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Video Games Entertainment



VIDEO GAMES ENTERTAINMENT

1. A FEW DEFINITIONS

People of different ages are attracted by them. Many of us love them and have spent lots and lots of

hours playing. They are the video games, an entertainment industry which has grown to a colossal size in the past decade.

By definition, a video game is a game which involves and interaction between the player and the interface which in turn generates video and audio feedback on a screen. The word video comes from the displaying device.

A platform is an electronic system which is used to play video games. Some examples of platforms include consoles like Play Station and Nintendo, as well as your regular personal computer.

The device which is used in order to control the action going on in the game is called a controller, which may be different from platform to platform. As an example, on a certain console the controller may only consist of a button and a joystick. During the early days, the controller was restricted to a keyboard or a joystick. Nowadays, most of the games offer you the possibility to play with the keyboard and the mouse.

But visuals are not everything in a video game. There are also other systems that provide interactivity, such as sound. The sound is made by sound reproductive devices, which are again specific for each console, and can be output through headphones or other similar peripherals.

2. HISTORY OF VIDEO GAMES

In the first years of video games' history the basic idea behind them was to use interactive electronic devices which had different ways of displaying the output.

The first example dates to way back in 1947, when a new idea was born: The cathode ray tube amusement device, which was conceived by Thomas Goldsmith Jr. and Estle Ray Mann. They patented their invention on January 25th 1947. The following year, the patent was issued on December 14th 1948.

The device was inspired by radar, and it consisted of an analog device which allowed the user to control a vector. It simulated a missile fired at certain targets which were represented by drawings on the screen.

Later, in 1951, the NIMROD computer was born. It was presented at the Festival of Britain. Then, the follow ups were: OXO by Alexander Douglas, Tennis For Two by William Higinbotham (1958), and Spacewar, by MIT students Martin Graetz, Steve Russell and Wayne Wiitanen.

The Nimrod computer incorporated the game of Nim and it used a panel of lights as means to play the game. OXO, or the famous Tic-tac-toe, used a graphical display, while Tennis for Two used an oscilloscope that displayed a side view of a tennis court. Spacewar used the DEC PDP vector as a means to display the two spaceships which were up one against the other.

After all this, Computer Space came and was released in 1971. It is officially the first commercially sold video game. Created by Nolan Bushnell and Ted Dabney, this coin operated video games used a standard tv set and generated video signal. The game was later featured in the 1973 science fiction movie Soylent Green.

The first home console came in 1972 and it was called Magnavox Odyssey. It also used a standard tv set and game generated video signal. After that, the first big hit came. Atari's Pong, which actually came in 2 versions (the 1972 arcade and the 1975 home version). Pong's success gave birth to many Pong clones and caused some companies to build their own systems. This is maybe one of the most

important things that gave the video games industry the much needed impulse.

RECOMMENDED PRODUCTS

[PSP Blender](#)

This is one of the largest PSP game downloads sites available on the Internet. Choose from thousands of games, and play them directly from your PSP memory stick.

[Share Console](#)

If you need a website where you can search, download and burn almost any video game you could ever imagine, this is the place for it. You will have access to the latest games, demos and add-ons.

3. VIDEO GAMES PLATFORMS

From the first video game released on this platform, Spacewar, this platform has given many high quality titles and continues to do so. We are talking, of course, about the personal computer, or pc. Video games that are played on the pc are referred to as "pc games".

Pc games, like any other platform for that matter, are created by one or more developers. Since the technology has come a long way, it takes specialists from many other fields in order to create a good game - like artists, designers, etc. The industry of games comprises nowadays of really giant companies and the development of a single game can be conducted by a team of hundreds of people.

Anyway, pc games usually come in physical media like CDs or DVDs. It can also come as an Internet downloadable software. They require specific pieces of hardware in a person's computer, like graphic cards, Internet connection, etc. Of course, the requirements vary from game to game, an older one usually needing far less resources than a new one.

There are many genres that the pc platform supports. Starting with old arcade games - albeit classic - like Mario (who constantly gets Facelifts since it's such a recognizable brand), continuing with action games (like Prince of Persia), the pc platform also managed to introduce new genres. But we will discuss that in the next chapter.

Now, let's move on to the next category of game platforms, which is the console. The games that are produced for the consoles are actually called console games, and all the recognizable brands have many elements in common.

And these elements usually include:

- the controller (hence, the name) - these allow users to control their gaming experience (technically speaking, the output from the screen);
- a power supply - well, every electronic equipment needs power, right?
- The main unit - this is the "brain" of the console. It contains the CPU (Central Processing Unit), the RAM memory and a graphic coprocessor;
- Game media - many of the consoles have the information stored on external media;
- Memory card - there are some consoles which allow you to load, save and delete files.

The video game consoles have gone through great development themselves, like the pc. Nowadays, there are a few very important brands which managed to produce incredible games. As a matter of fact, the console game industry is growing at staggering levels each year. So, the most important

brands include:

- XBOX 360 - released by Microsoft in 2005, this console was the first one which introduced the player with the opportunity of using wireless controllers out of the box. An HD-DVD comes as an accessory;
- Wii, by Nintendo - released in the United States in 2006, comes at a very low price compared to the other consoles;
- PlayStation 3, by Sony - who hasn't heard of this one? It comes with a hard drive and games out of the box.

RECOMMENDED PRODUCTS

[XBOX 360 3 Red Lights Fix](#)

If your XBOX gets broken, now you have a solution to repair it yourself. This complete video on how to fix your XBOX 360 will save you a lot of time and money.

[Wii Media Downloads](#)

If you want to turn your Wii into a complete entertainment system, then you can't miss this opportunity. You will have access to unlimited movies, music, tv shows, games and more.

4. VIDEO GAME GENRES

Now let's talk a little bit about the different type of games one can play. The games have diversified so much, that there is something for everyone.

A game fall into a genre or another based mainly on its gameplay. Of course, certain games fall into more than one category, therefore giving birth to disputes. However, there are certain patterns that are clearly defined.

ACTION GAMES

One of the basic video game genres, it has many subcategories of its own. The gameplay of the games which fall into this category is based on combat. Some subcategories of the action genre include first person shooters, fighting games, etc.

SHOOTERS

A subdivision of the previous genre, they are addressed to people who love the adrenaline rush. The first person shooters, personified by early titles like Doom, Quake have now been taken into the next era with titles like Crysis, Call of Duty (two of the best games for the pc in 2007).

ACTION ADVENTURE

These games put an emphasis on exploration. They may involve puzzle solving and item gathering. Also, they will most of the times include combat.

3RD PERSON SHOOTERS

Unlike the first person shooters, they come in a 3rd person perspective. So basically, while the first person view is like seeing the game world through your own eyes, the 3rd person view gives a wider view. Some of the most important titles that have been produced in this genre include the famous Tomb Raider series, Max Payne and the acclaimed Gears of War.

FIGHTING GAMES

As the name clearly suggests, these games are based on one-on-one combats between two characters or players. You can play these against a computer controlled player or (and this is certainly more fun) against a friend.

Usually, the fighters will be masters of the martial arts, and certain button combinations that you make will trigger certain moves. Most famous games in this genre include the Street Fighter series and the Mortal Kombat series.

ADVENTURE GAMES

They were some of the first games to be created. The first game was produced in 1970 and was called Colossal Cave Adventure. It was better known as "Adventure", and this is where the genre got its name from.

The emphasis in these games is put on the story. The main character usually needs to solve puzzles in order to get the story to an end. It rarely includes scenes where the reflexes of the player are tested.

Maybe the most important game in this genre is "Myst". Released in 1993, the game had incredible graphics for that time, with surreal environments. Although this genre has known a drop in popularity in recent years, it is still being kept alive by titles like "Dreamfall" and "Fahrenheit".

ROLE PLAYING

In these games, the player takes the role of an adventurer who specializes in different skills that are going to help him fight opponents. The adventurer progresses through a storyline. They can be both real time and turn based, although the former are more popular nowadays.

Some of the most important titles include "Baldur's Gate", "Diablo" (by Blizzard), "Fallout", "Oblivion" and the "Final Fantasy" series.

SIMULATION

As the name suggests, these games' purpose is to provide the player with a unique experience like flying a plane, driving a tank, battling with a submarine, etc.

RACING

Although it falls into the simulation category, this subgenre has a life of its own since it has a tremendous popularity. The player must drive a car and race with it against different competitors. One of the most important title in this genre is the "Need For Speed" series.

ECONOMIC SIMULATION

This is a genre which seriously tests your qualities as a manager. You will have to manage something, anything, depending on the game. And this can range from being the mayor of a town (SimCity series) to being the manager of a park, of a hotel, restaurant, etc.

STRATEGY

This genre is subdivided into real time strategy (RTS) and turn based strategy (TBS).

These games require planning, building and careful thinking in order for you to achieve victory. Usually you need to build an army, which has many different units, in order to defeat the enemy.

Blizzard, one of the most prolific video games companies, released the Warcraft series and the Starcraft game. The latter is considered by many as THE GAME, as in the most important game of all times. These are examples of real time strategy, where everything happens in real time and the player doesn't have that much time to think.

In turn based strategy, the opponents move in turns, like in a game of chess. This means that usually you will be able to take your time to carefully plan your next move. Most important titles are the "Civilization" series and the "Heroes of Might and Magic" series.

SPORTS SIMULATIONS

With EA as the market leader in this genre, I am sure you have all heard of titles like "NHL 2008" or "Fifa 2008". These games are produced annually, and they simulate sports like hockey, soccer, basketball, etc. Yes, you will have to get in charge of your team, play... and win!

MASSIVELY MULTIPLAYER ONLINE

These games can be of all genres, but they are especially popular as RPGs. Again, Blizzard is responsible for the breakthrough hit entitled "World of Warcraft", which at the time of this writing reached a subscriber base of 10 million people!

The gameplay is that of an RPG, but the major difference is that you will play with other people like yourself, with them or against them.

REAL LIFE SIMULATORS

Yes, there is such a thing too. Have you heard about the famous "Sims" series? In this game, you will live a "virtual" life, and you must take care of your character in his/her daily routines. Another very notorious example of this genre is "Second Life", which too this concept online.

RECOMMENDED PRODUCTS

[Video Game Suppliers](#)

This program is for the Marketer in you, because it can teach you how to make incredible amounts of cash by promoting the 12 billion dollar annual industry that the video games is.

[Download City](#)

Another very reputable downloads site, it can offer you everything from music, movies, to games.

5. FINAL NOTES

Video games can be a very pleasant way to spend an afternoon, even if you are not a child anymore. From traveling in surreal places while solving puzzles to rescuing a princess with your sword, you can definitely do it all.

However, there is also one major issue regarding video games: they can get addictive, very fast. Sometimes you will find yourself playing a game for hours on end without noticing how time flew by.

As a matter of fact, there are people who spend the majority of their time online, in a virtual world, isolating themselves completely from the real world. This can lead to depression, not to mention the physical aspects that spending 16 hours day in front of a computer imply.

So, try to remember they are just games. They are called like that because their purpose is to entertain, not to completely capture one's life. Even though some of them are so good, try to always remember that.

RECOMMENDED PRODUCTS

[World of Warcraft Mastery](#)

If World of Warcraft is your favorite game, well... let's say you are not alone, and there are 10 million others like you. However, if you want to learn how to play it like the best, this guide is for you.

[Terra Game](#)

At this site, you can try different games for free before you actually buy. A simple way in which you can buy games that you actually know what they are about.