

# STUDENT IT PRESS



# IT KALEIDOSCOPE

## THE GAMING GAZETTE

\* PART I \*

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## THE GAMING GAZETTE

### Introduction

Because of its significance for culture, entertainment, and technological growth, the gaming business is one of the most interesting sectors of the technology sector. Currently valued at \$200 billion, the gaming business is one of the most significant and creative areas of technology. It is impossible to overstate its significance for culture, networking, and entertainment. With gaming offering one of the most immersive and breathtaking kinds of entertainment to over three billion people worldwide, the phrase "entertainment industry" is no longer limited to Hollywood and the film industry.



As of November 2023, Nintendo held the top spot among the largest gaming companies by market cap. The multinational gaming company is headquartered in Kyoto, Japan, and develops as well as publishes both video

games and gaming consoles. Nintendo's market cap was 53.69 billion U.S. dollars, ahead of second-ranked Electronic Arts with 35.96 billion U.S. dollars. Asia has more than 2x more gamers than any other region (1.48 billion). In fact, Asia has more active gamers than Europe, Latin America, and North America combined (1.42 billion). By nation, Japan and the UK have the joint-highest video game user penetration rate (58%). As of 2027, the UK is expected to be the frontrunner with 70% of the population playing video games.

Every great invention starts with an individual having an idea. Ralph Baer was that person for video games. Baer, who has been dubbed the "Father of the Video Game" for a long time, was instrumental in the creation and success of interactive video games and the contemporary consoles we use today because to his interest and perseverance in the 1960s. Considered the first professional gamer in history, Dennis "Thresh" Fong was born in 1977 in the United States. Over the course of five years, he emerged victorious from every competition he participated in, earning him the moniker "the Michael Jordan of the gaming world."

The Red Annihilation Quake Tournament, sponsored by Microsoft and staged during the 1997 Electronic Entertainment Expo in Atlanta, Georgia, USA, is arguably the event for which Fong is most well-known. He received a red Ferrari 328GTS convertible, which had once belonged to Quake co-creator John Carmack (USA), as the tournament winner.

### Tracing the Evolution of Gaming Technologies and the Power of User Fanbases

Over the years, game technologies have seen a significant evolution, with advancements in graphics, gameplay mechanics, and online features. These advancements have not only shaped the way games are developed and played but also influenced the growth of the user fanbase. Let's delve into the journey of gaming technologies and how they've shaped the ever-growing fanbases that fuel the industry. One of the key milestones in the evolution of game technologies was the transition from 2D to 3D graphics. This shift allowed developers to create more immersive and visually appealing worlds for players to explore. Games like Super Mario 64 and Tomb Raider were among the first titles to showcase the potential of 3D graphics in gaming, captivating players with their lifelike environments and characters. The introduction of online multiplayer capabilities also had a major impact on the gaming industry. With the rise of high-speed internet and online gaming platforms, players were able to connect with others from around the world, forming communities and competing in multiplayer matches. Games like World of Warcraft and Call of Duty became pioneers in the online gaming space, attracting millions of players and building a dedicated fanbase.



Moreover, the advent of virtual reality (VR) and augmented reality (AR) technologies has revolutionized the gaming experience, allowing players to immerse themselves in virtual worlds and interact with digital elements in the real world. Titles like Beat Saber and Pokémon Go have leveraged these technologies to create unique and engaging gameplay experiences that have captured the interest of players worldwide.

As game technologies continue to evolve, so too does the user fanbase. With each new advancement, developers are able to attract a wider audience and engage players in ways that were previously thought impossible. The rise of social media and streaming platforms has also played a significant role in growing the gaming community, allowing players to share their experiences, connect with fellow gamers, and build a sense of camaraderie.

In conclusion, the evolution of game technologies has had a profound impact on the gaming industry and its user fanbase. From 2D to 3D graphics, online multiplayer capabilities, and VR/AR technologies, each advancement has brought new opportunities for developers to create innovative and engaging gaming experiences.



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### THE TREND SETTER TIMELINE : GAMING EDITION

#### 1980 – Pacman

An action maze chase video, later arcade game, designed by Iwatani Tohru

#### 1985 – Super Mario Bros

A 2D immersive adventure game that remains a timeless classic, designed by Shigeru Miyamoto and Takashi Tezuka, of Nintendo

1980s



1990s

#### 1992 – Mario Kart

A stand-alone popularized spin-off of the Mario franchise, developed by Nintendo.

#### 1997 – Grand Theft Auto

An action-adventure game series with 5 editions and the 6th in the making, developed by Rockstar Game

#### 2006 – Wii Sports

A sports simulation experience indoor with multiplayer compatibility, developed by Nintendo.

#### 2009 – League of Legends

A multiplayer online battle arena where teams of users battle against one another, developed by Riot Games

2000s



2010s

#### 2011 – Minecraft

A sandbox game made up of blocks, creatures and community, developed by Mojang Studios

#### 2019 – PUBG

A player vs player shooter game, despite being banned in India, remains high grossing in 2024, developed by PUBG Corporation

#### 2020 – Valorant

A first-person tactical hero shooter developed for window. A Riot Game production

#### 2023 – Alan Wake 2

The highest rated game of 2023 with an action body and psychological thriller plotline. Developed by Remedy Entertainment

2020s



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### **Censorship and Government Policies: Ensuring a Safe Atmosphere for Digital Entertainment through Games and Copyright Regulation**

Censorship and government policies are important in shaping the digital environment, specifically in video games and copyright issues. On one hand, censorship aims to guard the values of society and protect consumers, on the other hand, government policies are concerned with copyright regulation which aims to seek a balance between the interests of creators, distributors, and consumers.

#### **Censorship in Gaming :**

Censorship in gaming involves the regulation of content to ensure it aligns with societal values, norms, and legal standards. The government often imposes censorship measures to protect users from exposure to inappropriate content, such as violence, sexual themes, or explicit language. In addition to the mentioned targets, censorship may target content deemed politically sensitive or harmful to national security.

Government agencies, such as rating boards or regulatory bodies, are tasked with evaluating and classifying video games based on their content. These classifications, such as “E for Everyone”, “T for Teen”, or “M for Mature”, provide users with guidance regarding the authentication of the content for different age groups.



By implementing age ratings and content guidelines, the government aims to empower consumers to make decisions about the media, while promoting a safe and responsible digital entertainment environment.

However, censorship in video games is not without controversy. Critics argue that censorship measures may hinder the freedom of expression and artistic creativity, limiting the diversity of content available to users. Moreover, censorship standards may vary across different regions, leading to inconsistencies in content distribution and regulation.

#### **Government Policies and Copyright Regulation:**

Government policies are concerned about copyright regulation and aim at protecting the intellectual property rights of creators. Copyright laws grant creators rights to create their works, including video games, ensuring they can control the distribution, reproduction, and adaptation of their content.

In the digital age, copyright issues have become increasingly complex due to the ease of reproduction and distribution facilitated by the internet and digital technologies. Piracy, unauthorized distribution, and intellectual property impose significant challenges to creators and copyright holders, undermining their ability to legalize their works and sustain their livelihoods.

To address these challenges, governments enact laws and regulations to enforce copyright protection and combat piracy. Measures such as digital rights management (DRM) technologies, anti-piracy initiatives, and legal frameworks for intellectual property enforcement aim to deter copyright infringement and protect the interests of creators and copyright holders.

Furthermore, government policies regarding copyright regulation seek to strike a balance between the interests of creators, distributors, and consumers. Fair use provisions, licensing agreements, and collective management organizations help ensure that creators receive fair compensation



for their works while allowing for the lawful use and distribution of copyrighted content for educational, cultural, or transformative purposes.

#### **Conclusion:**

In conclusion, censorship and government policies play a critical role in creating a safe and sustainable atmosphere for digital entertainment, particularly in the domains of video games and copyright regulation.



While censorship aims to protect consumers and uphold societal values, government policies concerning copyright regulation seek to safeguard the rights of creators and promote a fair and vibrant digital entertainment industry. By implementing effective censorship measures and robust copyright regulation, governments can foster an environment where consumers can enjoy digital entertainment responsibly while creators can thrive and innovate.



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## THE GAMING GAZETTE

### Navigating the Nexus: Politics and Constraints in India's Gaming Landscape

India's story regarding gaming, especially in the digital realm, is multifaceted and dynamic, impacted by a range of social, political, and economic elements. Politically speaking, India's gaming industry has encountered both encouragement and opposition, which reflects the country's attempts to manage the opportunities and difficulties brought forth by the digital gaming sector.

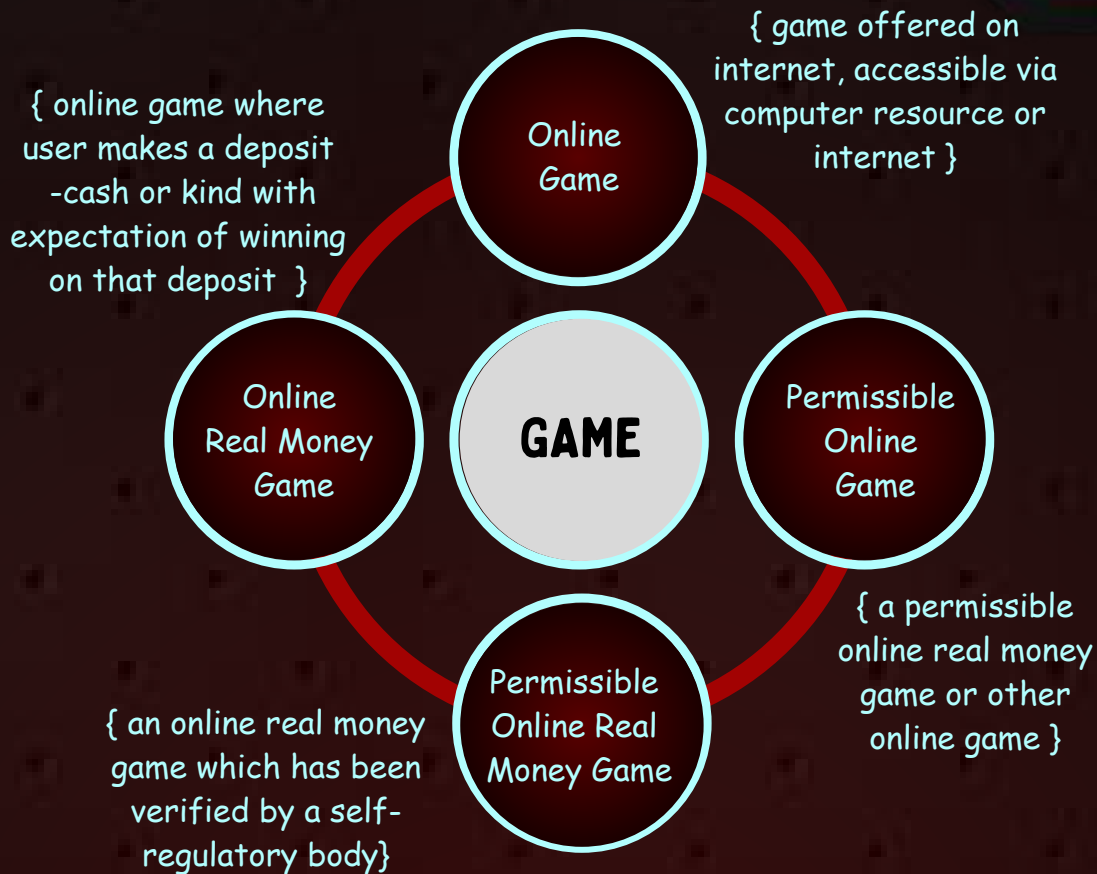
On the one hand, the Indian government has demonstrated that it recognizes the potential of gaming as a major engine of economic growth and a way to foster technological innovation. The goal of programs like the "Make in India" campaign is to increase homegrown game development and establish India as a major player in the world gaming market. Additionally, the widespread use of smartphones and the internet has increased accessibility to gaming platforms, opening up a sizable market for both domestic and foreign game developers.



But political limitations have also surfaced, mainly due to worries about the content and influence of games on Indian society. The government has frequently voiced concerns about the possible harm that gaming could cause, especially to young people's behavior and mental health. Lawmakers have expressed concern over cases of addiction, violence, and exposure to inappropriate content, which has prompted calls for more stringent regulation of the gaming sector.

Cultural and socioeconomic factors have also influenced the political conversation in India about gaming. The fast-paced and occasionally unconventional nature of digital gaming has clashed with traditional norms and values, which are frequently shaped by conservative ideologies. Discussions about censorship, morality, and the preservation of cultural identity in video games have been sparked by this tension.

The Indian government has responded to these worries by enacting a number of regulations designed to address potential risks related to gaming. These include efforts to raise awareness about responsible gaming practices and prohibitions on specific game genres, such as those with explicit content or gambling elements.



The young, tech-savvy population in India is what keeps gaming popular despite these obstacles—they are constantly looking for new ways to engage and amuse themselves. Indian youth are becoming more and more interested in professional gaming careers and competitive gaming tournaments as a result of the rise of esports in particular.

Taxing online gaming and the possibility of political bias in the formulation of policies surrounding this subject are complex issues that touch on many facets of social dynamics, economics, and government.

The regulation and taxation of online gaming is a highly debated subject on a worldwide scale, as governments struggle to manage an industry that operates internationally and frequently in virtual areas with little physical presence. The taxation of online gaming has been a topic of discussion and examination in the Indian setting.

In summarized form, the state of gaming in India reveals a careful balancing act between social concerns and political agendas. Although the economic potential of gaming is acknowledged, regulatory restrictions and content and impact disputes continue. The political discourse surrounding the gaming business is made more difficult by the dynamic nature of digital gaming and cultural factors. Despite this, India's thriving gaming scene is still expanding because to the country's youthful population and technology improvements. In order to determine how gaming will develop in India in the future, it will be crucial to strike a balance between innovation, regulation, and social welfare.



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