Games Can Bring Joy to People

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Abstract

In contemporary society, video games are becoming more and more popular among all walks of lives. While a lot of people are wondering whether games can bring joy to people, this work reveals the history, competition and peripheral products, mechanics, dynamics and aesthetics to prove that games bring much joy to people in nowadays society.

Keywords

1. Introduction

Nowadays, when people sit on a bus, they could often find that there are a lot of people using their phones to play games to kill their time. During the class break, it often has some classmates talking about their favorite games. Some computer games even can be sold at a high price online, and hundreds of players are willing to wait in line to buy games.It even has been a kind of International competition, and every country will send their professional players to fight for the winner and get the bonus,fame from the game. Player's emotion could be changed immediately because of the result of the games. Without doubt,the electronic games has entered people's daily lives silently. In the following essay, I would like to describe the information about electronic games and the effect given by it.

2. The Joy of the Game's History

It is admitted widely that Internet had been invented in 1969. However, the history of the electronic games was prior to it. In 1952,the first electronic game had been invented by A.S. Douglas. It was just a simple Tic-Tac-Toe game for people to play against the computer, but it was still been used in academia. Until 1971,a student named Nolan Bushnell which studied in the MIT created the first special machine for the electronic game named Computer Space.The background of the game was that 2 players can control 2 spaceships on their own while the ships were under the attractive force of a planet. The player should elude the missile from the other player, and pay attention not to be caught by the attractive force from the planet. However, this game was too complex for players to play because they can only use BW TV sets and Gamepad to play the game. The players thought it too hard for them to play it compare to another game. So in the end, the game was failed to be popular among the public.However,its potential had been discovered by the business. Then between 80th century and 90th century,a large variety of electronic games had been created. And now people has listed every kind of games. RPG (Role-Playing Game),for an example,a game named Assassin's Creed, the history background of the game was at the Middle Ages ,the player will be the main hero to do some adventure mission and enjoy the story in it. During the whole game,players can choose everything to do. FTG (Fight Game),the most famous FTG is the KING OF FIGHTERS.Two players can choose different characters to fight by using Gamepad. every character has his own skills and players can use different matches of skills to beat the enemy. FPS (First Person

Shooting),Call of Duty is the one of the most famous FPS games in the world,players could not only play it by themselves to enjoy the story of the main character and practice their skill of shooting, but also play with other players .RTS(Real-Time Game),Red Alert is just this kind of game, players should use their resource to build facilities and create their own army to attack others' base. RAC (Race Game),Horizon is the best example for this kinds. Players will choose their favorite cars to simulate a car race in the real world.They could only use their skills and other tools to win the match. SPT (Sport Game), FIFA is the best SPG about soccer,players just control the football players to kick the soccer to the goal........Just because of these games,people's daily lives can be so beautiful and interesting.

3. The Joy of the Game's Competition and Peripheral Products

As the technology becomes more and more advanced, some people even notice the competitiveness of the games.The first PVP electronic game competition had been hold from 2001 to 2003.There were four games which were named CS: GO, FIFA, Starcraft and Warcraft 3 making an impression to people. The flow path of the competition was that every country which joined the competition need to prepare their own group to enter the game match. Then the computer will choose the two competitor groups randomly to play against each other. The competition using the 7*4 type of game to weed out some groups and continue to play in the final match.Then in the end,the winner produced.So that,each competition will be really intense and enjoyable,not only for the competitors but also the audiences because the game match was using the way of live broadcast .Every match will has two or more commentators to explain the action of the players and analyze the whole situation of the game. Each victory of the match reveals the team's group cohesiveness and the game skills. However, the fact proves that only using audience rating of the game matches can not make the game developers earn money back.So they focus on the other kinds of things from games that could make them produce more money----peripheral products. Just take CSGO as an example, the people who love guns or the game,they could buy some models of guns as the souvenirs or they might buy some clothes in the game and wear them to enter the Halloween party,or so on. Through these kinds of things, more people even have never played this game before, they will still know it, and try to realize how good game it is.It can make it become more and more well-known around the world.In this way, the manufacture is also improved and get benefits from it.In the following years, more games have joined the international competition, and the chain between the manufacture and game design has became more and more stable and mature that they even nearly turn to one part in all walks of lives, people won't be surprised with the winner team of the game match, and begin to accept its existence or hope to be a professional players to win honor for the country or just want to be a commentator as a dream job in the future. And just because existence of electronic game matches, the social economy has a new kind of support to make the whole society become more and more beautiful.

4. The Joy of the Game's Mechanics

The mechanics of a game refers to the structural relationships and ways in which the elements of a game work. According to the 2016 Web Report, games consist of five mechanics: Physical Mechanics, Internal Economy, Progressive Mechanics, Tactical Maneuvering, and Social Interaction.

4.1. Physical Mechanics

The physical mechanism includes not only the scenes, characters and other elements provided to the player, but also the rules in the game. For example, the physical mechanics of chess is the black and white pieces, the board and the moves of each piece. Because player behavior is

unpredictable, the elements of the game and the rules of the game should be placed in the mechanic black box to allow the player to play within that environment.

The most direct way to make a game's physical mechanics enjoyable is to be reasonable. The physical mechanics of most games is based on real life experience. The most commonly used and well known of these are Newton's mechanics: when people cut the rope that bound with the candy in 《Cut the Rope》 the candy would naturally falls off and rolls down a slope; 《Angry Birds》 makes use of the basic characteristics of force deformation and energy conservation in the launching process, and complies with the law of momentum conservation in the collision process; 《Ski Adventure》 also obeys energy conversion (gravitational potential energy to mechanical energy) and momentum conservation (falling and slowing down after a collision)... These games are set up in a common sense that players can accept. Of course, there are games that defy the rules of life: 《MINECRAFT》's creation mode allows the player to fly through the air with two keystrokes, and they can fly extremely high. "People can fly" is against life, but when there is a setting in this game and it is easy for players to accept, it can also bring happiness to people.

4.2. Internal Economy

A game's internal economy is the amount of economic value a player has in the game. Many games use elements such as "gold coins", "diamonds", "points" or "experience points" and "levels" as the internal economy of the game to reflect players' ability to play. In fact, the internal economy is symbolized so that players can have a deeper understanding of it.

The premise of internal economy to bring happiness to players is: balance. The amount of economic value such as gold earned by the player should be proportional to the difficulty of the task: if the task is difficult and the economy is low, the player will find the game difficult and lose motivation to play; If the task is easy and the economy is high, the player will get bored and give up. Similarly, items that need to be purchased in the game, such as equipment, must be proportional to their economic value. Just like shopping in life, the more valuable the item, the more popular it is, the more valuable it is -- in games, this is also important. Maintaining a balanced internal economy improves the player's gaming experience, which in turn makes them happy.

4.3. Gradual Mechanism

In general, a gradual mechanic in a game is one where the character becomes more capable as the player levels up, but the challenges they face gradually get harder. The principle of this is similar to the previous internal economy: Once the player has passed the easy difficulty level of the game, if he is given another game of the same difficulty, he will think the game is too easy and bored, so it is necessary to increase the difficulty of the game. However, when the difficulty of the game increases and the character's abilities remain the same, some players will fail to complete the game, causing them to lose confidence in playing the game. Therefore, progressive mechanics can't just improve the difficulty of the game or the ability of the character, but keep abreast of each other to keep the player happy all the time.

4.4. Tactical Maneuvers

Tactical maneuvering generally refers to the planning of tactics and the management of resources that allow players to concentrate and think while playing the game.

《Plants vs. Zombies》 is a classic game that focuses heavily on tactical maneuvering. From the very beginning of the game, when players choose plants based on zombie lineups, to the proper distribution of sunlight during the game to plant plants for defensive purposes, tactical planning is almost always involved. So, if a player can plan well, he has the ability to win. Players in

constantly improve their tactical planning ability at the same time, but also get a sense of success of the game.

4.5.   Social Interaction

Social interaction is a way for players to have fun outside of the game itself.

In China, the most thorough implementation of "social interaction" is Tencent. Since it owns QQ and Wechat, two of the most popular social media platforms in the modern era, its games can be directly linked to QQ or Wechat, with the aim of making it easier for players to play games with their real-life friends. So, whether it's allying with friends and fighting against them, or playing against them as enemies, players enjoy the social interaction with friends they know well. In addition, there will always be a "lobby" page that allows the entire server of players to communicate with each other, where players can find friends who share their interests or who complement each other to win. The process of making new friends in the game provides the player with happiness.

5.   The Joy of Game's Dynamics

The dynamics of game refers contains the process of playing, making decisions and taking actions. This is an interesting part of games because the players have to consider whether their behaviors are beneficial or harmful to them seriously, which makes players anxious and conscious.

For example, in a lot of fighting games, the players have three buttons: strike, block and throw. In general, strike can disrupt throw, block can prevent the player from the decrease of health while throw can beat the enemy although they are blocking. So players should make decisions that which button should their enemies click, which in turn determine which button should they choose to click. The whole process makes the game extremely complex and interesting.

6.   The Joy of Game's Aesthetics

Aesthetics of game contains the theme, tone, feeling, story, purpose. It can make the game vivider and livelier. And when the game is aesthetic enough, the players would have a much more enjoyable game experience and love the game.

Take 《Honor of King》, the most popular game in China, pays much attention on game's aesthetics. Steve, the art director of the game, is an creative person. He claims that:"If there is a game only have Western theme in China, maybe it would only be great, but not match Chinese tastes. However, we take the characters in traditional Chinese culture as the main content and choose the art style in line with the Oriental aesthetic. To avoid being too rigid, some designs incorporate modern costumes, styling and recreations of characters1."Even though the game's various mechanics are key to the game's popularity, Honor of Kings would not be as successful as it is today without such compelling art.

7.   Conclusion

Games have not only profound history, comprehensive competition and peripheral product, but also equipped with MDA (mechanics, dynamics and aesthetics). So game designers should provide players with wonderful games to make them more and more enjoyable in the process of playing the games.

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