: The 16-bit Wars

The two main companies were Sega (Sega Genesis/Mega Drive) and Nintendo (Super Nintendo Entertainment System). Two PC games that established major genres were Doom (FPS) and Warcraft II (RTS).

Section 2: Genre Classification & Evolution

Question 4: Genre Definition and Examples

Metroidvania: Exploration-based games with interconnected maps and ability-based progression.
Example: Super Metroid.

JRPG: Role-playing games with Japanese design philosophy, story-driven, turn-based or hybrid combat. Example: Final Fantasy VII.

RTS: Real-time strategy games where players control units and resources in real-time. Example: StarCraft.

Question 5: Understanding Hybridization

Roguelike games like Nethack have permadeath and no permanent progression. Roguelite games like Hades allow permanent upgrades, making death less punishing and encouraging long-term progression.

Question 6: The Souls-like Subgenre

The subgenre was defined by Dark Souls. Core elements include high difficulty combat and interconnected world design with checkpoints (bonfires).

Section 3: Influence and Key Titles

Question 7: Technology as a Driver

The shift to 3D graphics allowed large explorable worlds, making open-world games possible. The key historical title was Grand Theft Auto III.

Question 8: Community and Modding

The MOBA genre evolved from mods of Warcraft III, especially Defense of the Ancients (DOTA).

Modding communities created new gameplay styles that became full genres.

Question 9: The Pillars of Gaming

Dark Souls influenced skill-based game design with challenging mechanics. The Witcher 3 influenced narrative-driven open-world RPG design with deep storytelling and world-building.