

The video game industry has undergone profound changes since its inception in the 1950s and 1960s. What was once a niche hobby primarily enjoyed by younger males has become a massive global industry reaching millions of people across all ages, genders, and social classes. This paper will examine the evolution of the video game industry in chronological order, focusing on key trends such as the rise of consoles, mobile gaming, multiplayer experiences, and the increasing role of content creators in shaping gaming culture.