

# Documentation - group 1

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November 4, 2020

## 1 Introduction

Hello everyone!

In this group project we have to make a website about videogames, and we decided to talk about **games, consoles, software houses and gendres**.

That means that in each generation we have to focus on these categories. Every group should point out what are the most important games, consoles and software houses in that period, citing a popular genre at the moment.

To divide the work properly we decided to follow this separation by generations: history of video game consoles.

## 2 Our topic: origins and first generation

The task of our group is to find elements for the origins and first generation. So origins more or less from year 1948 to year 1970 and 1st generation from year 1971 to 1975.

## 3 What to do

1. Learn about the origins and the 1st generation: we need to divide what each group member is going to work on.
2. Work on the HTML pages from the given template. Everyone has to produce **at least 4 pages**.
3. Respect deadlines!

## 4 How to organize the work

Our group will cover the origins and the first generation. Since that's the first thing you can find, it's important that we also give an explanation on how everything started.

Keeping in mind what the general criteria for all the subgroup is (**games, consoles, software houses and gendres**), we will the work in the following way:

- Games and consoles (due to the fact that in the beginning of the history of videos games, the consoles were dedicated consoles. Each console already had the games installed.  
For better understanding of the subject it is simpler to merge those two categories in the origins and first generation).
- Relevant historical events
- Gendres (first generation)

**Important:** To avoid doing the same software houses as the group 2 and having the same content twice, the group 2 will focus on software houses (previously agreed with their topic leader, Alessandro) and we're covering the relevant historical events.

## 5 Deadlines

- **November 6 (Friday)**  
Have all the content for the different HTML pages (written).
- **November 10 (Tuesday)**  
Upload all the HTML pages (I recommend you to upload as much as possible before this deadline).

## 6 Criteria for the HTML pages

Follow the 5 'W' rule for each one of the pages.

If you have any doubts check the document created by Daniel Gelman (team member from the group 2) or contact me or another team member.

## 7 Work division

- Origins: Vladimir, Anton, Catarina
- First generation: Vladimir, Enrico, Samuel

### 7.1 Origins

- Definition of video games → *Vladimir*
- How it started (interactive television) → *Vladimir*
- Interactive visual games (OXO) → *Vladimir*
- Tennis for Two (up here games were neither for entertainment nor commercial) → *Anton*
- Spacewar (PDP-1 minicomputer) → *Anton*
- Sega Periscope → *Anton*
- TV Game Unit 1 → *Anton*
- Brown Box (prototype of the first console) → *Vladimir*
- Computer Space → *Catarina*
- Galaxy Game → *Catarina*

### 7.2 First Generation

- Technology (General overview of the first generation technology, what are the characteristics of this generation) → *Vladimir*
- Magnavox Odyssey → *Enrico*
- Odyssey series → *Enrico*
- TV Tennis Electrotennis → *Enrico*
- Pong → *Samuel*
- Atari Home Pong → *Samuel*
- Coleco Telstar series → *Samuel*
- Nintendo Color TV-Game series → *Samuel*
- Handheld Systems (dedicated consoles) → *Enrico*
- Gendres → *Enrico*
- Video Game crash of 1977 (end of first generation) → *Vladimir*

## 8 Notes

1. **Don't work twice on the same element.**

To prevent this, once we have found all the things to speak about, we are going to make a list with who is going to work on what. We can also discuss the arguments in the WhatsApp chat.

2. **Use your time wisely!**

There is a lot of work to do, and we only have less than two weeks.

3. **Questions**

If you have any questions or problems, feel free to contact me or anyone from our group ASAP. We are a team and we work together.