



The Wonderful Worlds of a

Video Game Designer

By Ruth Owen



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The Wonderful Worlds of a
**Video Game
Designer**

by Ruth Owen

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Get to Work and Play!

It's just one minute to midnight. In a crowded shopping mall, thousands of excited video game fans are waiting. Tonight, a new action-adventure game will be launched.

Maybe you're in the line, eager to play the new game. Or maybe you've already played it—hundreds and hundreds of times. That's because you're the designer, or developer, of this soon-to-be hit game. Sound like a cool dream for the future?

It doesn't have to just be a dream. The video game **industry** is big business. This means if you love playing games and have good computer skills or lots of creativity, you might one day get to work as a video game designer.



Excited video game fans wait in line at a launch event.

Players of *Minecraft* and *The Sims* use their creativity to build whole worlds. These students are creating scenes from the novel *The Hobbit* in *Minecraft*.



Today, games are designed for smartphones, tablets, PCs, and consoles, such as Xboxes and PlayStations.

Action, sports, driving, role-playing—there are many different **genres**, or types, of video games. In role-playing games, such as *World of Warcraft*, players control a character **avatar** and go on quests and solve puzzles.

How It All Began

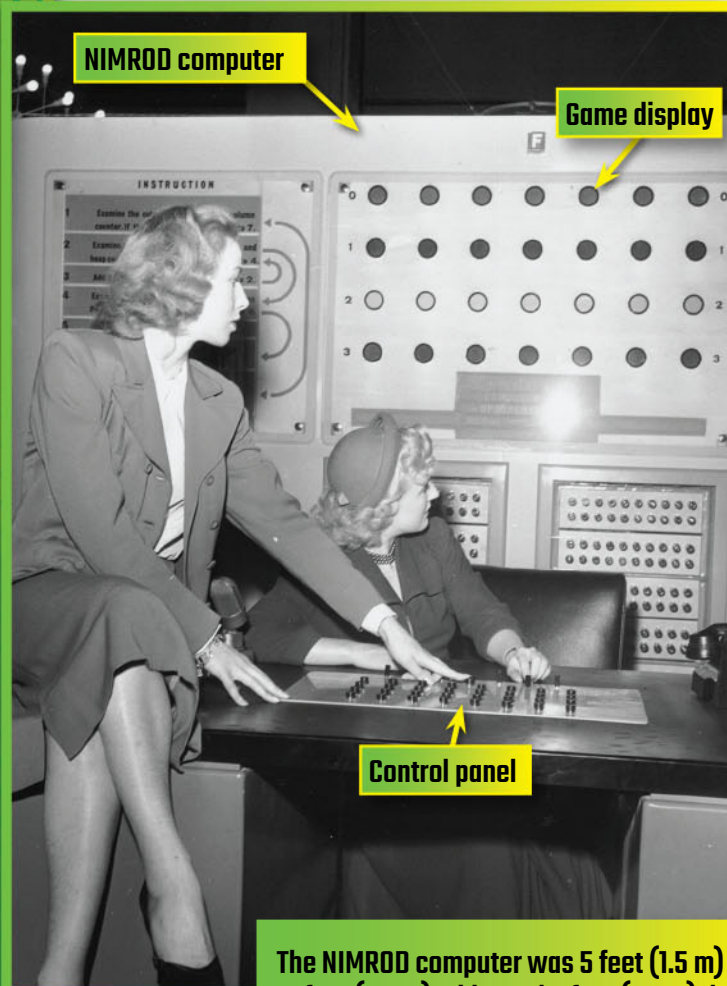
The first video games were created by **computer scientists** more than 60 years ago.

In those days, computers were enormous, room-sized machines. Only a small number of scientists knew how to **program** and use them.

In 1951, a British company named Ferranti built a game-playing computer called NIMROD. The computer was built for a science exhibition in London.

At the exhibition, visitors got the chance to play a counting and **strategy** game against the computer. The game was called *Nim*.

NIMROD's creators didn't design the game so people could have fun. They wanted to show the world that it was possible to program a computer to do math calculations.



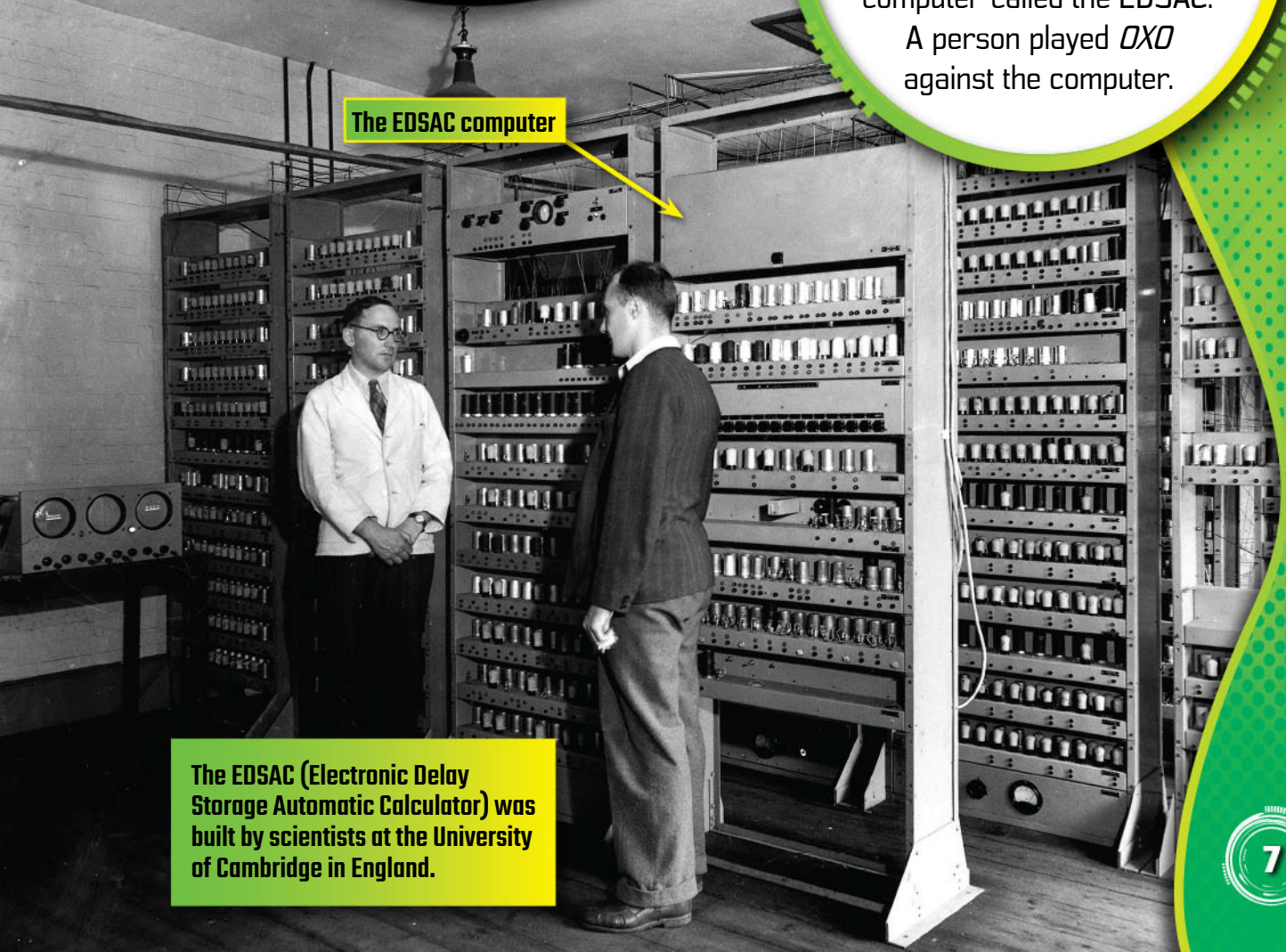
The NIMROD computer was 5 feet (1.5 m) tall, 12 feet (3.7 m) wide, and 9 feet (2.7 m) deep.

The *OXO* game screen



In 1952, British computer scientist Alexander S. Douglas developed a computerized game of tic-tac-toe, called *OXO*. The game was played on a computer called the EDSAC. A person played *OXO* against the computer.

The EDSAC computer



The EDSAC (Electronic Delay Storage Automatic Calculator) was built by scientists at the University of Cambridge in England.

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Read More

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Wood, Alix. *Video Game Designer (The World's Coolest Jobs)*. New York: Rosen Publishing (2014).

Learn More Online

To learn more about video game design, go to:
www.rubytuesdaybooks.com/videogamedesigner

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The Wonderful Worlds of a

Video Game Designer

Every one of the games we love to play started out as an idea in the head of a video game designer. Working with a team of coders, artists, sound engineers, and other game experts, video game designers create new worlds, terrifying enemies, tough challenges, and hours of fun.

So where do video game designers get their ideas? How is coding used to create games? How do artists develop and animate a game's characters? And how does a video game development team use technology and their computer skills to turn a good idea into a hit game played by millions of fans all over the world?

Titles in this series

Asteroid Hunters

Exploring Distant Worlds as a Space Robot Engineer

The Wild World of a Zoo Vet

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