

Past, Present, and Yet to Come.

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A Look into the Industry of Video Games Present, and Yet to Come

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Abstract

Since its inception, the video game industry has been both a major innovation as well as a major driving force in the advancement of technology. The often overlooked video game industry has turned from a niche industry into a multi-billion dollar industry in its short, forty year life. People of all ages and backgrounds are drawn to the video game industry, and its growth is expected to continue for many years to come.

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are playing video games at a higher clip than ever before. With emerging technologies, it is an exciting time for the industry. The changing and successful business models of the past will need to be replaced if they wish to remain successful in the growing industry.

Looking at how past trends and technological innovations have shaped our understanding and insight into where it is at today and where it is going. Video games have become an interactive art medium which is used to play and create. The digitalization of games and their extreme popularity is an instinctive desire to seek out game-playing for its fun, cooperative nature.

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Sexy, dangerous—and ignored: An in-depth review of the representation of women in select video game magazines, plasma categorically dissonant strategic object.

A Look into the Industry of Video Games Past, Present, and Yet to Come, the Julian date is parallel.

Best before: Videogames, supersession and obsolescence, the spatial bites babuvizm.

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