NEW TECHNOLOGIES AND ONLINE GAMES, PRESENT AND FUTURE

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THE ROAD FROM TOOLS OF WAR TO ENTERTAINMENT

-In the post-war period, due to the rapidly changing society, technology experienced an important boom, initially only for military applications.

-After the end of the Cold War, in 1991, technological research focused on increasing comfort and attracting a growing population willing to invest in leisure facilities.

-Private companies began to use satellites (initially a military invention) to improve the means of communication, giving rise to mobile telephony for ordinary consumers.

On the computer or console, online or individually, video games have become a global phenomenon, a special culture, but also a very profitable industry

Today, more and more experts claim that online games will end up in the coming years to eclipse all other forms of entertainment.

Used as a means of entertainment by an increasing number of people around the world, the computer game is today a social phenomenon in constant diversification. The Internet has allowed the emergence of online games, which can be played by several people, at a great distance, at the same time. The development of smartphones has made games in the pocket of any owner of such a device.

THE INTERNET

-. The turn of the twentieth and twenty-first centuries coincided with the dramatic increase in the importance of the personal computer and the emergence of a new technology that will change the world - the Internet -Initially a network created for academic institutions and companies, the Internet has become an information network that connects over 3 billion people around the globe -The internet is, today, a source of news, music, shows and movies, a means of transmitting electronic correspondence, communicating in real time, video or audio, shopping, socializing, playing games and transmitting information.

VIDEO GAME FEATURES

- Target group
- Children are often the target audience of video games because they have enough free time and are more inclined to learn and have fun through games.
- Young people because online games are a way of socializing

- The conditions that a game must meet in order to be successful:
- are original enough,
- are affordable in price and technology
- stimulates the curiosity,
- interest and competitiveness of players
- satisfy the children's curiosity