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Computer Game Design

1335 words

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Introduction

This exhibition will introduce how the video game industry has developed from its heyday in the 1980s to the present day. The exhibition's theme will revolve around time and gaming through the ages, so I will show the development of console gaming over time. The exhibition layout will be using a circular room that will be set up to look like a clock face. So for example, at 1, guests would look at where games started in the '80s then all the way round to 12 and where games are now. I will use games that are able to simulate how people who are Deaf experience these games in their current format, so that everyone can experience it and afterwards it will/ be explained and demonstrated how it can be improved for people with this disability.

This idea was chosen because it is important to show how technology has affected and changed the way the world lives. Many things have changed the way we live our daily lives due to improved technological advances, such as washing machines, dishwashers, PCs, mobile phones, cars, music and much more. Additionally, the exhibition will link to how disability access has improved over the years and how it has changed awareness for the better. For example, now we can use a mobile phone to communicate with the Deaf through video calls or the use of text relay through other devices. (Shapira et al, 2000)

History of technology

According to Kraut et al. (1998); Over the years, technology has evolved and changed our world and daily lives with advanced tools and resources like unlimited access to information through the internet and enabled new technology to save our lives like 3D printing of bones and organs. The technology has paved the way for multi-functional devices like a smartwatch and smartphone. Computers now are faster and more portable and more high powered than before. With all these improved technologies it has made our lives easier, faster and better. Kraut et al (1998)

However, in terms of the internet it has both positive and negative effects, which Kraut et al. (1998) reported in a study that the negative effects of using the Internet on social involvement and psychological well-being among new Internet users, this was despite the finding that participants who used the Internet heavily for communication, generally had positive effects. However, consistent with a “rich get richer” model, using the Internet predicted better outcomes for extraverts and those with more social support but worse outcomes for introverts and those with less support. Kraut et al. (2002)

Furthermore, Freeman-Longo (2000) says that the negatives can be clearly be seen “With the growth of the number of Internet users and access to an increasing number of web sites and a variety of materials, there exists a concern about access to adult-oriented materials by underaged persons.” Freeman-Longo, R. (2000). Children, teens, and sex on the internet; Sexual Addiction & Compulsivity. The Journal of Treatment & Prevention. Vol 7

History of gaming

According to Bartlett et al. (2009), In the United States, there is a growing concern about video game addiction. Because of hours spent playing video games, video game

addicts exhibit fatigue and regularly sleep during school or they may not complete assignments or may not turn assignments in on time.

Video game addiction leads to a loss of interest in after school activities, including social clubs and sports. Video game addicts may actually isolate themselves from family members and friends in order to play video games. (Bailey et al, 2010)

As with everything, there are two sides to the argument of the effect video games have on student performance. A study was done in recent years on over 12,000 high school students in Australia. The study showed that students who play games online almost every day scored 15 percent higher than the average student in math and reading and 17 percent higher than the average student in science. (Anderson et al, 2012)

Health Hazards

Furthermore, Anderson et al. (2012) researched a study conducted on 2,000 children between the ages of nine and 18 who spent on average seven hours and 38 minutes in front of the screen. Of these 2,000 children, 27 percent reported less than excellent mental health and 19 percent reported poor mental health. When you look at the average amount of time these individuals spent playing video games, you find that they spent more time playing video games each week than adults spent at their full-time job. Gentile (2011)

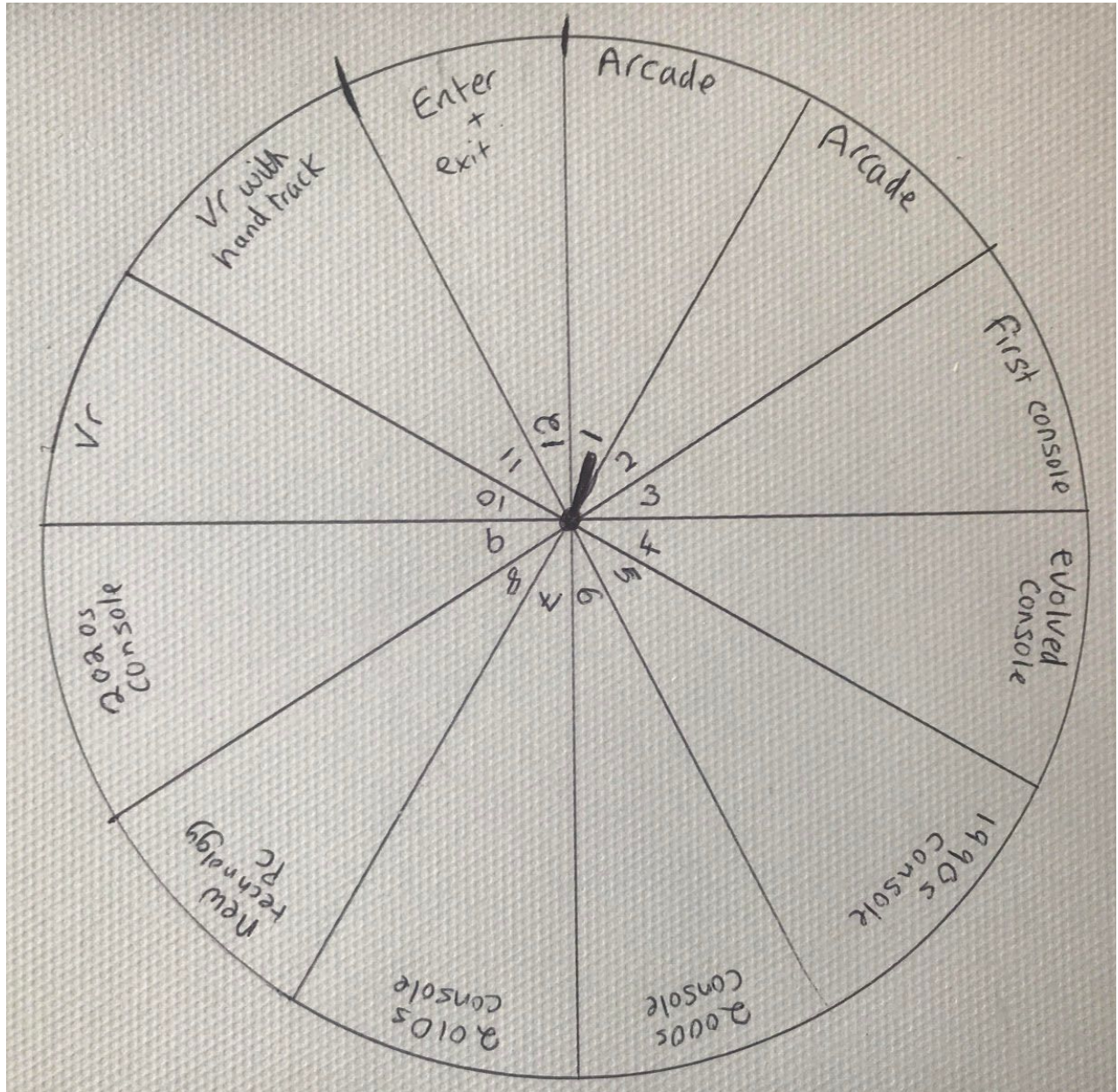
Another study was done on individuals who had a lazy eye. At the end of the study, the individuals who watched television, knitted, and did other activities only using their lazy eye showed little to no improvement. However, study participants who played video

games using only their lazy eye showed marked improvement. Many of those in the gaming group developed 20/20 vision in their lazy eye. (Bailey et al. 2010)

Most experts would agree that moderation is the key to success, and it shows that although there are positives and negatives in gaming, the literature is still divided on which is more prevalent.

My Exhibition

My exhibition will focus on using a circular room in my local town of Penarth, near the home I reside. The room I have chosen is the pier pavilion which has a private function room which is often used for art galleries and is of circular shape inside. The room will be laid out like a clock, due to my emphasis on time and gaming. So for example, at 12 we would look at where games started in the '80s then all the way round to 11 pm and where games are now. Then in the middle would be a hologram of me signing about the exhibition and give an insight into future gaming. This would then have speakers all around which would voice over what I am signing to show that technology helps me to speak for myself to show that we all are equal. In my exhibition, 15-20 people attending will be enough as I will show my work with 3 game consoles which the group will be sharing, so I want everyone to be able to watch or play an active part whilst playing the game. The exhibition will be 1 hour which means I only talk for 1-2 minutes about the game and its history and having people play the short game for 2-3 minutes. After the last part of the exhibition, I will allow people to play more games at their leisure and go around the exhibition, choosing their favourite part and they can come to me with questions or queries that they have.



The diagram shows more clearly how I want my exhibition to look. With the clock hands in the middle of the room it means that instead of myself telling the people to move onto the next piece, they will be able to follow the clock face as to where and when to go next. As this is a very visual exhibition, I felt this was an important thing to add so that I could engage with the

audience on a platform similar to what I would use and be comfortable with. As the diagram demonstrates, the audience will start at 12 o'clock and the first work will be at 1 o'clock with the audience introduced to arcade gaming. Then at 3 and 4 o'clock it will show the big difference technology has made and the improvements in playability as it will show the old console and old game versions of a popular brand company like Sony, Nintendo and Microsoft from the 2000s, then 9-11 o'clock it will show present and future game like Virtual reality. This will all be done as mentioned previously, with me as a hologram in the middle of the room using BSL and a voiceover on the speakers around the room, so that hearing and deaf people can access the exhibition equally.

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