

Video Games: State of the Art

There is a video game system for everyone, even people who have never picked up a controller before.

For people with little or no gaming experience, the Nintendo DS would be the best system to purchase.

The games tend to be playable in short increments, and the gameplay is intuitive. It is also portable, allowing you to carry it around much like a phone.

On the other end of the spectrum, the Xbox 360 and PlayStation 3 are designed with experienced gamers in mind.

These systems wouldn't be the best for newcomers to start out with, but they are great once you feel comfortable exploring game worlds.



Video games, much like all of the other art forms, have the power to make people reflect on the world around them and better understand life and society's complexity.

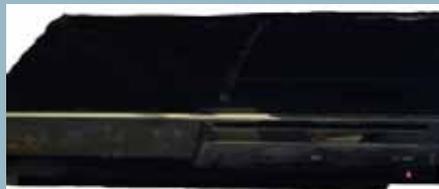
Whether it is exploring the underwater city of Rapture, a place built as a utopia of pleasure and unrestricted scientific progress, or spending precious moments with your kid in Heavy Rain, video games can, in their own unique, interactive way, deliver meaningful, powerful messages.



Nintendo DS



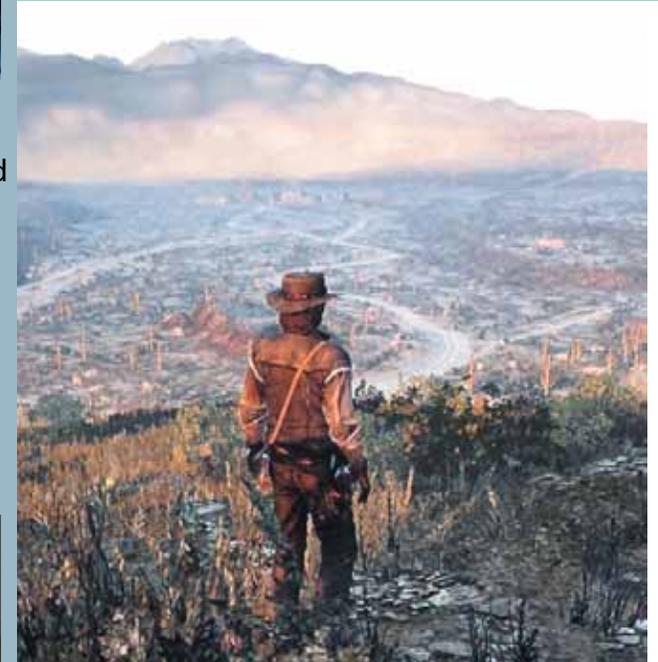
Nintendo Wii



Sony's PlayStation 3n



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Video games are often thought of as something of an addiction, a form of entertainment that makes children dumber, fatter, and lazier.

In reality, most games challenge players to problem solve in a variety of ways, and to also think about the consequences of their actions.

In addition, many wii games incorporate motion controls into their gameplay, making them more engaging and active.



Video games speak a universal language, so their message can be interpreted and appreciated by people of all ages.

People naturally want to explore. They see a mountain range in the horizon and they suddenly have the urge to go climb to the top of it. They stumble upon an ominous entrance to a cave and they want to know what it's hiding.

People find meaning in interaction. We learn by doing, and the more time we spend with something, the more we understand it.

Music is one of the rare arts that can convey pictures without images and meaning without words, and video game composers channel this great quality of music to stimulate the adventurous spirit in all of us, both young and old.

All works of art are created for the purpose of telling a story, and it is the artist's imagination and creativity that determines how that story will be told.

Video games have told some of the most daring adventure sagas, the most thrilling crime capers, and the most tender and touching love stories ever created.

So much of what makes video games great are designers' consideration of the player. They anticipate the actions, the reactions, and the emotions of players to make a natural and immersive world.

