

# Video Game

Robert Alan Brookey

*The Medium of the Video Game* Mark J. P. Wolf, 2010-07-22 Over a mere three decades, the video game has become the entertainment medium of choice for millions of people, who now spend more time in the interactive virtual world of games than they do in watching movies or even television. The release of new games or game-playing equipment, such as the PlayStation 2, generates great excitement and even buying frenzies. Yet, until now, this giant on the popular culture landscape has received little in-depth study or analysis. In this book, Mark J. P. Wolf and four other scholars conduct the first thorough investigation of the video game as an artistic medium. The book begins with an attempt to define what is meant by the term video game and the variety of modes of production within the medium. It moves on to a brief history of the video game, then applies the tools of film studies to look at the medium in terms of the formal aspects of space, time, narrative, and genre. The book also considers the video game as a cultural entity, object of museum curation, and repository of psychological archetypes. It closes with a list of video game research resources for further study.

**Before the Crash** Mark J. P. Wolf, 2012-06-15 Contributors examine the early days of video game history before the industry crash of 1983 that ended the medium's golden age.

**Game On!** Dustin Hansen, 2016-11-22 Find out about the fast and furious growth and evolution of video games (including how they are quickly taking over the world!) by looking at some of the most popular, innovative, and influential games ever, from Pong, the very first arcade game ever, to modern hits like Uncharted. Learn about the creators and inspiration (Mario was named after Nintendo's landlord after he barged into a staff meeting demanding rent), discover historical trivia and Easter eggs (The developers of Halo 2 drank over 24,000 gallons of soda while making the game), and explore the innovations that make each game special (The ghosts in Pac-Man are the first example of AI in a video game). Whether you consider yourself a hard-core gamer or are just curious to see what everyone is talking about, *Game On!* is the book for you!

**The Epic Evolution of Video Games** Arie Kaplan, 2013-10-01 Have you ever wondered what video games would be like if they never changed? The first games were little more than bouncing dots on a plain screen. Modern games include astonishing action, realistic environments, and epic story lines. Take a look at how video games have evolved over the years, and learn about the kinds of games we might be playing in the future.

**The State of Play** Daniel Goldberg, 2015-10-20 FEATURING: IAN BOGOST - LEIGH ALEXANDER - ZOE QUINN - ANITA SARKEESIAN & KATHERINE CROSS - IAN SHANAHAN - ANNA ANTHROPY - EVAN NARCISSE - HUSSEIN IBRAHIM - CARA ELLISON & BRENDAN KEOGH - DAN GOLDING - DAVID JOHNSTON - WILLIAM KNOBLAUCH - MERRITT KOPAS - OLA WIKANDER *The State of Play* is a call to consider the high stakes of video game culture and how our digital and real lives collide. Here, video games are not hobbies or pure recreation; they are vehicles for art, sex, and race and class politics. The sixteen contributors are entrenched—they are the video game creators themselves, media critics, and Internet celebrities. They share one thing: they are all players at heart, handpicked to form a superstar roster by Daniel Goldberg and Linus Larsson, the authors of the bestselling *Minecraft: The Unlikely Tale of Markus Notch Persson and the Game that Changed Everything*. *The State of Play* is essential reading for anyone interested in what may well be the defining form of cultural expression of our time. If you want to explain to anyone why videogames are worth caring about, this is a single volume primer on where we are, how we got here and where we're going next. In every way, this is the state of play. —Kieron Gillen, author of *The Wicked + the Divine*, co-founder of Rock Paper Shotgun

**The Art of the Video Game** Josh Jenisch, 2008 *The Art of the Video Game* is the first book to celebrate the artistry of video games, which are poised to define 21st-century entertainment, much as talking pictures revolutionized the previous century.

*History of Video Games* Paris, David, 2017-03-01 From consoles and arcades to the future of online and mobile platforms, the *History of Video Games* e-Book explores the exciting world of gaming. This nonfiction reader is purposefully leveled to increase comprehension and engage

different types of learners. The History of Video Games e-Book features complex and rigorous content appropriate for middle school students. Aligned with Common Core State Standards, this text connects with McREL, WIDA/TESOL standards and prepares students for college and career readiness.

**100 Greatest Video Game Franchises** Robert Mejia,Jaime Banks,Aubrie Adams,2017-08-17 Video games take players on a trip through ancient battlefields, to mythic worlds, and across galaxies. They provide players with a way to try on new identities and acquire vast superpowers. Video games also give people the chance to hit reset – to play again and again until they achieve a desired outcome. Their popularity has enabled them to grow far beyond their humble origins and to permeate other forms of popular culture, from comic books and graphic novels to films and television programs. Video games are universal. In 100 Greatest Video Game Franchises, editors Robert Mejia, Jaime Banks, and Aubrie Adams have assembled essays that identify, assess, and reveal the most important video games of all-time. Each entry makes a case for the game’s cultural significance and why it deserves to be on the list, from its influence on other games to its impact on an international scale. In addition to providing information about the game developer and when the franchise was established, these entries explore the connections between the different video games, examining them across genre, theme, and content. This accessible collection of essays gives readers an opportunity to gauge their favorite video game franchises against the best of all time and argue how they each fit among the 100 greatest ever created. Whether casually looking up information on these games or eager to learn how franchises evolved over the years, readers will enjoy this entertaining and informative volume. Comprehensive and engaging, 100 Greatest Video Game Franchises will appeal to fans and scholars alike.

**101 Video Games to Play Before You Grow Up** Ben Bertoli,2017-10 A must-play checklist and guidebook for the top 101 video games every kid should experience, including trivia and tips, behind-the-scenes tidbits, and ratings. Full color. 5 15/16 x 8 5/16.

**Violent Video Game Effects on Children and Adolescents** Craig A. Anderson,Douglas A. Gentile,Katherine E. Buckley,2007-01-11 Violent video games are successfully marketed to and easily obtained by children and adolescents. Even the U.S. government distributes one such game, America's Army, through both the internet and its recruiting offices. Is there any scientific evidence to support the claims that violent games contribute to aggressive and violent behavior? As the first book to unite empirical research on and public policy options for violent video games, Violent Video Game Effects on Children and Adolescents will be an invaluable resource for student and professional researchers in social and developmental psychology and media studies.

**Video Game Trivia** Sean McCollum,2019 Do you think you know everything there is to know about video games? Think again! Find out all the lesser-known details that every gamer craves!

**Hollywood Gamers** Robert Alan Brookey,2010-08-26 For years, major film studios have licensed products related to their most popular films; video game spin-offs have become an important part of these licensing practices. Where blockbuster films are concerned, the video game release has become the rule rather than the exception. In Hollywood Gamers, Robert Alan Brookey explores the business conditions and technological developments that have facilitated the convergence of the film and video game industries. Brookey treats video games as rhetorical texts and critically examines several games to determine how specific industrial conditions are manifest in game design. Among the games (and films) discussed are Lord of the Rings, The Godfather, Spider-Man, and Iron Man.

**100 Greatest Video Game Characters** Jaime Banks,Robert Mejia,Aubrie Adams,2017-06-23 Though in existence for only a few decades, video games are now firmly established in mainstream culture all around the planet. Every year new games are produced, and every year new favorites emerge. But certain characters have become so iconic that they withstand both time and the shifting interests of players. Such creations permeate other elements of popular culture—from graphic novels to film—and are known not only to dedicated gamers but to the general public as well. In 100 Greatest Video Game Characters, readers can learn about some of the most popular and influential figures that have leapt from computer monitors and television screens and into the public

consciousness. The entries in this volume provide general facts about the characters as well as explore their cultural significance. The entries include the following information: Game developer Year character was established Video game franchise In addition, the book examines the commonalities of various video game characters to help readers better understand their popularity and how they operate within the video games and the industry itself. Whether casually looking up information on video game characters or researching what these icons says about society, readers will enjoy this entertaining and informative volume. Comprehensive and engaging, 100 Greatest Video Game Characters will appeal to fans and scholars alike.

**A History of Video Games in 64 Objects** World Video Game Hall of Fame, 2018-05-29 Inspired by the groundbreaking *A History of the World in 100 Objects*, this book draws on the unique collections of The Strong museum in Rochester, New York, to chronicle the evolution of video games, from Pong to first-person shooters, told through the stories of dozens of objects essential to the field's creation and development. Drawing on the World Video Game Hall of Fame's unmatched collection of video game artifacts, this fascinating history offers an expansive look at the development of one of the most popular and influential activities of the modern world: video gaming. Sixty-four unique objects tell the story of the video game from inception to today. Pithy, in-depth essays and photographs examine each object's significance to video game play—what it has contributed to the history of gaming—as well as the greater culture. *A History of Video Games in 64 Objects* explains how the video game has transformed over time. Inside, you'll find a wide range of intriguing topics, including: The first edition of *Dungeons & Dragons*—the ancestor of computer role-playing games *The Oregon Trail* and the development of educational gaming *The Atari 2600* and the beginning of the console revolution *A World of Warcraft* server blade and massively multiplayer online games *Minecraft*—the backlash against the studio system The rise of women in gaming represented by pioneering American video game designers Carol Shaw and Roberta Williams' game development materials The prototype *Skylanders Portal of Power* that spawned the Toys-to-Life video game phenomenon and shook up the marketplace And so much more! A visual panorama of unforgettable anecdotes and factoids, *A History of Video Games in 64 Objects* is a treasure trove for gamers and pop culture fans. Let the gaming begin!

**The Minds Behind the Games** Patrick Hickey, Jr., 2018-04-09 Featuring interviews with the creators of 36 popular video games—including *Deus Ex*, *Night Trap*, *Mortal Kombat*, *Wasteland* and *NBA Jam*--this book gives a behind-the-scenes look at the creation of some of the most influential and iconic (and sometimes forgotten) games of all time. Recounting endless hours of painstaking development, the challenges of working with mega publishers and the uncertainties of public reception, the interviewees reveal the creative processes that produced some of gaming's classic titles.

*The Ultimate History of Video Games, Volume 2* Steven L. Kent, 2021-08-24 The definitive behind-the-scenes history of video games' explosion into the twenty-first century and the war for industry power "A zippy read through a truly deep research job. You won't want to put this one down."—Eddie Adlum, publisher, *RePlay Magazine* As video games evolve, only the fittest companies survive. Making a blockbuster once cost millions of dollars; now it can cost hundreds of millions, but with a \$160 billion market worldwide, the biggest players are willing to bet the bank. Steven L. Kent has been playing video games since Pong and writing about the industry since the Nintendo Entertainment System. In volume 1 of *The Ultimate History of Video Games*, he chronicled the industry's first thirty years. In volume 2, he narrates gaming's entrance into the twenty-first century, as Nintendo, Sega, Sony, and Microsoft battle to capture the global market. The home console boom of the '90s turned hobby companies like Nintendo and Sega into Hollywood-studio-sized business titans. But by the end of the decade, they would face new, more powerful competitors. In boardrooms on both sides of the Pacific, engineers and executives began, with enormous budgets and total secrecy, to plan the next evolution of home consoles. The PlayStation 2, Nintendo GameCube, and Sega Dreamcast all made radically different bets on what gamers would want. And then, to the shock of the world, Bill Gates announced the development of the one console to beat

them all—even if Microsoft had to burn a few billion dollars to do it. In this book, you will learn about • the cutthroat environment at Microsoft as rival teams created console systems • the day the head of Sega of America told the creator of Sonic the Hedgehog to “f\*\*k off” • how “lateral thinking with withered technology” put Nintendo back on top • and much more! Gripping and comprehensive, *The Ultimate History of Video Games: Volume 2* explores the origins of modern consoles and of the franchises—from Grand Theft Auto and Halo to Call of Duty and Guitar Hero—that would define gaming in the new millennium.

**The Video Game Debate 2** Rachel Kowert, Thorsten Quandt, 2020-11-29 This student-friendly book provides an accessible overview of the primary debates about the effects of video games. It expands on the original *The Video Game Debate* to address the new technologies that have emerged within the field of game studies over the last few years. Debates about the negative effects of video game play have been evident since their introduction in the 1970s, but the advent of online and mobile gaming has revived these concerns, reinvigorating old debates and generating brand new ones. *The Video Game Debate 2* draws from the latest research findings from the top scholars of digital games research to address these concerns. The book explores key developments such as virtual and augmented reality, the use of micro-transactions, the integration of loot boxes, and the growth of mobile gaming and games for change (serious games). Furthermore, several new chapters explore contemporary debates around e-sports, gamification, sex and gender discrimination in games, and the use of games in therapy. This book offers students and scholars of games studies and digital media, as well as policymakers, the essential information they need to participate in the debate.

The Video Game Explosion Mark J. P. Wolf, 2007-11-30 *The Video Game Explosion: A History from PONG to PlayStation and Beyond* traces the growth of a global phenomenon that has become an integral part of popular culture today. All aspects of video games and gaming culture are covered inside this engaging reference, including the leading video game innovators, the technological advances that made the games of the late 1970s and those of today possible, the corporations that won and lost billions of dollars pursuing this lucrative market, arcade culture, as well as the demise of free-standing video consoles and the rise of home-based and hand-held gaming devices. In the United States alone, the video game industry raked in an astonishing \$12.5 billion last year, and shows no signs of slowing. Once dismissed as a fleeting fad of the young and frivolous, this booming industry has not only proven its staying power, but promises to continue driving the future of new media and emerging technologies. Today video games have become a limitless and multifaceted medium through which Fortune 50 corporations and Hollywood visionaries alike are reaching broader global audiences and influencing cultural trends at a rate unmatched by any other media.

*The Video Games Textbook* Brian J. Wardyga, 2023-06-13 *The Video Games Textbook* takes the history of video games to the next level. Coverage includes every major video game console, handheld system, and game-changing personal computer, as well as a look at the business, technology, and people behind the games. Chapters feature objectives and key terms, illustrative timelines, color images, and graphs in addition to the technical specifications and key titles for each platform. Every chapter is a journey into a different segment of gaming, where readers emerge with a clear picture of how video games evolved, why the platforms succeeded or failed, and the impact they had on the industry and culture. Written to capture the attention and interest of students from around the world, this newly revised Second Edition also serves as a go-to handbook for any video game enthusiast. This edition features new content in every chapter, including color timelines, sections on color theory and lighting, the NEC PC-98 series, MSX series, Amstrad CPC, Sinclair ZX Spectrum, Milton Bradley Microvision, Nintendo Game & Watch, gender issues, PEGI and CERO rating systems, and new Pro Files and quiz questions, plus expanded coverage on PC and mobile gaming, virtual reality, Valve Steam Deck, Nintendo Switch, Xbox Series X|S, and PlayStation 5. *Key Features* Explores the history, business, and technology of video games, including social, political, and economic motivations Facilitates learning with clear objectives, key terms, illustrative timelines, color images, tables, and graphs Highlights the technical specifications and key titles of all major

game consoles, handhelds, personal computers, and mobile platforms Reinforces material with market summaries and reviews of breakthroughs and trends, as well as end-of-chapter activities and quizzes

**Inside Video Games** Meg Marquardt, 2018-12-15 Video games on computers and consoles provide both learning and entertainment to players. Stunning graphics and interesting storylines draw people into virtual worlds of action and fantasy. Inside Video Games introduces readers to the uses of video games, the hardware and software that make video games possible, and the future of video game technology. Aligned to Common Core Standards and correlated to state standards. Core Library is an imprint of Abdo Publishing, a division of ABDO.

Uncover the mysteries within Crafted by is enigmatic creation, Discover the Intrigue in **Video Game**. This downloadable ebook, shrouded in suspense, is available in a PDF format ( Download in PDF: \*). Dive into a world of uncertainty and anticipation. Download now to unravel the secrets hidden within the pages.

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## Video Game Introduction

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