

How does science create video game

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In regards to the concepts of science and modernity, technology is not just a probable fortuitous outcome or consequence of scientific advancement or a form of manifestation of science in the society, but rather a constituent component of contemporary science modus operandi (Donovan 21). The epistemic function of technology is highlighted by the concept of technology as a central component of science. Creation of video games emanates from the scientific concepts of theories to expound on reality even beyond the regulatory and observable things in realm. Just like theories, video games help in exposing the truth-value in life. Similarly, video games just like theories in science become cognitively valuable if they portray truth.

Creation of video games enhances function of science in decrypting nature and making it manageable for human beings. Game developers have to take into account several concepts in game development. These include notion of risk, precautionary principles, values, and cognitive possibility of the games (Donovan 35).

Notion of risk that science defines as a possible situation, though not certain due to presence of other undesirable events, is employed in game development. In technological context, notion of risk is presented in video game development to show unwanted situations that may or may not materialize. Concept of risk is used by video game developers to show that decisions are made under condition of known probabilities. Science helps in adequate management and assessment of uncertain risks. This is embodied in careful evaluation of alternative courses of action and application of clear rules or models in decision making. Importance of science in creation of

video games is featured in definition of definite fields of specialization that are preceded by scientific knowledge. Development embodies breaking down of elements in order to portray reality (Donovan 51).

The concept of precautionary principle in video game in science development is used in analysis and management of uncertain risks. Precautionary principle emerged in efforts to diffuse ignorance about the earth's ability. Scenes in several video games are drawn from different areas of precautionary principle application. It is purported that precautionary principle becomes applicable only in areas where its incorporation or addition to classical risks analysis, to the extent that types of risks eliciting precaution cannot be adequately handled by risk analysis. Games are developed to overcome precautionary principle challenge that scientists are elaborating in order to come up with a convincing and useful approach (Donovan 86). The attempts are geared towards maximizing the rationality of policy-making and fostering better science. Video games are developed to expose application of bad science that entails description of research work, that does not measure up to a hypothetical set of ideal standards. Concepts of precautionary principle that are applied in fighting against bad science, help game developers to analyze, consider, evaluate, and judge the procedures. Therefore, precautionary principle helps in evaluating a provisional caution attitude or circumspection attitude towards serious uncertain risks such as insufficiently identifiable threats. Science helps in assessment of serious uncertain risks that are common in the current society. Risk taking is inherent in the current society and it is exemplified with video games, which portray several means of human survival and

development. Creating video games require prior assessment or even calculation (Donovan 96).

Creation of video games involves incorporation of several values, namely economic, personal, working, religious, environmental, and human. Since the ideals of our society and other societies are judged based on an identified reference standard, video games rely on scientific advancements in technology to explore human beings realm. Values in video games have to be open and visible to reasoned scrutiny. Developers have to ensure that their games remain criticizable and therefore potentially dispensable even when they are unquestioned and adhere to normative practice (Donovan 153).

Science is attributable for the incorporation of cognitive possibility in the design of video games. This is based on the co-ordination of activities that are fundamentally represented in various forms such as CAD models, mock-ups, and prototypes to exemplify the materiality of desired products.

Cognitive possibility is essential in the games in order to show the functional reality within the work place. Studies show that individuals who frequently play action video games often outperform non-gamers on measures of cognition and perception (Donovan 187). Similarly, researches have found that video game practice boosts these abilities. The possibility that video game creation and training conveys broadly to other aspects of cognition is exciting in the sense that training on one task rarely improves routine on others. At first glimpse, the collective evidence advocates for a strong relationship between gaming experience and other cognitive aptitudes.

Therefore, scientific developments have direct influence on development of

video games.

Work Cited

Donovan, Tristan. *Replay: The History of Video Games*. Sussex: Yellow Ant, 2010. Print.