

Video Games for Work and Play

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It seems like everyone plays video games today. Kids play, moms and dads play, even grandparents play. In fact, more than half of the families in the United

States today play video games.

Video games haven't been around for a long time, though. The first computer game was invented in 1958. It was based on the game of tennis. At that time, few people had computers in their homes. Computer programmers, or people working on the computers in labs, made games for fun and to show off their skills.

In 1972, a programmer named Ralph Baer began to think about how to play video games on a television. He invented a home gaming console that allowed people to play video games on TVs. After that, many people began designing home gaming consoles. In the late 1980s, hand-held games also became popular.

As technology developed and more people owned computers, the number of games grew. Soon, people

were sitting around TVs with controls that were wired to consoles. They played sports games, mystery games, and games in which characters chased one another. Then people started playing games over the Internet. Instead of just two people playing a game in a room, hundreds of people could play a game together.

Although video games are often used for fun, they can be used in other ways, too. You may have played games that helped you recognize letters and words or that helped you learn how to add numbers.

Video games can also be used to help people in other ways. Doctors have used games to treat children and adults with brain injuries. The U.S. military uses video games to train soldiers. They have also been used to train people who respond to emergencies.

Video games have changed a lot in 60 years, from playing tennis to helping people get well. If you could program a new video game, what kind of game would you create?



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