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Fascinating Technology from Your Favourite Video Games

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A lot of us enjoy relaxing with a video game at the end of a hard day's work, but how many of us stop to think about how the game actually functions? The mechanics behind video games are almost as interesting as the games themselves. Plus, with the speed that technology is developing nowadays, there are endless new bits of tech to explore. We're going to talk about some of the most frequently used bits of gaming technology, as well as some that are really cutting-edge.

Gesture Control Technology

On that cutting edge is gesture control technology. This technology has created a brand new way for us to interact with our games, both through smartphones, consoles, and in some cases even PC. At the moment, gesture control relates almost entirely to our hands with 3D cameras that are able to track up to 22 separate points in each hand. This means that the most advanced gesture control cameras can spot us giving a thumbs up, an 'okay' sign, or even swearing at them! All of these gestures can be used to help us interact with a game, but so too can our ability to swipe, tap, and count.

Some gesture control technology also uses the player's stance and body movements to control the game. The Wii Console, for instance, was a pioneer of its time, asking players to hold a stick-shaped remote and move it as though they were playing the game on the screen. Sports were a natural fit for this, allowing players to practice their swing in golf, their batsmanship in baseball, and even boxing, all from the comfort of their own homes. Mario Kart and Breath of the Wild also employed gesture control technology in their releases, but to a lesser extent. It will be interesting to see what the future holds for this type of tech, especially when the polish of the Wii comes together with more mainstream titles.

Random Number Generators

Our next bit of technology is the random number generator, and whilst it might not sound as futuristic as gesture control technology, it's a driving force in many of the games that we like the most. For example, all of the best online casinos use random number generators in order to achieve absolute fairness across a variety of their games. Slot machines and roulette wheels are the classic examples of how RNGs can create total integrity in online versions of casino games. RNGs work by inputting a seed number through a complex equation and then generating a different number from that. The different number can be used to control where the roulette wheel will land, or where the reel will stop spinning on a slot game.

Voice Control Technology

Many of us take for granted the Google Home or Amazon Alexa that we have in our houses and don’t even think about the technology involved when we ask them to turn on the lights or set a timer. However, few of us interact with video games using our voices in this way. Some pioneering game studios have decided that they want to change this and have begun implementing voice control tech in their video games. At the moment, games like Tom Clancy’s Endwar and Phasmophobia are using this tech to provide another method of interaction for humans, but seeing this tech combined with virtual reality technology could be one of the most exciting adaptations yet.

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