

# [A by modernistic technology like smart phones. it](https://assignbuster.com/a-by-modernistic-technology-like-smart-phones-it/)

[](https://assignbuster.com/)[Business](https://assignbuster.com/essay-subjects/business/), [Industries](https://assignbuster.com/essay-subjects/business/industries/)

A game is astructured form of competitive activity that is designed to help people learnabout certain subject matter, expanding notion, eager to do some challenging, understand the present and historical event or tradition, or assist them inlearning a skill as they play. Games are designed to facilitate interactionbetween players for entertainment or for educational, exercise or experimentalpurposes. Goals, rules, interaction and challenges are made for designing agame.

Mental or physical stimulation is generally involved in game design tohelp develop practical skills, for educational purpose and psychological role. Physicalactivities are progressively influenced by technology. Embracing the technologywidely spread in 1998 as  more than 70million US adults who were active users of the Internet and the numbers areincreasing rapidly in the US and other countries. 1Evolutionin games first began with the computer games, than video games came into beingand now is the time period of advanced progressively android games and IOS games. Time to timetechnology advanced itself and so many changes occurred with the needs of thepeople.

So many daily routine physical activities like automated householdappliances, elevators and escalators rather than stairs, television andcomputers for entertainment etc are being replaced by modernistic technologylike smart phones. It also contributed in the drop down of fitness levels andhealth issues raised up due to lesser physical work in daily routine. But dueto widely spread technology of android apps and games, help you to stick toyour healthy routine diet and activities, to stay motivated and progressivelysucceed. For human socialinteraction games are one of the earliest forms. Integrally played role of itfirst started with indoor-outdoor games like tennis, football, cricket, badminton, boxing, squash etc. Then come the time period of computer games. Present era is the time of designing games for smartphone and android. Games are theoldest forms of human social interaction which allow people to have animmediate vivid imagination and physical activity.

The oldest human evidence ofgaming were found in 3500 BC in ancient Egypt. 2Theevolution of video games started from 1970’s and with time it became innovated(Fig. No.

1)  A 2d animated android game is designed forhealthy and knowledgeable guide that help teenagers about the nutrients intakeby differentiating healthy and unhealthy food. A very good definition of gameby Collins dictionary is as follows:” A game is anactivity or sport usually involving skill, knowledge, or chance, in which youfollow fixed rules and try to win against an opponent or to solve a puzzle.” 3   4. 1Video GamesThe world’sfirst video game console is Magnavox Odyssey (Fig. No. 2) developed by Ralph H. Baer in 19724, ahome video game system based on the “ Brown Box.” It featured a few simplegames, such as chase game, checkers and shooting game using a rifle peripheraldevice.

The system has 2 paddle controllers usually associated with boardgames. Odyssey also came with nonelectric game accessories like dice, deck ofcards, play money and poker chips. It is also capable of limited graphiccapabilities of displaying three dots on the screen in monochrome black andwhite, with differing behavior for the dots depending on the game played andwith no sound capabilities.

It was a huge success, selling over 700, 000 unitsin the first three years of production. 5Video gamesfirst entered in the consumer market in 1970’s6. First commercial arcade video game, Computerspace (Fig. No. 3) by Nutting Associates, was introduced in 1971. Ataribecame the first gaming company to really set the bench mark for a large scalegaming company.

In 1975 Atari introduced Pong (Fig. No. 4) to the arcades. It wassort of like tennis and we would spend hours playing it.

Pong was a hugesuccess when it came out. Opening door to the future of video games7. 1977 released their first console Atari 26008. It brings variety to the home with its game cartridges. It consists ofjoysticks, different games, colour games and introduced video games toeveryone. For a decade UScompanies dominated both the arcade and video game markets. Japanese company, Nintendo, released its 8 bit Famicom console (Fig. No.

5) (renamed the NintendoEntertainment System for the US market) and another, Sega, released its 8 bitSega Master System in 1987. By the time Sega had released its 16 bit Mega drive(known as Genesis in the USA) in 1989 and Nintendo had released its 16 bit  Super Nintendo Entertainment System (“ SNES”)(Fig. No. 6)  in 1991, the Japanesecompanies were enjoying an increasingly firm grip on the global video gamesmarket. Lead by Sega and Nintendo, the games industry reached its cyclicalzenith around 1992/3 with combined sales over 55 million hardware units.

91989With the arrival of  Nintendo’s Game Boy mobile gaming goes onprevailing (Fig. No. 7). It goes on to sell 118 million units. 1994 Engineered toaccommodate rapidly improving graphics, Sony’s PlayStation changes gaming andlaunched in 2000, PlayStation 2 sells 150 million units. 10Gaming industryranked the 3rd largest industry of the world. Through the sales ofdifferent systems and genres, the video game industry has a major impact on theeconomy. Games can have a huge impact on its followers and players.

People aregetting so much involved in games that they try to copy the characters. Physically and mentally games are leaving impact on the people rather thanwatching a movie or TV. Today in the U. S97% of teenagers play video games, and sales of games are rapidly growing. The nativevideo game industry brings in nearly $12 billion a year. 11The “ positive” impact on the user is that video games may help themto improve their manual capability and computer literacy.

Ever new emerging andimproved technology provides players with better graphics that give a more” practical” effective playing experience. 4. 2PC GamesEarly 1984, PCgame market had created because of the advent of reasonable and programmablehome computers by Commodore (Fig. No. 8) especially in the UK, by BBC andSinclair.

At the end of the decade, computer games market developed itself andreplaced the home computers by growing use of IBM-compatible PCs in the homeand the cheaper and more games-orientated Atari ST and Commodore Amiga range ofcomputers. In the PC games market continuous hardware evolution occurred but itnever affected by the swift downturn experienced by video games market. By 1994the PC was the most important computer games platform and with the video gamesindustry in decline had become the most important games platform overall. 124. 3 Android GamesAndroid is themost popular smartphone/smart devices platform in the world. Due to the widespread of technology, computer has been improve and it assimilates into thenowadays advanced technology like tablets, touchpads and mini pads. Most of thetablets are powered Android OS system to execute android programs. In years, Games are also being implemented by the use of the World Wide Web.

New faces, styles of games or apps are being discovered and developed by the developerswhich most of the people were looking for. Android tablets, smartphones andtouchpad have attractive features of game. Common user may curious to explorethe different version, style games and enjoy from it. From the famous Facebookgame CANDY Crush, tablet games Plants versus Zombies, Temple run, Bubble Mania, and Angry Birds, people get to explore and download games that might fits totheir needs to lessen the boredom and also to educate themselves. 13