Video Games Benefits And Cultural Impact

Introduction

A video game is an entertainment form that involves interaction with a user interface. Since the 1980s, video games have become an increasingly important part of the entertainment industry, and whether they are also a form of art is a matter of dispute.

The electronic systems used to play video games are called platforms. Video games are developed and released for one or several platforms and may not be available on others. Specialized platforms such as arcade games, which present the game in a large, typically coin-operated chassis, were common in the 1980s in video arcades, but declined in popularity as other, more affordable platforms became available. These include dedicated devices such as video game consoles, as well as general-purpose computers like a laptop, desktop or handheld computing devices.

In the 2010s, the commercial importance of the video game industry is increasing. The emerging Asian markets and mobile games on smartphones in particular are driving the growth of the industry. As of 2018, video games generated sales of US$134.9 billion annually worldwide, and were the third-largest segment in the U.S. entertainment market, behind broadcast and cable TV.

History

Early games used interactive electronic devices with various display formats. The earliest example is from 1947—a 'Cathode ray tube Amusement Device' was filed for a patent on 25 January 1947, by Thomas T. Goldsmith Jr. and Estle Ray Mann, and issued on 14 December 1948, as U.S. Patent 2455992. Inspired by radar display technology, it consisted of an analog device that allowed a user to control a vector-drawn dot on the screen to simulate a missile being fired at targets, which were drawings fixed to the screen. Other early examples include: The Nimrod computer at the 1951 Festival of Britain; OXO a tic-tac-toe Computer game by Alexander S. Douglas for the EDSAC in 1952; Tennis for Two, an electronic interactive game engineered by William Higinbotham in 1958; Spacewar!, written by MIT students Martin Graetz, Steve Russell, and Wayne Wiitanen's on a DEC PDP-1 computer in 1961; and the hit ping pong-style Pong, a 1972 game by Atari. Each game used different means of display: NIMROD used a panel of lights to play the game of Nim, OXO used a graphical display to play tic-tac-toe Tennis for Two used an oscilloscope to display a side view of a tennis court,

In 1971, Computer Space, created by Nolan Bushnell and Ted Dabney, was the first commercially sold, coin-operated video game. It used a black-and-white television for its display, and the computer system was made of 74 series TTL chips. The game was featured in the 1973 science fiction film Soylent Green. Computer Space was followed in 1972 by the Magnavox Odyssey, the first home console. Modeled after a late 1960s prototype console developed by Ralph H. Baer called the 'Brown Box', it also used a standard television. These were followed by two versions of Atari's Pong; an arcade version in 1972 and a home version in 1975 that dramatically increased video game popularity. The commercial success of Pong led

numerous other companies to develop Pong clones and their own systems, spawning the video game industry.

Demographics

The November 2005 Nielsen Active Gamer Study, taking a survey of 2,000 regular gamers, found that the U.S. games market is diversifying. The age group among male players has expanded significantly in the 25–40 age group. More recently there has been a growing segment of female players engaged with the aggressive style of games historically considered to fall within traditionally male genres . According to the ESRB, almost 41% of PC gamers are women. When comparing today's industry climate with that of 20 years ago, women and many adults are more inclined to be using products in the industry. While the market for teen and young adult men is still a strong market, it is the other demographics which are posting significant growth. Twenty-nine percent of game players are over the age of 50, an increase from nine percent in l1999.

Fifty-five percent of gamers play games on their phones or handheld device.

A survey in 2009 studied the purchase habits and content preferences of people in the group. Based on the study by NPD group in 2011, approximately 91 percent of children aged 2–17 play games.

Culture

Video game culture is a worldwide new media subculture formed around video games and game playing. As computer and video games have increased in popularity over time, they have had a significant influence on popular culture. Video game culture has also evolved over time hand in hand with internet culture as well as the increasing popularity of mobile games. Many people who play video games identify as gamers, which can mean anything from someone who enjoys games to someone who is passionate about it. As video games become more social with multiplayer and online capability, gamers find themselves in growing social networks. Gaming can both be entertainment as well as competition, as a new trend known as electronic sports is becoming more widely accepted. In the 2010s, video games and discussions of video game trends and topics can be seen in social media, politics, television, film and music.

Possible benefits

In spite of the alleged negative effects of video games, certain studies indicate that they may have value in terms of academic performance, perhaps because of the skills that are developed in the process. “When you play ... games you’re solving puzzles to move to the next level and that involves using some of the general knowledge and skills in maths, reading and science that you’ve been taught during the day,” said Alberto Posso an Associate Professor at the Royal Melbourne Institute of Technology, after analysing data from the results of standardized testing completed by over 12,000 high school students across Australia. As summarized by The Guardian, the study 'found that students who played online games almost every day scored 15 points above average in maths and reading tests and 17 points above average in science.' In an interview with CNN, Edward Castronova, a professor of Telecommunications at Indiana University Bloomington said he was not surprised by the outcome of the Australian study but

also discussed the issue of causal connection. 'Though there is a link between gaming and higher math and science scores, it doesn't mean playing games caused the higher scores. It could just be that kids who are sharp are looking for a challenge, and they don't find it on social media, and maybe they do find it on board games and video games,' he explained.

Video games have also been proven to raise self-esteem and build confidence. It gives people an opportunity to do things that they cannot do offline, and to discover new things about themselves. There is a social aspect to gaming as well – research has shown that a third of video game players make good friends online.

Esports

Short for electronic sports, are video game competitions played most by professional players individually or in teams that gained popularity from the late 2000s, the most common genres are fighting, first-person shooter, multiplayer online battle arena and real-time strategy. There are certain games that are made for just competitive multiplayer purposes. With those type of games, players focus entirely on choosing the right character or obtaining the right equipment in the game to help them when facing other players. Tournaments are held so that people in the area or from different regions can play against other players of the same game and see who is the best. Major League Gaming is a company that reports tournaments that are held across the country. The players that compete in these tournaments are given a rank depending on their skill level in the game that they choose to play in and face other players that play that game. The players that also compete are mostly called professional players for the fact that they have played the game they are competing in for many, long hours. Those players have been able to come up with different strategies for facing different characters. The professional players are able to pick a character to their liking and be able to master how to use that character very effectively. With strategy games, players tend to know how to get resources quick and are able to make quick decisions about where their troops are to be deployed.

Conclusion

To conclude, video games have had a vast effect on modern-day culture and economy. The benefits of video games have had such a positive impact on youth that careers have been formed around creating and competing in these games. And with the industry growing even further the sky is the limit with how high video games can go.