

Understanding History and Historical Events Through Console Video Games.

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Abstract: Introduction- Video games are one of the most important mediums in contemporary society, capturing the attention of billions of people worldwide. One of the fastest-growing sectors in the world is the video gaming industry. Videogame originate in the late 1960s as hacker lobbyist experiments financed by the US military (Rodgers, 2016). Simple arcade games like Pong and Space Invaders marked the beginning of the history of video games in the early 1970s. **Objective:** This paper aims to comprehend history and historical events through console video games. **Materials and Methods:** Review of related literature to trace history of video games and its consoles influenced understanding of history. **Findings:** The sheer size of gaming industry shows how fundamentally video games become for public communication and brought on changes in psychological or behavioral features by playing it. In 2009, the US alone saw over \$20 billion in revenue from selling video games (Machado, 2010). Since its inception in the 1970s, video gaming has advanced at an incredible rate. However, video games immerse players in historical circumstances beyond pleasure, making them an effective tool for learning about the past. Video games have changed the entertainment sector, but they have also developed into a special way of experiencing and comprehending history. **Conclusion:** Video games give players the chance to participate dynamically and engagingly with historical events and periods through immersive gameplay, interactive storytelling, and realistic visual and auditory elements. Video games can teach, pique players' curiosity, and give them a deeper grasp of historical situations by transporting players to various eras.

Introduction: Video games are one of the most important mediums in contemporary society, capturing the attention of billions of people worldwide. One of the fastest-growing sectors in the world is the video gaming industry. Videogame originate in the late 1960s as hacker lobbyist experiments financed by the US military (Rodgers, 2016)These games paved the way for upcoming developments and prepared the ground for the investigation of more intricate historical tales. Video games became more intricate and sophisticated as technology advanced, allowing their creators to reproduce historically realistic settings and characters. The advent of Sid Meier's Civilization series in the early 1990s was one of the first instances of historical video games having an impact. Players could construct and oversee civilizations across history in this turn-based strategy game while making important choices that would determine how their virtual countries would develop. by including historical components and letting players engage with well-known people and events. About 60% of Americans play video games

every day, and 64% of US homes have access to a gaming device (Ariese, 2018).

Developers pushed the limits of historical realism in video games in the years that followed. Players were introduced to carefully reproduced historical locations, such as Renaissance Italy, Revolutionary America, and ancient Egypt, through games like the Assassin's Creed series. In addition to offering engaging gameplay, these games also included extensive historical study, architectural design, and cultural references, acting as virtual time machines that transported players back in time.

Objective: This paper aims to comprehend history and historical events through console video games. And how video games have changed the entertainment sector to developed into a special way of experiencing and comprehending history

Materials and Methods: Review of related literature to trace history of video games and its consoles influenced understanding of history. Video game can be experienced is 10000 BC during the Mesolithic eras in Europe in a made-up city

named Oros. Far Cry Primal is an action-adventure open-world game that was published by Ubisoft Montreal. The specifics of the weaponry used at that time, including ranged weapons, clubs, and spears, have been carefully considered. It also includes extinct creatures like woolly mammoths and saber-tooth cats (Cork, 2015). Horn has noted that because of technological progress, research on video games that was done just five years ago is now out of date. Since depiction or pictorial representation is constantly evolving. The US toy market has already been won by the video game business, which has already made 8.8 billion dollars there (Van Horn, 1999). Even when the question is posed as "Can playing video games lead to violent behavior?" the scientific community is still divided on the topic of how video games affect human behavior (Clarke, 2012).

Findings: It's worth mentioning that video game is Assassin's Creed Origins, a 2017 title from Ubisoft that takes place around 50 BC and features stunning renderings of the famous pyramids of Egypt and other historic locations like Alexandria and Giza. The inclusion of Cleopatra and Julius Caesar in the game as non-playable characters is noteworthy. Caesar was slain in the game's final objective by his fellow Roman senators. There are still some parts of fiction, but the attention to detail is too outstanding to be overlooked. According to Mikel Reparez, "making history everyone's playground" became the motive of Ubisoft (Reparez, 2018). Assassin's Creed Odyssey, which takes place in ancient Greece during the Peloponnesian War, came after the game. The video game, which was created by Ubisoft Quebec, was made available on October 5 for PlayStation 4, Windows, and Xbox One. This game is similar to its predecessor in that it features the same gorgeous graphics and a true-to-life tale.

Another popular strategy game Total War: Rome centers on the period of ancient Rome. The game's creators, Creative Assembly, went to great lengths to ensure that historical accuracy and authenticity were included in the gameplay so that players may participate in and experience the rich history of the Roman Empire. Total War: Rome pays painstaking attention to detail in its recreation of the political, cultural, and military aspects of

ancient Rome, which is one of the game's primary historical connections. Roman civilization was sophisticated, with a complex hierarchical structure, political intrigue, and a wide variety of military divisions, as depicted in the game. Players can manage the political environment through diplomacy, trade, and deceit while leading forces made up of historically accurate legions, cavalry, and auxiliary soldiers. Players can travel through significant historical eras in the game's campaign mode, from the beginning of the Roman Republic to the height of the Roman Empire. Similar to actual historical events and conflicts like the Punic Wars, the conquest of Gaul, and the civil wars that characterized the change from the Republic to the Empire, it presents a variety of obstacles and goals. Players have the chance to rewrite history as they guide their group to success or defeat in this immersive adventure. Additionally, historical people are included in Total War: Rome's gameplay, allowing users to meet and engage with notable Roman commanders like Julius Caesar, Scipio Africanus, and Hannibal Barca. These give history new depths.

Discussion: In the popular press, video games are addressed a remarkable amount and about a variety of issues (such as violence, misogyny, etc.). Discussing video games about fields including health, economics, religion, and foreign relations is also common (Vance, 2017). The next game worth mentioning is Red Dead Redemption 2, released by Rockstar Games in 2018 and unquestionably one of the best video games of all time. It is set in Western USA in 1899. It focuses on the wild west's downfall. It transports the player back to the Wild West with its outlaws, sick and dying people, and harsh wilderness (Bertz, 2018).

FPS Games- is the Third-person games that show the recent past in great detail. The first franchise which needs to mention since its release, the Call of Duty franchise which has captivated millions of gamers and established itself as a cultural phenomenon in the video game industry. In addition to allowing players a view into many historical eras and conflicts, the brand is known for its fierce gameplay and compelling plot. The Call of Duty franchise has primarily centered on military

battles from the 20th and 21st centuries since the debut of the first game in 2003. Players are taken to several eras with each successive release, including the World War II trenches and contemporary battlegrounds. The series has painstakingly reproduced historical occasions, landscapes, and weapons to give gamers a true-to-life experience. The Call of Duty series' commitment to historical authenticity is one of its most important contributions to the representation of history in video games. Each period's specifics have been thoroughly researched and recreated by the developers. To guarantee that the games accurately portray the events, they consult with historians, military specialists, and veterans. Due to this dedication to historical realism, players can have a deeper knowledge of the hardships, sacrifices, and bravery that soldiers in the past underwent. Additionally, historical incidents and well-known historical personalities frequently appear in Call of Duty games. Famous people like World War II leaders Franklin D. Roosevelt and Winston Churchill have been interacted with and even portrayed by players. Since video games first became popular twenty years ago, academic research on them has evolved past the original concerns about how scholarship should approach this new medium. According to Kirkpatrick, one of the key factors changing how many Westerners view themselves, society, and themselves is gaming (Proctor, 2015). The problem has spread over the entire planet and is not just restricted to people in the West. For instance, South Korea is becoming one of the key players in creating hugely well-liked video games that are played all over the world. It is possible to "blur or erase distinctions between war and peace, military and civilian" in the current era of constant virtual war, according to Sjoberg, who notes that public approval requires "war-related, war preparatory, and war-based meanings and activities outside of 'war proper' and into social and political life more generally." (Layfield, 2020).

Over the course of its many versions, the Battlefield franchise, created by DICE, has had a major relationship with history. The franchise, which is renowned for its massive online battles and immersive gameplay, has examined several historical eras and wars, giving players the chance

to interact with and experience significant historical occasions. The Battlefield franchise's dedication to realism and authenticity is one of its noteworthy historical relationships. The creators make a concerted effort to accurately replicate the environments, tools, and vehicles from each era. The franchise accurately preserves the look and feel of the historical periods it portrays, letting players fully immerse themselves in the ambiance of the time, from the trenches of World War I to the contemporary battlefields of the twenty-first century. Battlefield video games frequently include famous historical occasions and places. For instance, the World War I-focused Battlefield 1 game has renowned engagements like the Battle of the Somme and the Gallipoli Campaign. Players get the ability to fight fiercely in historically significant environments, which vividly and interactively brings these events to life. Additionally, historical themes and people are frequently included in the franchise's single-player missions. These missions give players a closer look at historical events by introducing them to the individual experiences of troops and civilians during the war. Even while the characters and exact events are fictional, they are frequently based on true stories and experiences, giving the games an air of realism and emotional impact.

Can video games predict the future? - There are some interesting representations of the future in video games. These video games give players a place to interact with and think about hypothetical future developments, difficulties, and moral concerns. The "Deus Ex" series is one renowned example of a video game that portrays the future. The franchise portrays a near future in which human augmentation is prevalent in a dismal world. The video games explore the moral ramifications of this technology, touching on issues like corporate dominance, transhumanism, and the loss of individual liberties. The "Deus Ex" series challenges players to consider the implications of cutting-edge technologies and their potential effects on society by depicting a world on the verge of social breakdown. "Cyberpunk 2077" is another game that presents a futuristic image. The game is set in a dystopian metropolis in the year 2077, where corporations have amassed enormous

power and technology has invaded every facet of daily life. The civilization in "Cyberpunk 2077" is one that is dealing with problems like inequality, cybernetic enhancements, and the effects of unrestrained technological advancement. The consequences of a hyperconnected world and the potential loss of identity in the face of technology developments are discussed in the game. The "Fallout" series additionally provides a distinctive post-apocalyptic scenario. The games portray a society attempting to rebuild amidst the rubble in a world devastated by nuclear war. The series looks at political ideologies, the hazards of weaponized technology, and the effects of unregulated technological development. The "Fallout" series challenges players to consider the significance of making ethical decisions and the potential effects of international conflicts by showing a dark and dismal future.

Conclusion- video games have developed into an influential and dynamic medium for both amusement and creative expression. They provide opportunities for social engagement, intriguing storylines, and immersive experiences. Video games have the ability to take players to other worlds, test their abilities and inventiveness, and offer a forum for delving into challenging issues and concepts. Video games continue to push the envelope, captivate players, and influence the cultural landscape, whether through historical simulations, future fantasies, or a variety of genres and styles.

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