Video Gaming:

Why & How Its Creative Nature/Innovativeness Inspires My Design Sense

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What Does Video Gaming Encompass?

Eight Areas:

Dedicated Consoles (mid 1970s-early 1980s)
Home Consoles (late 1970s-present)
Arcades (late 1970s-present)
Handhelds (early 1980s-present)
Computers (late 1980s-present)
Online Play (mid/late 1990s-present)
Smartphones (late 2000s/early 2010s-present)
Virtual Reality (2020s; tentative)

Contrary to What Most Non-Gamers Think...

Gaming has proven to be helpful in some areas. These include:

• Increased/Strengthening Memory
• Hand-Eye Coordination/Motor Functions
• Cognitive Health (Perception, Critical Thinking)
• Reduced Stress/Helpful for Social Outlet

Conclusively, these points solve or at least address issues that we face as we develop/grow throughout life.

source: http://www.cheatsheet.com/health-fitness/health-benefits-of-playing-video-games.html/?a=viewall

What are the Takeaways from Gaming?

Creatively/Innovatively, they allow for:

- Inspiration given the various art-styles designers exhibit
- Learning from the design processes needed to create those games and genres
- Observing the feedback, whether myself or someone else's (video games = interactive & entertainment; result in widespread opinions
- Providing ease for those of us who like to adapt from other ideas (by homage or tribute)