

Technological circumstances of changes: transformation of video games or evolution of philosophy gamer?

This doctoral thesis called Technological circumstances of changes: transformation of video games or evolution of philosophy gamer? is an attempt to show and analyze video games in terms of the development of technology and changes of user's attitude.

Uprising, evolution and dynamic changes, which can be noticed in the event of medium, showing that this is one of the fastest developing medium in the history of electronic entertainment. A few years was enough from random invention to be evident in public and entertainment sphere.

This doctoral thesis consists of introduction, 7 chapters, ending and bibliography but it was divided into two separate parts: historical and this where was showed contemporary trends. It is connected with the crucial aspects.

In the beginning video games were inherent property of developers, who could only offer clients their products. Users couldn't modify or add additional content to this application in no way. However, a lot of solutions which were used many years ago entertain nowadays in new titles.

But the doctoral dissertation was introduced through using specific examples such as GTA V and Witcher. It showed nowadays how video games became a regular part of pop culture. The best example of it is the Witcher which was given by Donald Tusk as a gift for the president Barack Obama as a polish national good. Then it is showed how the young medium was an effect of scientist's work on the universities. Now it is said that it was a typical scientific coincidence.

In the next chapters it is showed how the first generation of consoles was shaping. Nevertheless, in those moment the writing about history of consoles was intentionally stopped because nowadays people talk about tenth generation. But video games don't stand still. This application is hard to imagine without some solutions. As the examples in this work showed, players became completely conscious social group, which has directly influence on this how do their hobby work and change. Contemporary productions have beautiful graphics and high-quality sound. But players still want to change something. Many of them are attached to some specific marks. They dress up on many parties to look like their favorite heroes. They try to create some free contents or even series whose actions were embed in the virtual world and which continue many motifs.

The statement that players can be the most faithful and creative group of fans among all of the media is not an exaggeration. It is worth noting that thanks to common access to the Internet gamers can protest against the publisher's decisions. As a result, a sense of belonging of global community and identification with medium are rooted in unpredicted way. It can provoke thought that video games contributed to creation of new group- aware of its rights and duties, but at the same time doing one's best-clients.

Some of technologies, describing in the work were only outlined. It is because the actions of cloud computing or virtual reality are so dynamic that it is impossible to foresee trends. Taking the fact into account that the interest of VR technology lasts 2-3 years it is hard to imagine how it will be used in the next 5 years. Therefore, the technologies were described, taking historical aspect into consideration because some of the modern technological revolutions is the subsequent attempt after many unsuccessful experiments connected with virtual entertainment.

The doctoral dissertation is based mainly on polish newspapers and on the Internet. As far as the

using of books is concerned there are a few titles, because still scientists do not treat video games in Poland seriously. On the contrary, scientists in the USA and in other countries are defined as ludologists and they create a new branch of study which is called game studies.

The usage of expert's comments from games industry was shot for showing their emotional tone. It is hard to answer the question if the gamer or programmers formed the new social group. The similar thesis can be speculated as the example of gamers who can often unite themselves during different actions. It is not a problem for them to purchase another similar productions produced by great corporations. There is no doubt that the communication between user and medium has never been advanced and multidimensional. That is why the communication is difficult to predict, but at the same time it is fascinating because it blurs the boundaries between the real and digital world.