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The Video Game Industry Formation

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The Video Game Industry provides a platform for the research on the video game industry to draw a coherent and informative picture of this industry. Previously this has been done sparsely through conference papers, research articles, and popular science books. Although the study of this industry is still stigmatized as frivolous and 'only' game oriented, those who grew up with video games are ...

The Video Game Industry: Formation, Present State, and ...

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The Video Games Industry: The Formation Of The Video Game ...

A video game is an electronic game that involves interaction with a user interface or input device, such as a joystick, controller, keyboard, or motion sensing devices, to generate visual feedback on a two- or three-dimensional video display device such as a TV set, monitor, touchscreen, or virtual reality headset.Video games are augmented with audio feedback from speakers or headphones, and ...

Video game - Wikipedia

The video game industry is the economic sector involved in the development, marketing, and monetization of video games. It encompasses dozens of job disciplines and its component parts employ thousands of people worldwide. As of 2018, video games generated sales of US\$134.9 billion annually worldwide.

Video game industry - Wikipedia

Scholars unfamiliar with the video game industry can acquire familiarity with the industry's terminology and formation from this introductory chapter. The first section, "The Nature of the Industry," defines the video game industry and its relation to the software and cultural industries.

Understanding Games and the Industry that Produces Them by ...

The video-game industry is poised to change dramatically over the next decade. Cloud gaming, digital distribution, fresh revenue models, new players, and greater regulation are likely to be some ...

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