

When arcade video games, gaming consoles and home computer games were introduced in the 1980's they rapidly became very popular and are now an important part of societies entertainment. Innovations in video gaming like the transition to 3D graphics (e.g. Sonic the Hedgehog) led to several genres of video games being developed such as first-person shooter and real-time strategy games. (e.g. Command & Conquer). ①

As greater computer hardware was developed, other advances in technology (Java and Adobe Flash) allowed for simple single player or multiplayer games that can be quickly downloaded and played without installation, such as SimCity which quickly became the best selling computer game of all time. Games are now widely marketed and the change to CDs allowed greater storage, which led to developments in complexity and this non-linear style of gameplay. For example, Crash Bandicoot was one of the first to have a fully 3D environment and Grand Theft Auto III uses a third-person camera perspective. Both are very successful commercially and are considered huge milestones in gaming.

Technological advances such as the iPhone by Apple in 2007, and social network games like Happy Farm in 2008, which attracted 23 million daily users in China, strongly add to the appeal of video gaming now becoming more mainstream.

Advancing technologies relating to video gaming has in turn pushed the boundaries of technologist's responsibilities. PC based games due to technical limitations only need the technologists safeguarding player's wellbeing through such things like the content being introduced and R ratings. As technology has developed to webbased online games, technologists now need to include such things as logons or passwords to protect against players accessing restricted games. ②

Games challenges people perception of what it means to be human by allowing the player to choose their own body shape and size, and in some games the environment. Players in reality are fixed in form but within a video game you can become whoever you want with different abilities. For example, SimCity by Maxis allows the player to create a society from scratch allowing the player to see the instant effect of what happens when they cooperate, interact or are in competition for elements in the game. ③