

Bethany: Are you too busy to know and learn about video games? Well stick with me, Bethany Bond as we uncover gaming as we know it today in 2025. Let's talk video games.

Well, in order to know and learn about video games, we first need to ask the question what are video games? Video games are interactive, electronic games played on display, technically using a controller or other input device to manipulate onscreen element.

They involve a visual feedback loop to create an engaging experience for the player. Video games can range from simple entertainment to complex simulations and can be played on various platforms like consoles, PCs, and mobile devices.

Of course, after learning what video games are, we then asked the question, where did video games come from? Video games originated from experiments with early computers in the 1950s and the 1960s, evolving from text based games on mainframe computers to graphic displays like in Space War. The commercialization of video games begin in the early 1970s with arcade games like Computer Space and Pong, and the first home console, the Magnavox Odyssey.

How old are video games? Video games are roughly 70 years old, the first interactive electronic game using an electronic display was developed in the 1950s with the first commercial arcade game Computer Space appearing in 1971. The first home console, the Magnavox Odyssey followed in 1972.

Coming up later in the show - Some Vox Pops.

Casey: Minecraft.

Paige: Minecraft

Bethany: And a question you can answer in the comments down below. What game would you recommend?

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Now, of course, after questions one and two, you'd be like, well, how do video games work?

Video games work by using computer code to create a simulated environment that responds to player input. This involves processing button presses, updating game element, rendering visuals, and playing sounds. Essentially the game code dictates how the game world changes based on player actions creating a dynamic and interactive experience.

And so we get onto question four. Why are video games popular? Video games are popular due to a combination of entertainment, social interaction, and. Psychological factors. They offer an escape from reality, opportunities for social connection, and a sense of achievement and mastery. Advancements in technology, including graphics and gameplay mechanics, have also contributed to their worldwide bread of fuel.

I spoke with Casey and Paige and asked them some questions about gaming and life.

How did you find out about video games in the first place?

Casey: Uh, I think it would've been because my dad had an Xbox when I was young, and I think that would've been the first time I would've played video games because he's had an Xbox since I was very little, but I can't remember when he first got it.

Paige: My dad used to play video games with me and we, I used to sit down and watch him play video games.

Bethany: What was the first video game you played?

Casey: I think it would've been either a motor GP game from the original Xbox or Simpson's Hit and Run, which a lot of people would know.

Paige: First video game I ever played was room skate, which is a computer game where we can play quests and stuff like that.

Bethany: What game would you recommend to new gamers?

Casey: Well, something popular and something easy, something like everyone knows Minecraft. I feel like a lot of people would enjoy Minecraft for their first game.

Paige I would recommend Minecraft because it's easier for them to play and they can learn really good things about it.

Casey: But if they enjoy a story game more, I'd probably go something like Skyrim.

Bethany: How many hours do you game a week?

Casey: Probably mm, one or two a day. Sometimes I miss a day though. It just depends. 'cause I work quite a bit.

Paige: Probably two to three hours during Monday to Friday and then probably a good four to five hours on the weekend depending on what I've got.

Bethany: How do you balance gaming and life?

Casey: Well, I'll go to work. I'll come home, I'll go do some stuff I need to do, like the gym. I'll make some dinner, and then when I've finished everything I need to do for the day, that's when I'll play a little bit and then I'll make sure that I still go to bed at a good time.

Paige: I balance gaming in life by making sure I have all my stuff I need to get done during the week before I go on to do gaming.

Bethany: And that was the vox pops with Casey and Paige. Now on to the question that you can answer in the comments below. What game would you recommend to new gamers?

And now we're on to question five. How many Australians know about video games? Well, there may not be an exact number because the population is changing every day, approximately 81% of Australians play video games according to the Interactive Games and Entertainment Association or IGEA. This translates to roughly four out of every five people in Australia.

Additionally, 94% of Australian households have at least. One device for playing video games.

And then surely after that question, you're wondering how many people play video games in Australia? Then video gaming participation in Australia shows age-based variation with higher rate among youth, 80% to 85%, than adults, 31%. Household surveys indicate that gaming device ownership increased from 76% in 2005 to 92% in 2012.

Additional findings, note that young males may play as long as 155 minutes per day and studies document an upward shift in female participation from 38% to 47%. In summary, video game consoles are extremely common in Australian households, especially with adolescents and children.

And that's all the time we have for this episode.

If you enjoyed this episode, please consider following, liking, commenting, and sharing with others who may enjoy. I would like to thank RTR for this opportunity. I'd also like to thank Pixel Bay for the sound effects and music. Next episode, we talk about different consoles and their pros and cons, like hours of gaming and the cost of it.

We also talk about genres of games, their cost and age ratings. And lastly, you, I wanna thank you for listening. Seeya gamers.