

**ARTD 2103**  
**Introduction to Visual Culture**  
**- Essay**

**Enemies of Parents Worldwide: The Game**

## **Introduction**

In contemporary society, the vast majority of parents see games as drugs. Some parents hate games so much that they send their kids to the school for quitting internet addiction. There was a big news about a “teacher” or “doctor” named Yang Yongxin, from this kind of “school” named Yuzhang School in 2016. He used imprisonment and electric shock to “help” teenagers to quit games. (Jung, 2018). This was a beginning of thinking about if games is so hateful. In fact, games came out very early and had a lot of types. Also, there are many good games with kind theme can teach players new things. So there is a big misunderstanding of games.

This essay will refute people's misunderstanding of games, and examine three reasons about why games is not bad for people. Firstly, an overview will be given about the historical significance of games. Secondly, there are a lot of new things players will get by playing games. Thirdly, the essay will look at how game is meaningful for the culture of contemporary humans, and how they will continue to impact the development people today.

## **The game brings people something old**

The game itself is an ancient civilization. Because it is one of the oldest inventions by humans. Now some people hate games because they think games are the opium of new ago. In fact, the game has a long history that modern people can't imagine. And the game can make players experience

something ancient. There are 2 reasons why the game has historical significance. On one hand, the game has a long history. Games have existed for millions of years, from human ancestors making the first game in undocumented human culture by branches or stones to modern computer games being invented. When the first game appeared, the word “game” was not even invented (Fullerton,2004). The history of games can be traced back to the origins of human civilization. According to people’s discoveries so far, an elaborate set of sculpted stones created 5000 years ago founded in 2013, is considered the oldest gaming piece in the world by historians (Solly, 2020). In addition, the game has a long history not only means that games have been there for a long time, but also means that the game has always changed with the development of human civilization and society. In 3500 BC, chessboard games had already appeared. As can be seen in Fig. 1 below, this is a papyrus with satirical vignettes in BC. It shows a lion and a gazelle playing a chessboard game. In the 17th century, card games were invented. By the 19th century, as Americans moved from agricultural to urban life, people have more energy to focus on leisure time. At the same time, the printing industry was already mature. So the modern board games with rich playing and content began to appear and quickly occupy the market. In the 20th century, the computer began to develop. This led to video games starting to emerge. With the rapid development of electronic technology and the Internet, video games have become one of the most important industries now (Imageholders, n.d).

So the game does not appear out of thin air. The development of the game is based on human development. On the other hand, the game can commemorate history, through the commemorative visual element of historical events. Games are a great medium for learning history. When players play history-related video games, they can not only delve into the ancient environment but also interact with the scene. It's an immersive experience that spans time and space through virtual reality in the game (StemBot, 2020). So it is a good way to commemorate history through games. Therefore, the game is historical. And the game makes players experience old things.

Fig. 1 A papyrus with satirical vignettes



Source: <https://blog.britishmuseum.org>

## **The game bring people something new**

The game is a good way to learn to get new things for people. Firstly, the players can learn skills through games. Playing games makes people more adventurous and better able to come up with solutions to problems when faced with them. And when players play cooperative games, their social skills are tempered. In addition, persistence and endurance are also one of the skills

needed when playing games (Insightsoftware, 2019). Secondly, the game change a lot with the development of times. Especially new play of the game which designers from different eras still create. And the different play of games will make players learn new skills. A game designer and theorist Katie Salen, a former executive director at the nonprofit Institute of Play, thinks that in certain types of games, players will develop certain types of skills (Noonoo, 2019). So more game formats increase the likelihood that players will learn different skills. Finally, there are special games that can solve the problems of some special groups of people. For example, due to the coronavirus outbreak in recent years, many people have been quarantined at home. And games have become one of the activities that people at home use for entertainment. In a way, gaming is a cure for the boredom people feel at home (Witkowski, 2021). So it is helpful to play games for learning skills and solving problems.

### **Game is a important part of the culture of humans**

Games are not only one of the fruits of human civilization. The game moves forward with the development of humanity. On one hand, sometimes human development needs to rely on games to complete. Because a lot of the now-mature technologies were tested in games before they had their proprietary software. For example, the online communication software that people use today, such as Teams, Asana, and Wechat, was originally developed from player chat rooms and forums in games (see Fig. 2). And the

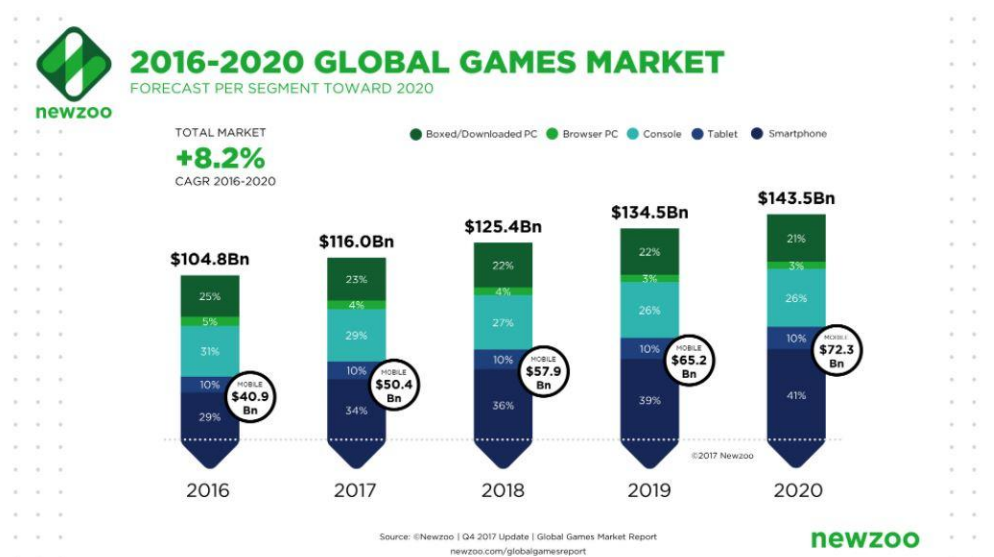
use of virtual reality started as an application that enhanced the player's experience in the game. But now, this technology is used to give some researchers computer simulation experiments (Sidharth, 2022). Games provide ideas and platforms for technological innovation. On the other hand, the rise of the game industry has led to the development of other related industries. The gaming industry has become one of the most successful in the world (see Fig. 3). Especially in recent years, under the influence of the epidemic, it has surpassed the cinema industry (Wallace, 2019). According to the available data, the revenue of the gaming industry even exceeds that of all other entertainment industries combined (Dautovic, 2022). Gaming has undoubtedly become one of the most popular entertainment industries in the world today. This means that other industries related to the game industry will also be affected. Especially the e-sports industry has become a new popular industry because of the rapid development of the game. And live streaming of games has promoted the maturity of Internet video platforms (Sidharth, 2022). So the development of the game industry is a catalyst for the entertainment industry. To sum up, the game will continue to play a huge role in the development of human civilization in the future.

Fig. 2 A player chat room in video game



Source: <https://www.windowscentral.com>

Fig. 3 A viewable table of global market of games



Source: <https://www.imageholders.com>

## Conclusion

An essay is not enough to fully explain the importance of the game. On one hand, games give special experiences to players. On the other hand, the game has played an important role in the development of human beings. Therefore, the game is not as some people misunderstand.

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Figure 1: <https://blog.britishmuseum.org>

Figure 2: <https://www.windowcentral.com>

Figure 3: <https://www.imageholders.com>