Abstract:

This essay introduces the Sega Master System (also known as SMS) game platform which was released in the late 80’s and this aims to discuss how it contributed to innovation in the areas of

A brief introduction to the Sega Master System:

The Sega Master System (SMS) was a key competitor in the third generation of video game consoles. The Master System was originally called the Sega Mark III and was released in Asia in 1985. One year later the console got rebranded and named the Sega Master system, but still keeping the same hardware specifications as the Mark III. However the SMS didn’t even get close to achieving its estimated sales targets due to Nintendo’s strict third-party licencing agreements.

One of the main innovations of the Sega Master System was the Segascope 3-D glasses that were developed exclusively for the SMS, they were the first step towards the virtual immersion we have today.

Other Topics

not a success dispite having so many technical innovations.

It will also discuss the 3D glasses peripheral known as Segascope 3-D, and its contributions to the VR technology we have today.

Also this will discuss why the console was so successful in other countries outside of Japan and America.

Notes:

If the master system was the start of 3d technology for games

which was exclusive to the Master System,

This essay is about the Sega Master System (SMS) game platform

This essay introduces the Sega Master System (also known as SMS) game platform which was released in the late 80’s and how it contributed to the success of the Mega Drive/Genesis. It will also discuss the 3D glasses peripheral known as Segascope 3-D, and its contributions to the VR technology we have today.