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ENG 1121

3/20/20

Word Count: 2089

Around two-thirds of people in America play video games regularly making about \$100 billion because everyone plays to pass the time. There are endless possibilities in the game that you can create or experience which doesn't limit what you can do when playing with friends. Games have a purpose of gathering people together to play as a team or go against each other in a friendly competition. They have always been in my childhood since I was young and they have helped me make friends too. Specifically video games were the main topics my friends and I would pass the time playing. That is a lot of people and money being spent on just video games in general. This is the effect of videogames on society and in every player's life allowing them to do what they want such as building unimaginable structures to live in or become a soldier from the military taking down terrorists, something that you normally wouldn't be allowed to do.

Ever since I was young, the topic would always be the number one thing to talk about because it was the most common thing we shared together among everyone. I would spend some time talking about it with friends during class but when we got home, it would be hours of us playing. We would work as a team to complete a mission which requires teamwork. This is the main reason why I play with a group. We have fun laughing at the stupid things we do while working together and solving the problem. Everyone has their own type of games they enjoy

which could be action packed which pumps your adrenaline or a calm and wholesome game which makes you relax.

There are famous games that the older generation have played which would insist on 8-bit designs used to make the game. Franchises like Super Mario Bros., Pacman, Street Fighter, Pokemon, etc. all started looking bad with low graphics and definition due to how you could see the pixels on the screen. They can be seen in arcades where there would be a big arcade machine that takes quarters as payment giving you one life or several rounds to play. You wouldn't see those games nowadays because technology has advanced where the games look more detailed showing images that look realistic. There are many types of games that vary from the old pixelated games to games with higher definition and better specs to run the game. For people growing up in the 21st century, they all have experienced games that consist of bad graphics with slow internet speeds.

Specific types of games need specific types of devices or platforms to be played on. Not only that, but there are multiple versions of the game that come from the same company such as the sequels. Some platforms that I have played growing up would be the Gameboy, Nintendo DS, and a PC. The Gameboy was an old form of a console from the past that was essentially a handheld device you could bring anywhere with one function, to play the game and only that. Nowadays, there are multiple platform systems that evolve overtime supplying millions of games on them.

Games have been available to us all around the world and of course it has its beginnings. The history of video games started out in the mid 20th century where the games consisted of small amounts of code that could be translated into a tic tac toe game. The first games that were

developed were OXO, Tennis for Two, and Spacewar! around the mid-1900's. There later was the first video game console that was invented by Ralph Baer in 1967. There was a crash of the industry and it started to die out due to the low quality games. Luckily, the Nintendo Entertainment System came from Japan to the United States and revolutionized the games by giving the games a better design, color, sounds, etc. During 1989, they created the first Gameboy system which could be portable with various games. They later released other handheld devices such as the Gameboy Color, Nintendo DS, Nintendo 3DS, and many more progressing each release of a console.

The type of people who are well known that worked with videogames are always the people who are the best at the games they play showing their skills to the public. There are other people that are well known who game with a group to make gameplay interesting and funny. Those are factors which makes people famous from the game they play resulting in careers that can make them money just from playing games. This brings up the idea of Twitch and Esports which are platforms that have a massive impact for their career in the gaming field. Twitch is a platform that allows people to stream and create content for viewers to enjoy while they donate money towards the person playing to support them. If you are popular enough, big companies will sponsor you providing advertisements on your stream creating another way to make money. Because of Twitch, you can create a career from it while creating a fanbase from your viewers.

Esports is another platform that essentially gathers the best of the best players in the world competing against each other in a tournament to find out who of them all are worthy to claim the title. Each team is well known in the community which allows many big companies like Redbull to sponsor them. Sponsors take advantage of the tournament knowing millions of

fans are there watching them play at the stadium itself or are watching on Twitch live. Not only do they have sponsorships but their money comes from media rights, the merchandise they sell, the tickets sold, and gamer publisher fees. Winning these games are essential to the team because that means they get paid millions from the prize pool consisting of the entry fee for each team. During 2018, the Esports revenue has reached \$856 million and it is planning on increasing 9% each year, estimating it will reach up to \$1.79 billion in 2022.

Video games affect both men and women because there was always the stereotype that men are the only ones who play video games and are good at them. Some women are actually better than players in various video games. Games have a community that consists of many such as guys, girls, and surprisingly people with disabilities. Some issues that come up from them are that they might not be the best at the game, but they do show that they can play it. Some of them break the stereotype about being bad and do better than most players in the community. Some good enough that it lands them a career or even participating in a tournament. There are dozens of women you can find on Twitch which shows that there is a large community that do follow and support them. An example would be Sasha Hostyn earning \$332,066.27, obtaining the highest earning of any female gamer in eSports making about three times the amount of whoever is in second place. She competed in numerous tournaments of the game Starcraft II and won most of them while breaking records.

The other focus would be people with disabilities that play video games. They might have lost an arm or a body part and that doesn't allow them to play as well as others that do, but that does not stop them from doing what they love. Some have a way they play which allows them to play normally. Some have made ways where you do not need hands but rather a push of

a button to make a simple command in the game. Research shows that around 92% of people with disabilities play games. This shows that even though you have a disability, it isn't going to stop them from doing what they love.

“Video game violence and glorification must be stopped-it is creating monsters!” Donald Trump's tweet brought up an issue that many parents believe is true, the idea that violent video games lead to crime. Parents believe that their children's violent tendencies stems from the blood and guns used in the game. They also believe that it could shape the minds of their young lives and having it result in mass shootings or killings. He also claimed that mental illness and hatred are the reasons why people with weapons kill after the mass shootings that occurred in Texas and Ohio. Research shows that it doesn't have any connections between the two. Despite years of research, there isn't evidence that links the two together because the games that are played are considered entertainment. Games like Call of Duty are used to put the player in the view of a soldier experiencing the moments in battle and simulate what they do on an everyday basis. These types of video games were made for you to freely explore and understand how and what a soldier does when portraying them.

Another stereotype of players would be their poor decision to maintain a healthy diet. Because they spend hours of the day focused on the game, this results in being lazy when it comes to their daily intake or responsibilities. There are people who do judge them on that matter because they may not have a life, spending it all inside isolated or wasting their time thinking it might not achieve much with their life. There is always that one person that does not have a job and spends too much time and money on the game they are obsessed with. Their diet could consist of unhealthy junk food like chips and sugar, processed food like ramen, or take-out. Of

course this is a negative side of things which does come from playing video games but there are others who do care about their health. Negative impact towards one's health is a problem which many solutions come out of. Solutions such as games that help you exercise. There are devices that would force you to move to do something that could range from playing sports indoors to matching the beat to a song. The Wii Console is a console used to play Wii Sports. It is a game simulating that you are playing sports against friends or family playing as teammates or competing against each other in a friendly duel. They supply a variety of sports you would get to play such as bowling, tennis, golf, etc. Another popular game that comes to mind when thinking about exercising while playing video games would be Dance Dance Revolution. It is a rhythm based game which makes you step on an arrow button with your feet corresponding to arrows shown on the screen and the beat being played. Successfully hitting the button on time with the arrows would increase the points you receive and fills up your health bar in the game. Failing to do so would deplete your health bar losing the game.

All in all, the gaming industry makes billions of dollars on games which can be played by letting you experience unlimited opportunities while bonding with friends or family. Just because negative stereotypes about video games exist, doesn't mean that it has to stop the community of players from doing what they enjoy. Because of the misconceptions between the stereotypes and research done, it affects their childhood. My experience playing with friends allows me to make more friends while letting me escape reality and leave all my responsibilities behind. My friends and I would explore the vast amounts of opportunities that exist sharing memories which shaped me to be who am I today.

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