The History and Development of Video Games

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Introduction to Video Games

So, what are video games and why do people spend so much time and money towards it? It is a source of entertainment that digitally based games that are played on various platforms such as computers or gaming consoles. The types of games you can play can range infinitely from exploring a vast fantasy world or fighting against opponents through combat. Video games always remind me of my childhood because I spent many hours enjoying a game with bad graphics. I would spend my free time talking about it with my friends comparing what Pokemon we had or how to overcome a challenge we were all having.

Impact on Society

The gaming industry is doesn't seem like much but it does have a big impact on society. Around two-third of America play video games regularly making the global industry $100 billion. Thinking about how video games can cause a major impact on society is crazy because there are other industries that comes to your mind when you think about products or services that make a lot of money.

Several positive impacts include connecting others around the world collaborating on a sole purpose to win the game. This creates new communities between different people that share the same interests.

History and Development

Video games started out recently as some simple code during the mid 1900's. The first games consisted of OXO, Tennis for Two, and Spacewar!. The first consoles were the Gameboy developed during 1989, then computers, and later on the gaming consoles we have today. After decades, video games have evolved from horrible pixelated graphics to detailed games that look incredibly realistic.

LEAGUE OF LEGENDS

Opportunities

There are numerous amounts of opportunities presented from video games that can make money including platforms such as Twitch or Esports. Twitch is a platform that allows you to stream the games you play and create content so that viewers can subscribe towards you. Esports are tournaments that allow you to compete against the others allowing you to earn money from the prize or sponsorships.

Positive and Negative Stereotypes

Of course there are the negative stereotypes about games parents and even the president claiming they create violent tendencies resulting in mass shootings. Although there isn't evidence resulting in that, there are positive results from playing video games such as teamwork and problem solving with strangers to accomplish a common goal together.

Breaking Stereotypes

There are uncommon stereotypes that many do not talk about are when women and even the disabled play video games. Women do play a big part in the gaming industry and are good enough to make a career from it or even play in tournaments.
There is a possibility that is granted towards the disabled players by allowing them to play normally using a prosthetic or create an easier solution to play. There was research showing that 92% of the disabled play video games.

Reason Why I Chose Video Games

My inspiration and the reason why I decided to choose video games as my genre was because of how well I understood about the topic. It was something that I enjoy talking about because it was a topic that made me the friends I have today. I have stayed connected with them over these years even though we decided to go to different schools. I believe that video games is given a bad name when mentioned to parents because it is known as a waste of time and results will get you nowhere. The targeted audience would be people who know and play video games or parents and elderly who believe it is ruining their child's mind with violence.

Video Game Rankings

1. League of Legends
2. Tom Clancy's Rainbow Six Siege
3. Counter-Strike: Global Offensive
4. Call of Duty: Modern Warfare
5. Minecraft

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