

Video Gaming Development/Industry

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ABSTRACT

Video gaming industry is a rapidly growing entertainment industry. Video gaming industry is richer than both the global office and the music combined. Video gaming industry is helping the other industries to grow them and their business. We differentiate a path of "gaming platform" that represents the main actors within industry such as a content provider like game producer, platform provider, content creator, graphics designer and consumer, as well as their interrelationship. Day by day a gaming platform is also changing and increasing though every change comes with new technology frameworks and better experience. With every passing year, the variety of video game platforms expands and makes it easy to connect a video game platform Evolved with its Industry. The video game technology is so much popular in medical feeds it helps medical students with medical training to do their job better. The gaming industry is spreading culture values, social networking, fashion, languages and many forms from one country to another. Every year it increases by 10 percent and making it a more profitable and video industry is providing better salary as compared to avenger salary in the video gaming industry are making more and more innovation. At this time the range and variety of games grew rapidly with new games of all types even leading to the creation of new games this time also saw the rise of video game journalism.

Keyword: - Games, Army X-box, Virtual Reality, Cloud Gaming, Play station.

1. GAMING INDUSTRY INTRODCUTION

Hundreds of millions of people around the world will be un boxing video games and downloading new updates every week and adding billions of dollars to an industry that's already richer than both the global office and the music combined. The video games industry is the biggest industry in the entertainment industry. The video gaming industry is arguably one of the most important and innovative and creative sectors in tech today. A gaming industry are spreading culture values, social networking , fashion ,languages and many for form one country to another one Every year it increases by 10 percent and making it a more profitable and video industry is providing better salary as compared to avenger salary in the video gaming industry are making more and more innovation .and also a video game industry are helping other industry for perform better like the army soldier can learn a tank with setting tank and many more ,and also its help it industry to grow up , the new technology are come to real experience a virtual world and it's also help people easily done the work.[1]

1.1 Size of gaming Industry -1

In 2019 the global gaming market was worth 151 billion dollar and expected to grow at a Compound Annual Growth Rate Of 12.9% from 2020 to 2027 ,that nearly 7.5 time the GDP of some country and in 2020 2.7 billion people ware video gaming, when the gaming industry in increase its good effect in it industry ,in 2019 in New York has first world cup for gaming in this stadium are appropriately 23 thousand are audience and 2.3million viewers on the internet and the world cup prize pool of 3 million dollars. In the America gaming industry generated 90.3 bn revenue in 2019 and supports 249,000 people to give jobs for better economical growth for the country .and also 2019 in china there are 34.9 bn revenue and 330000 people are doing a job in gaming industry according to kpmc report in 2016 there are 120 million online gamers and most of them spending a 42min/day In Taiwan the government is betting on video gaming games for economic growth. In Jan 2021 Taipei held a gaming show and invited gamers from more than 30 countries. Leading game manufacturers are spreading the values and culture, music and language though some of games are becoming movies like Resident Evil [2].

2. HISTORY OF GAMING INDUSTRY

In the 1950s the first game developed by computer engineers inventor designed a basic game to kill time Ralph bear. He is working in American Defense Company. His thought of getting video games to America TVs. his fantasy of having a video game for home. for this idea he and his 2 colleague are make first console that called is the Brown Box the Brown Box is very easy use to is easy connect to television sets . It is a bulky, and heavy rectangular wooden box with two controllers attached either side. . The Brown Box Was design with six simple games such as; Handball, Volleyball, Tennis, Ping-Pong, and a Light Gun, Chase Games game.. this Brown Box officially launch 1971as Magnavox Odyssey and is also called as first video gaming platform its sold 13000 units in just12 months and become the prototype for many such home computing devices, between 1972to 1981 become at least nine such gaming consoles popped up . Odyssey was the first platform that needed the player to insert cartridges and start them to play different games. That is why it's sold in many units. According to some research show the cost of this gaming console was between £70 to £100..[3]

2.1. Basic level of Video Gaming -1

In 1982 games changed this year for the gaming industry when Nintendo entered the market. The Japanese company that has been making cards for about a century shifted focus and began making video games, the Nintendo launched Mario. The Mario changes a industry forever, the Mario game become bestselling video game franchise, the Mario games appropriately sell s670 m units .so the grows of gaming industry in the 1980 and 90s the gaming business explodes video games began selling more and more like hot cakes The electron arts is come this Road rash Sega came up with sonic the hedgehog also the in window 3.0 as game a solitaire.

2.2 Advance Level of Video Gaming -2

Sony launched its own game platform, PlayStation, in the mid-1990s. This new console was not without controversy however. The history of the Play station begins in 1988 when Sony and Nintendo were working together to develop the Super Disc which was going to be a CD-ROM attachment for Nintendo's soon to be released Super Nintendo game. However, Sony and Nintendo parted ways business-wise and the Super Disc was never introduced or used by Nintendo. However Sony didn't want all their work to go to waste and in 1991, Sony used a modified version of the Super Disk as part of a new game console, the Sony Play station. After the success of the Play station and the emergence of the Japanese electronics giant are plans for a next generation PlayStation.

2.3 The Modern Age of Gaming-3

Since the early 2000s, Internet capabilities have exploded and computer processor technology has improved at such a fast rate that every new batch of games, graphics and consoles seems to blow the previous generation out of the water. The cost of technology, servers and the Internet has dropped so far that Internet at lightning speeds is now accessible and commonplace, and 3.2 billion people across the globe have access to the Internet. According to the ESA Computer and video games at least 1.5 billion people with Internet access play video games. Online storefronts such as Xbox Live Marketplace and the Win Shop Channel have totally changed the way people buy games, update software and communicate and interact with other gamers, and networking services like Sony's PSN have helped online multiplayer gaming reach unbelievable new heights. [5]

3. Type of Gaming Platform

Day by day a gaming platform also changes and every change comes with new technology and better experience. With every passing year, the variety of video game platforms expands and makes it easy to connect a video game platform Evolved with its Industry. Because of this platform the gaming industry improving and user are connected to game more and feel better every platform is show the generation of video game industry.

3.1 PC-1

In pc s players can modify the hardware and software for better experience and its easily available nowadays Most of the players use it to play the game Pc gaming is one of the best and oldest methods to playing video games .It has its benefits to experience this. The pc gaming gives best quality visuals and more versatility. In pc s players can modify the hardware and software for better experience and it's easily available nowadays Most of the players use it to play the game. A player can customize different type of accessories or devices for its better experience .manly in pc gaming a player use keyboard and mouse for game play but in pc gaming its has a option to use a control (remotes) introduction related your research work Introduction related your research work Introduction

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3.2. CONSOLES-2

A game console is a system that is exclusively dedicated for gaming .It has been optimized for game playing as that is its core function .We can play games on a pc or in a cell phone but these are not systems dedicated for gaming, so they are not consoles. the gaming console are mainly manufacture Sony, Microsoft , day by days this company are making better and easy to use gaming console, accounting to pew Research center (2018)state that a 84 % teens has access to game console at home is easy. A gaming console is easy to use compared to PCs because it's played with controllers (reports).Examples- Sony's xbox360 and Microsoft's playstation-3.

3.3. Mobile -3

Now's days most of the people are carry a smart phones and this phones are more capable to run a heavy apps are smart phone are getting day by day smarts that why most player are use mobile to play games, and most of company is developing a games for mobile user, now DAY it is common to play with mobile and some comply are specially design a game for mobile. A mobile platform gives extreme freedom to players so they can play without buying any devices. Example- clash of clans, angry Birds,pubg .

3.4. Virtual Reality (VR)-4

This gaming industry is moving through virtual reality to bester experience video gaming. In the gaming platform next generation in video gaming platform is Virtual reality we mainly called it VR. The VR technology is give a player truly immersive and first-person perspective gaming action, a gamer are experiencing and influence the gaming environment though the virtual reality accessories and devices like VR headsets sensor hand controllers and remotes and many more, this virtual reality system are mainly standalone system, they its operating system and other self software and connect through our pc or mobiles and it's also have its self consoles, headsets. Many companies are manufacturing this type of device like Google, Sony, Microsoft.HTC, Lenovo and many more. This platform has a special type of games, to play these games have a different type of device or equipment .In some VR games a player can be doing physical movement like a real player. Some players actually use this platform for exercise purposes.

3.5. ARCADE-5

Arcade is an old platform video game nowadays that is likely dying. it platform are most popular in 80s and 90s This arcade is mainly found in restaurants and movie theaters , to play a game people have to visit this type of area ,arcades are typically big machines. Nowadays we can easily order a customized arcade to play a game at home.

3.6. TELEVISION-6

In this modern days a television are also smart like a mobile phone, early television only use to show a game that does not have any special works only are doing like output devices now day are smart and now no actually play our game with connecting the any type of console just we have to connect our smart TV to the internet and download a game same as mobile games. And also we can connect gaming controllers to play a game. Now we can enjoy pretty cool games on a large TV display, it is more affordable than getting a real console.

3.7. WEB BROWSER-7

Browser gaming platform is another easy way to play a game by using a browser. There are many games available for free on the internet. Only we are connected to the internet .the best thing to play a game in browser we does vary about pc and any computer devices specification only we can have strong browser. In some browsers you can play games without the internet like Google chrome's Dinosaur Game.

3.8 Cloud Gaming -8

The cloud game is a technique to play games remotely on another computer or the server. Cloud gaming an Also called the future of gaming .Cloud gaming is also called gaming on demand like Netflix or Amazon prime video. We all know to play a high end or high graphic game to have some type of software and hardware installed. By

using this platform we can enjoy or play high end games. Players can use a graphic network, rendering no remotely on computer form online server. To use this platform a player only has a good internet connection. This platform supports all types of operating system like Windows, Mac os and Linux and also the player has no maintenance of the cloud machine, the service provider takes care of it. Cloud gaming service provider is NVIDIA-GEFORCE NOW, PLAYSTATION-NOW, GOOGLE. [6]

4. Type of Game

There are different types of video games, and they are categorized in different ways by their nature, skill types, how they work, which type of technology to use. Game categories or genres, then, can also have subgenres.

4.1. Action Games-1

The Action game is the most popular game category, the players are enjoying it because of physical challenges players must overcome and the player can control the center of action .The most basic and popular genre of video games which includes running, shooting, attracting, and hand-eye coordination. Players feel like they are actually playing the game and also players have extra controls on their hands.

Ex- PUBG , CALL OF DUTY, FIELD IV

4.2. Shooter-1

In action game in which player shoots enemies to proceed through missions. Shooter video games are a subgenre of a movement video game, which frequently take a look at the participant's spatial awareness, reflexes, and speed in each remote single participant or networked multiplayer environment Shooters permit gamers use guns to have interaction with inside the motion, with the purpose generally being to take out enemies or opposing gamers. Shooters are categorized through the participant perspective: First-individual shooters (FPS) are performed from the primary character's perspective; Examples -Call of Duty, Half-Life. FPS-First person Shooter- Game looks as if the player is watching through the eyes of the character. TSP-Third Person Shooter-Game looks as if the player is watching through a camera over the top of the character .Example GTA SanAndreas.

4.3. Fighting-2

In Fighting games with close combat between two or more characters of one or multiple rounds in the arena. In fighting games players show their skill to defeat and another player or characters player . Most combating video games feature a strong of playable characters, every one specializing of their personal specific abilities or combating style different characters has different style and its unique abilities' player has to also remember it's to fight ,most of the time its hand to hand-combat. Examples - Tekken-3, mortal combat.

4.4 Puzzle Games/logical game

In this game a player solves a puzzle with the help of predefined things within some time and also follows some rules. it's totally depend player how quick he/she complete this game and some puzzle are simple and most of are complicated a player has to extra attention to solve this type game, this game are solve step by step to complete this game a player has to creative or this out of box.

4.5 Adventure Games

These games generally follow a storyline. Player has to follow the storyline. Includes exploration, puzzle solving, memorization and utilization of tools. Example- minecraft,grim fandango, the forest.

4.6. Text adventures-1

In this game a player has to follow a Certance thing to complete the task or level. Early textual content adventure video games had been called "interactive fiction." And simply because the call implies, the gameplay is textual content-based, that means gamers use their keyboard to enter instructions in reaction to the game-programmed tale arch or situation, such as "get a shovel," "pick up this", "grab a sword," or "go North." With textual content adventures, programmers spend pretty much a piece of improvement time operating out numerous responses to the gamers' inputs .A player has to read all the instructions carefully and complete the task shown in games. all the instructions are given in "Text" format.

4.7. Graphic adventures-2

As computer systems have become extra able to develop photos to assist textual content to understand the player, video games developed as well. For instance, early graphic adventure video games used simple pictures to assist the still text-based adventure. When the Mouse was developed as a game controller, video games are starting to replace its text instruction for graphical form, players have the option to “point and click” to better communicate to a display object .It is more easy to interact as compared to text.

4.8. Real-time 3D-3

The latest evolution of adventure games is real-time 3D.now days the players are experiencing real time 3d word as instances of normal and standard scenes. Shenmue and Heavy Rain are good examples of those kinds of video games.

4.9. Sports Games

These games emulate how a player is actually playing a sport or athletic. Sports video games simulate sports activities like golf, football, soccer, basketball, baseball, and baseball. They also can consist of Olympic sports activities like skiing, or even pub sports activities like darts and pool. Sometimes players can play against computer control players.

4.10 Racing-1

In racing games in which the player wins by overtaking the opposite with the automobile in specific time intervals. A player has to complete its race within time or earlier to another player generally a player can use different types of vehicles to play this game and depending upon the vehicle a player can win or lose. Example- Need for Speed Payback, Forza and Gran Turismo.

4.11. Team sports-2

In this game player can play a game with the team, manly there are 2 type of team to agent each other, in this team a player control its team player one by one and its automatically switching self by changing itself by controlling the control , some time multiplayer can play this game generally its feel like live shorts. Example- FIFA,Madden NFL,

4.12. Sports-based fighting-3

In these fighting games players fight each other by following sports rules and the actual game and video game rules are the same. The player has to follow the rules, and wins are level and perform the better to another player or computer player. In these games a player fighting is more realistic and feels Natural to players. Example- Fight Night (boxing game)

5. Application of Gaming

Now day many feeds are use a game for training purposes playing some specially design games a trainee can easily train .and they can do more practice to for best performs by sung this type game a company or institutes (fields) are save the training costs and the better monitors their trainees.

5.1. Medical Field-1

The video game technology is so much popular in medical feed its helps to medical student to medical training for do his job better, now in this days ,many time doctors are doing their patient surgery by using VR and modern robots . Doctors are also doing the Emergency night shift to use this technology .for this type work has to done doctors has to some training for this training a game developer are doing some type game to train this doctors, to use or playing this type game doctor are easily done their job. [5]

5.2 Military-2

Like a medical doctor, the military uses or plays a game to train soldiers. Playing a game helps soldiers (army personnel) to better understand a situation like a war with war, the Simulation of war and gaming are nothing new to training in the Army. The main advantages of playing army games is to run an army tanks, this game for army specially design on army equipments or tank and vehicles, like tanks, fighter plane, helicopters, and guns All this attributes and power and working and many function are set to this types of game, so that a soldiers are feel like they are actually real and same so the training has feel real by playing this type game a soldiers has more confident and battle ground, and its give best. And using VR and other technology, soldiers have the same set of ideas as war situations. [7]

5.3. The Airlines -3

In the airline video games industry are also useful for the pilots for training pilots are actually experienced for landing and pilots are experienced with the simulation the better understand how it's done by giving these games a airline can also save the money for training of pilots and also the gaming passengers are safe during the training.

6. CONCLUSIONS

The video gaming industry is a growing industry and it's also helpful to economic growth and also influencing new technology and design methods. Playing games is useful to achieve real-world targets and should focus on empowering human beings and also helping them achieve their life goals more often and with less hassle. Video games are a form of media that is often associated with negative health outcomes. Playing video games helps to improve dexterity, increase brain's gray matter and also becomes a better problem solver. However, when games are played in self control and with mindfulness, they are a feasible source of stress relief as well as a motivation for mental health improvement and evolution of social skills. Video games themselves are a remarkably modern form of entertainment. They are engaging and attractive on a level different from that of established board games and other forms of entertainment. The player is actively involved to the level of satisfaction he/she attains from this medium and thus is more invested and trying to engage in the elements of the video game. The aggregate of play time is also a major factor in the effects of gaming. Although lavish playtime can have negative outcomes, gaming in self control can be healthy, fun, and educational.

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