



## Abstract



### World Futures Studies Federation 19th World Conference

"Futures Generation for Future Generations"  
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Futures Studies Department  
Corvinus University of Budapest

## The future of video games, online virtual worlds, simulation technologies and the geo-spatial web

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I would like to give a presentation on the future of video games, online virtual worlds, simulation technologies, and the geo-spatial Web as practical extensions of real world systems. My professional focus is on understanding how these areas are impacting technology, business, and social development as they move beyond the realm of entertainment and into various forms of hard productivity and wider global relevance.

The hardware and software behind the Internet revolution is now converging with the interactive graphical simulations that used to sit isolated in arcade machines, home console systems, and un-networked desktop PCs. Now millions of people around the world are collectively participating in Massively Multiplayer Online Games, Persistent Virtual Worlds, and Online Gaming Tournaments that feature evermore realistic graphics and allow for social, political, and economic emergences that mirror and extend those of the real world.

Since this year's conference addresses the coming together of different generations I will focus on the following theme: The same way that the Internet and digital telecommunications are flattening the playing field for small companies and developing countries to plug into the global economy and compete and collaborate with the world's largest players, simulation platforms bundled with productivity tools are beginning to allow teen and pre-teen entrepreneurs to creatively contribute to the global economy as never before. The same advantages being afforded the "little guy" are now being afforded the younger guy :-)