

A **video game**,^[a] **computer game**,^[b] or simply **game**, is an **electronic game** that involves interaction with a **user interface** or **input device** (such as a **joystick**, **controller**, **keyboard**, or **motion sensing** device) to generate **visual feedback** from a **display device**, most commonly shown in a **video** format on a **television set**, **computer monitor**, **flat-panel display** or **touchscreen** on **handheld devices**, or a **virtual reality headset**. Most modern video games are **audiovisual**, with **audio** complement delivered through **speakers** or **headphones**, and sometimes also with other types of sensory feedback (e.g., **haptic technology** that provides **tactile** sensations). Some video games also allow **microphone** and **webcam** inputs for **in-game chatting** and **livestreaming**.

Video games are typically categorized according to their **hardware platform**, which traditionally includes **arcade video games**, **console games**, and **computer games** (which includes **LAN games**, **online games**, and **browser games**). More recently, the **video game industry** has expanded onto **mobile gaming** through **mobile devices** (such as **smartphones** and **tablet computers**), **virtual** and **augmented reality** systems, and remote **cloud gaming**. Video games are also classified into a wide range of **genres** based on their style of **gameplay** and **target audience**.

The first video game prototypes in the 1950s and 1960s were simple extensions of electronic games using video-like output from large, room-sized **mainframe computers**. The first consumer video game was the arcade video game **Computer Space** in 1971, which took inspiration from the earlier 1962 computer game **Spacewar!**. In 1972 came the now-iconic video game **Pong** and the first **home console**, the **Magnavox Odyssey**. The industry grew quickly during the "**golden age**" of **arcade video games** from the late 1970s to early 1980s but suffered from the **crash of the North American video game market in 1983** due to loss of publishing control and saturation of the market. Following the crash, the industry matured, was dominated by Japanese companies such as **Nintendo**, **Sega**, and **Sony**, and established practices and methods around the development and distribution of video games to prevent a similar crash in the future, many of which continue to be followed. In the 2000s, the core industry centered on "**AAA**" games, leaving little room for riskier experimental games. Coupled with the availability of the **Internet** and **digital distribution**, this gave room for **independent video game development** (or "**indie games**") to gain prominence into the 2010s. Since then, the commercial importance of the **video game industry** has been increasing. The emerging Asian markets and proliferation of smartphone games in particular are altering player demographics towards **casual** and **cozy gaming**, and increasing **monetization** by incorporating **games as a service**.

Today, **video game development** requires numerous skills, **vision**, **teamwork**, and **liaisons** between different parties,

including [developers](#), [publishers](#), [distributors](#), [retailers](#), [hardware](#) manufacturers, and other marketers, to successfully bring a game to its consumers. As of 2020, the global video game market had estimated annual revenues of US\$159 billion across hardware, software, and services, which is three times the size of the global [music industry](#) and four times that of the [film industry](#) in 2019,^[1] making it a formidable heavyweight across the modern [entertainment industry](#). The video game market is also a major influence behind the [electronics industry](#), where [personal computer](#) component, console, and peripheral sales, as well as consumer demands for better game performance, have been powerful driving factors for hardware design and innovation.

Sport is a [physical activity](#) or [game](#),^[1] often [competitive](#) and [organized](#), that maintains or improves physical ability and [skills](#). Sport may provide enjoyment to participants and [entertainment](#) to spectators.^[2] The number of participants in a particular sport can vary from hundreds of people to a single individual.

Sport competitions may use a [team](#) or single person format, and may be [open](#), allowing a broad range of participants, or closed, restricting participation to specific groups or those invited. Competitions may allow a "tie" or "draw", in which there is no single winner; others provide [tie-breaking methods](#) to ensure there is only one winner. They also may be arranged in a [tournament](#) format, producing a [champion](#). Many [sports leagues](#) make an annual champion by arranging games in a regular [sports season](#), followed in some cases by [playoffs](#).

Sport is generally recognised as system of activities based in physical [athleticism](#) or physical [dexterity](#), with major competitions admitting only sports meeting this definition.^[3] Some organisations, such as the [Council of Europe](#), preclude activities without any physical element from classification as sports.^[2] However, a number of competitive, but non-physical, activities claim recognition as [mind sports](#). The [International Olympic Committee](#) who oversee the [Olympic Games](#) recognises both [chess](#) and [bridge](#) as sports. [SportAccord](#), the [international sports](#) federation association, recognises five non-physical sports: chess, bridge, [draughts](#), [Go](#) and [xiangqi](#).^{[4][5]} However, they limit the number of mind games which can be admitted as sports.^[1] Sport is usually governed by a set of [rules](#) or [customs](#), which serve to ensure fair competition. Winning can be determined by physical events such as scoring [goals](#) or crossing a line first. It can also be determined by judges who are scoring elements of the sporting performance, including objective or subjective measures such as technical performance or artistic impression.

Records of performance are often kept, and for popular sports, this information may be widely announced or reported in [sport news](#). Sport is also a major source of entertainment for non-participants, with [spectator sport](#) drawing large crowds to [sport venues](#), and reaching wider audiences through [broadcasting](#). [Sport betting](#) is in some cases severely regulated, and in others integral to the sport.

According to [A.T. Kearney](#), a consultancy, the global sporting industry is worth up to \$620 billion as of 2013.^[6] The world's most accessible and practised sport is [running](#), while [association football](#) is the most popular spectator sport.^[7]

A **comic book**, **comic-magazine**, or simply **comic** is a publication that consists of [comics](#) art in the form of sequential [panels](#) that represent individual scenes. Panels are often accompanied by descriptive prose and written narrative, usually dialogue contained in [word balloons](#), which are emblematic of the comics art form.

[Comic Cuts](#) was a British comic published from 1890 to 1953. It was preceded by [Ally Sloper's Half Holiday](#) (1884), which is notable for its use of sequential [cartoons](#) to unfold narrative. These British comics existed alongside the popular lurid "[penny dreadfuls](#)" (such as [Spring-heeled Jack](#)), boys' "[story papers](#)" and the humorous [Punch](#) magazine, which was the first to use the term "cartoon" in its modern sense of a humorous drawing.

The first modern [American-style comic book](#), [Famous Funnies: A Carnival of Comics](#), was released in the US in 1933 and was a reprinting of earlier newspaper humor [comic strips](#), which had established many of the story-telling devices used in comics.^[1] The term *comic book* derives from American comic books once being a compilation of comic strips of a humorous tone; however, this practice was replaced by featuring stories of all genres, usually not humorous in tone.

The largest comic book market is Japan. By 1995, the [manga](#) market in Japan was valued at ¥586.4 billion (\$6–7 billion),^[2] with annual sales of 1.9 billion manga books ([tankōbon](#) volumes and [manga magazines](#)) in Japan, equivalent to 15 issues per person.^[3] In 2020, the manga market in Japan reached a new record value of ¥612.5 billion due to a fast growth of digital manga sales as well as an increase in print sales.^{[4][5]} The comic book market in the United States and Canada was valued at \$1.09 billion in 2016.^[6] As of 2017, the largest comic book publisher in the United States is manga distributor [Viz Media](#), followed by [DC Comics](#) and [Marvel Comics](#) featuring [superhero comics](#) franchises such as [Superman](#), [Batman](#), [Wonder Woman](#), [Spider-Man](#), [the Incredible Hulk](#), and [the X-Men](#).^[7] The best-selling comic book categories in the US as of 2019 are juvenile [children's fiction](#) at 41%, manga at 28% and superhero comics at 10% of the market.^[8] Another major comic book market is France, where [Franco-Belgian comics](#) and Japanese manga each represent 40% of the market, followed by American comics at 10% [market share](#).^[9]