ALL ABOUT GAMES

Daniela SURDU[1], Constantin LUNGU[1]

[1]*Universitatea Tehnică a Moldovei, Facultatea Calculatoare, Informatică și Microelectronică, Departamentul Ingineria Software și Automatică, grupa academică TI-224*

Îndrumător/coordonator științific: Ala ȘIȘIANU, asistentă universitară, Departamentul Limbi Străine, UTM

Abstract. This review summarizes some information about games and all the things that are related to this field such as: game genres, the history of video games, the influence of games, etc. This article will give you an idea of what games to play in your free time and how to find your own favorite game genre if you haven't found it yet, and what things will be waiting for you in this universe full of adventures.

Keywords: game, game genre, racing, action, strategy, tower

Introduction

In the presented article we tried to analyse the most important known and less known facts about video games. A great number of various resources were selected and studied, to obtain in the end a wide description and analysis of the issue we considered interesting for a large audience. To start with it is nice to remind that the software that operates on hardware, such as a computer or video game console, is known as a video game. A minimum of some memory, which can take many different forms, some computing power, interfaces for interacting with displays, and a means for a player to control the game are all necessary for that hardware platform.

That is essentially what a computer game is, to be honest. The material is interactive. When a player pushes, clicks, or types something, the game will react in accordance with predetermined guidelines. Therefore, communication's components are essential. Interactive works of video art are video games. Simply put, playing video games is just another method to have fun and use your imagination.

Definitions could be nice and simple, but you really need to grasp the mechanics of video game design to comprehend it effectively. It involves programming, graphic design, sound design, music composition, and so much more, but we won't get into that in detail just yet [1].

The growth of the video game business has resembled an exponential growth curve since the creation of the first video game in 1931. Although there were a few hiccups along the way, the business has now developed to the point where it is bringing in more than $7 billion annually. The video game business pays its employees anywhere from $32,000 to $200,000. A single video game can retail for anywhere between $10 and almost $100.

Without a player, or the audience that engages in interactive media, none of the other items exist.

Early History of Video Games

The history of video games includes a number of inventions and developments that occurred between the creation of the first electronic games and the present.
In the 1970s and 1980s, when arcade video games, gaming consoles, and home computer games were made available to the general population, video gaming became widely popular. Since that time, video games have spread throughout the globe and are now a common form of entertainment and a component of contemporary culture.

As a result, the early history of video games spans the years from 1947, when the first interactive electronic game with an electronic display debuted, through the early 1950s, when the first real video games appeared, and the 1970s, when early arcade video games began to gain popularity. The first video game may have been any number of things depending on how the term "video game" is defined during this time period, which saw significant advancements in processing technology [2].

For example, we have the first game ever named "Bertie the Brain".

One of the first games created in the early records of video games was Bertie the Brain, an early computer game. Josef Kates constructed it in Toronto for the 1950 Canadian National Exhibition. Visitors to the display could play a game of tic-tac-toe against artificial intelligence on the four-meter (13-foot) tall computer. The game took place on a grid of lights above the player after they made a move on a keypad in the shape of a three-by-three grid.

The machine's level of difficulty could be changed. The machine was disassembled at the finish of the exhibition after spending two weeks on display by Rogers Majestic and was mostly treated as a curiosity.

Most Popular Game Genres

The gaming industry has been effectively generating buzz in the online community over the last few decades. Gaming is the top option for millennials and adults who still can't break their childhood gaming addiction because it is already a multi-million dollars business. The best gaming businesses are constantly investing heavily in creating new games and releasing them in a variety of genres, both old and new. Through video game tournaments, leagues, and competitions, the industry serves as a major revenue generator by bringing gamers from around the globe together [3].

Sports Games

Sports games have been a part of gaming culture since its inception, and the genre is still among the most popular in the entire globe. Sports simulation games use artificial intelligence (AI) or bots to manage the opposing squad while simulating traditional physical sports.

Others, like Champions Manager, highlight the sport's strategy. Some games are founded on actual sports tactics and rules. The FIFA franchise is the most well-known in the sports video game category. The game sold more than 3.2 million game CDs in its first week of sale, making it the "fastest-selling sports game ever" in history.

Action Games

The player's reflexes, hand-eye coordination, and response time are tested by action games. The finest action games offer players a distinctive experience with a blend of vibrant graphics and an adrenaline rush. Given this genre's dominance in the gaming industry, developers experiment with new strategies and advancements frequently. Here are some examples of action games: Grand Theft Auto Five, Call of Duty: Modern Warfare, Doom Eternal, Resident Evil 2, Assassin's Creed Odyssey, God of War [4].

Role-Playing Games

In video and online games in this genre, the player takes control of a fictional character who sets out on a journey in a fantastical setting. The success of the genre has encouraged producers to produce adventure, strategy, and online role-playing games. It has also opened the door for further development in the genre in the years to come. Here are some examples of role-play games: The Elder Scrolls V: Skyrim, Fallout 4, The Witcher 3: Wild Hunt, World of Warcraft, Dark Souls III, Undertale, and Genshin Impact [6].

Racing Games

Gran Truck 10, Night Driver, Rally X, Need for Speed, and many other racing games were among the first to be released in the middle of the 1970s. More than 40 years have passed since the invention of racing games. The genre has split off into several different subgenres and has consistently outpaced other video game genres in terms of both innovation and income. Also, we do have some of the most realistic and popular racing games nowadays which are: Forza Horizon 5, Need for Speed: Heat, F1 2021, and Assetto Corsa Competizione [7].

Adventure Games

Adventure games are one of the most popular genres across all age groups thanks to notable elements like reflex-based gameplay, object collecting, puzzle-solving, and environmental exploration. Adventure games come in a variety of styles, from point-and-click to action-adventure, and can be played from either a first-person or third-person viewpoint. Some examples of popular adventure games include the " Tomb Raider " series, " Detroit: Become Human," "The Legend of Zelda," and "Uncharted" [5].

Legendary Games [8]

Next, here we do have some of the most legendary games ever. Even though they might be from totally different times they had influenced a lot the game industry.

Super Mario is a popular video game character created by Nintendo. In 1981, he made his video game debut in Donkey Kong. Since then, he has featured in numerous other titles, such as the Super Mario Bros. series, Super Mario 64, and Super Mario Odyssey. The Mushroom Kingdom and Princess Peach are frequently protected by Mario during his exploits from the villainous Bowser, who is distinguished by his signature red cap, blue overalls, and mustache [12].

Pac-Man is a classic arcade game developed and released by Namco in 1980. In the game, the player controls the titular character Pac-Man as he navigates through a maze, eating dots and avoiding ghosts. The objective is to clear all the dots on the screen while avoiding the ghosts. Pac-Man has since become a cultural icon and is one of the most recognizable video game characters in the world.

Minecraft is a popular sandbox video game that allows players to build and explore virtual worlds made up of blocks. Both a survival mode and a creative mode are available in the game. In the survival mode, players must collect resources and fend off monsters. In addition to being accessible on a number of platforms including PC, console, and mobile devices Minecraft has a sizable online community [10].

Undertale is a popular indie video game released in 2015, developed and published by Toby Fox. It is a role-playing game that features a unique battle system, in which players can choose to fight or spare their enemies. The game has gained a large following due to its memorable characters, charming art style, and emotional storytelling [9].

The Last of Us Part II is an action-adventure game developed by Naughty Dog and published by Sony Interactive Entertainment. The game follows the story of Ellie, a teenage girl, who is on a quest for revenge in a post-apocalyptic world. Other major characters include Joel, a smuggler and Ellie's mentor, Dina, Ellie's love interest, and Abby, a former Firefly and one of the main antagonists of the game.

Influence of Video Games

Video games have had a significant influence on various industries, including:

Film and television: Many popular movies and TV shows have been inspired by video games or adapted from video game franchises. Examples include the "Resident Evil" movie series, "Assassin's Creed" movie, and "The Witcher" TV series.

Music: Video game music has become increasingly popular, with many game soundtracks being composed by renowned musicians. Some video game music has also inspired mainstream music, such as the use of 8-bit sounds in electronic music.

Education: Video games have been used as teaching tools in various educational settings, such as language learning, history, and science. Games can make learning more engaging and interactive and can provide a more immersive learning experience.

Sports: Some video games have become popular in the world of competitive gaming, or esports, with professional players and teams competing in tournaments for large prize pools. Some traditional sports teams have even invested in esports teams or leagues.

Advertising and marketing: Video games have been used as a platform for advertising and marketing products, with in-game advertisements, sponsored content, and product placement. Games can also be used to promote social causes or awareness campaigns [11].

Conclusion

In conclusion we consider it necessary and important to mention that video games have become a significant part of popular culture and have a substantial influence on entertainment, technology, and society. They definitely provide a unique form of interactive storytelling and offer various benefits, such as cognitive and social development, stress relief, and creativity enhancement. Video games also impact other industries, such as film, music, and fashion, and have been instrumental in advancing computer technology and graphics. When games are played in moderation and with mindfulness, they are a viable source of stress relief as well as a catalyst for mental health improvement and the development of social skills.

Web References

1. https://www.theguardian.com/technology/gamesblog/2010/sep/13/games-gameculture
2. https://www.radiotimes.com/technology/gaming/last-of-us-part-2-pc-release-date/
3. https://straitsresearch.com/blog/top-10-most-popular-gaming-genres-in-2020
4. https://gamicus.fandom.com/wiki/Action_video_games
5. https://adventuregamers.com/articles/view/17547
6. https://www.gamepix.com/g/role-playing-games
7. https://www.computerhope.com/jargon/c/car-game.htm
8. https://www.metacritic.com/browse/games/genre/date/sports/all
9. https://undertale.fandom.com/wiki/Undertale
10. https://minecraft.fandom.com/wiki/Minecraft_Wiki
11. https://www.britannica.com/topic/Pac-Man-1688279
12. https://mario.nintendo.com/