The future of video games

Entertainment, Video Games

Introduction

Every day, technology is becoming an integral part of human life. Advancements in technology have transformed almost every aspect of human life including the way people socialize, do business, move from one place to another, construct their houses, and communicate. Of all the different types of technologies, digital technologies such as social media and the internet, in general, have been the most discussed in the academic world due to their great influence in the way things are done in the modern world. These technologies continue to evolve and experts have been involved in the analysis and speculation of the future of each of these technologies. This paper is developed with an aim of highlighting what the experts say should be expected as far as video games are concerned.

A video game should basically be understood as an electronic game in which a person interacts with a user interface on video devices such as computer monitors or TV screens after which a visual feedback is generated. “ Virtual reality sometimes referred to as immersive multimedia, is a computer-simulated environment that can simulate physical presence in places in the real world or imagined worlds. VR can recreate sensory experiences, which include virtual taste, sight, smell, sound, and touch,” (Chouhan and Sharma 36).

Future video games will be developed in such a way that individual gamers can be transported to a social place where they can do something interesting with their friends in the virtual space. This will be powerful since gamers can talk, move, and interact as if they are in the real world. Consequently, rather

than a place of solitary play, video games will become a shared space if virtual reality is utilized in such a manner. “ Whether building a virtual reality environment or a game, developers attempt to provide the illusion that they have entered a virtual world. Ultimately, developers must be able to engineer presence so reliably and convincingly that game makers can author such worlds a priori for the immersive experience rather than just hoping the developed world will be convincingly engaging,” (Zyda 30). “ To build such worlds, one has to understand how the epistemic frames of those communities are developed, sustained, and changed,” (Shaffer, et al 108). For example, if the game quest is to fight a monster in the first trial, the second and third trials will still involve fighting a monster. Certain parameters have been set to ensure that the monster and the process of getting to it are the same in every trial. However, changes are expected in this aspect of video games as experts try to make the game more satisfying to the gamer. The idea is to make sure that the game changes in every trail.

The increase in the computing power of modern computers and game consoles will allow game developers to treat this idea as an option. In other words, game developers will move away from the idea of developing or plotting characters, assets, backgrounds, and locations in advance to allow gamers generate these according to preset rules every time they play the game. In video games, modeling is a term used to refer to the act of modifying a game if one needs more features. However, this has been possible for gamers with skills in computer programming. For instance, gamers with programming skills can enjoy very many mods in a game like

Skyrim such as fixing minor game annoyances. It is encouraging to note that this could change in the future of gaming.

The technology utilized in the generation of quests and locations is expected to be used for modeling. In this, the ideas can be supplied by the gamer for the computer to do the programming. Although this may not be as interesting as in free-range modeling, character's face can be created by uploading a photo instead of going for preset options. " One such intervention is the use of active video games. These are electronic games that allow players to physically interact (using arm, leg, or whole-body movement) with images onscreen in a variety of activities such as sports (e. g. , football, boxing, martial arts) and other activities (Foley and Maddison 18), such as soldiers on the battlefield. In all these forms, there are no considerable differences in the available characters and their abilities. This is expected to change in future through the development of multiplayer video games in which the gamers have different roles.

For example, one gamer may choose to act as a general, another as a mid-ranking officer, and the other as a soldier on the frontline joining hands to win a battle. Through a single click of a button, games will have an opportunity to select the roles they prefer when playing as a team. Physical collaborative games are also expected to penetrate the video gaming market as another important trend expected in the future of this dynamic market. In this, the focus is to move from the basics where the gamers' bodies act as just anchors to the physical world. In other words, physical bodies will be recognized and augmented in games and play. More creative technologies

will be developed to actualize this idea, with examples such as the use of rubbing gels that can give one gamer an opportunity to connect with another gamer from a distance. The effect is expected to be positive since the games will become more interactive and entertaining. However, “ videogame technologies have applications beyond entertainment. Recently, serious games have been proposed to repurpose videogames’ core technology for other applications,” (Lécuyer et al. 70), such as on social platforms. One of these challenges is ensuring the safety of users or gamers is maintained.

Therefore, knowledge of the best ways to prevent impersonation and molestation in virtual platforms must be developed. Again, interactions in these virtual spaces must be monitored to avoid cases where young gamers are radicalized and induced into terrorism. Video gaming companies will find it increasingly important to understand the most effective strategies to create a competitive advantage when it comes to marketing new products. “ Under safe conditions, the combination of brain-computer interfaces and virtual worlds provides great motivation and potential positive engagement,” (Lécuyer et al. 70).

Conclusion

The discussion presented above has made it clear that the future of video gaming is promising thanks to the continued advancement in technology. The first trend has been described as a shift from the isolated gameplay in the current virtual reality platforms to more interactive virtual spaces in the future. Secondly, it is recognized that future gamers will have an opportunity to experience something new in every game trial. Also, modeling will no

longer be enjoyed by individuals with programming skills only but by all gamers. Their possibility of physical collaborative video games and gamers are expected to have the freedom to select the role they prefer in multiplayer games in the future. An increase in the level of knowledge in competitive marketing and consumer protection will be needed in the future.