

An Introduction to Computer Games

Why Are They Important To Us All?

Linux Users of Victoria Melbourne 2013

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Introduction

- Computer games are a distinct medium of artistic expression like books, comics and films
- Now financially significant - US\$66B global revenue in 2013 (Activision Blizzard US\$5B); compare with film industry global theatrical revenue US\$35B in 2012
- Drives development of graphics hardware and software, and in earlier years also audio
- Good for you! (Therapy, mental wellbeing, socialisation, learning)

Videogames and Wellbeing: A Comprehensive Review

Overview

- Game types (platforms and purposes)
- Game genres
- Emulators and engines
- Game development
- Where to get Linux games
- More information

Game types

Platforms

- Desktop
- Mobile (handheld, phone and tablet)
- Console
- Web
- Arcade

Purposes

- Advertising
- Art
- Education
- Entertainment
- Serious

Game genres

- Action
- Action-adventure
- Adventure
- Classic (board, card)
- Music
- Party
- Programming
- Puzzle
- Role-playing
- Simulation
- Sports
- Strategy
- Tactical
- Trivia

Action games

- Ball and paddle
- Beat 'em up (hand-to-hand), hack and slash (melee weapons)
- Fighting (one-on-one combat)
- Maze
- Pinball
- Platform
- Shooter: First-person, Massively Multiplayer Online (MMOFPS), Light gun, Arcade, Tactical, Rail, Third-person

Adventure games

- Stealth
- Survival horror
- Text
- 2D graphical
- Visual novels
- Interactive movies
- Real-time 3D

Role-playing games

- Western: non-linear storyline
- Japanese: typically linear story
- Sandbox
- Action (real-time combat)
- Massively Multiplayer Online (MMORPG)
- Roguelike
- Tactical

Simulation games

- Construction and management
- Business
- Government/politics
- Life (biological, social)
- God games
- Digital pets
- Vehicles (flight, car racing, space flight, trains, combat including giant robots)

Strategy games

- 4X: eXplore, eXpand, eXploit and eXterminate
- Artillery
- Real-time strategy (RTS)
- Real-time tactics
- Tower defense (and offense)
- Turn-based strategy (TBS)
- Turn-based tactics

Emulators and engines

- Wine/Crossover
- ScummVM
- DOSBox
- MAME
- Console emulators: FCEUX (NES), BSNES and ZSNES, Project64 (using Wine!), ePSXe, PCSX2 (PS2), Gens (Sega Genesis), DeSmuME (DS)
- Game engine recreations

Game development

- Online: LAMP stack
- Languages: Python (PyGame, RenPy), LUA, Lobster, Java, Javascript
- Javascript libraries: haXe, GameJS, GameQuery, JavaScript GameLib, game{closure}
- Blender
- Platinum Arts Sandbox, Crystal Space, WorldForge

[Wikipedia List of Open-source Video Games](#)

More information

- www.humblebundle.com
- store.steampowered.com/browse/linux/
- www.indievania.com/games?platform=Linux

- games.sericyb.com.au
- www.lgdb.org (Linux Games Database)
- www.youngandwellcrc.org.au
- [Free Software Melbourne](#) games nights at VPAC

Thank you

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