

Query ID: test2078

Query Text: who invented the first computer game in 1962 and what was the name of the game

**Retrieved Documents:**

- 0 doc484134 History of video games. Perhaps the first game created solely for entertainment rather than to demonstrate the power of some technology, train personnel, or aid in research was Tennis for Two, designe
- 0 doc1127090 Early history of video games. That same year saw the release of the Magnavox Odyssey, the first home video game console which could be connected to a television set. The inventor, Ralph H. Baer, had i
- 0 doc273462 Gary Gygax. In this new setting, Gygax soon made friends with several of his peers, including Don Kaye and tomboy Mary Jo Powell. During his childhood and teen years, he developed a love of games and
- 0 doc2117324 History of games. Though the first commercial version of the game of Battleship was Salvo, published in 1931 in the United States by the Starex company, the game itself dates to before World War I whe
- 0 doc566680 History of computing hardware. Charles Babbage, an English mechanical engineer and polymath, originated the concept of a programmable computer. Considered the "father of the computer",[37] he conceptu
- 0 doc1355209 Wargaming. Meanwhile, the first modern mass-market wargame, based on cardboard counters and maps, was designed and published by Charles S. Roberts in 1952.[14] After nearly breaking even on Tactics, h
- 0 doc1509619 Golden age of arcade video games. Others tried new concepts and defined new genres. Rapidly evolving hardware allowed new kinds of games which allowed for different styles of gameplay. In 1980, Namco
- 0 doc281617 Bill & Ted's Excellent Adventure. There were also Game Boy, NES and Atari Lynx games released, which were very loosely based on the film's plot. A PC title and nearly identical Amiga and Commodore 64
- 0 doc697144 History of chess. The "Romantic Era of Chess" was the predominant chess playing style from the late 15th century to the 1880s.[1] Chess games of this period emphasized more on quick, tactical maneuver
- 0 doc484165 History of video games. At around the same time, the Sinclair ZX Spectrum was released in the United Kingdom and quickly became the most popular home computer in many areas of Western Europeand later
- 0 doc2630603 History of artificial intelligence. Calculating machines were built in antiquity and improved throughout history by many mathematicians, including (once again) philosopher Gottfried Leibniz. In the ea
- 0 doc2630611 History of artificial intelligence. When access to digital computers became possible in the middle fifties, a few scientists instinctively recognized that a machine that could manipulate numbers could
- 0 doc1330187 Treasure Island. A computer game based loosely on the novel was written by Greg Duddle, published by Mr. Micro (and often rebranded by Commodore) on the Commodore 16, Commodore Plus/4, Commodore 64, a
- 0 doc66731 Who's on First?. In the 1970s, Selchow and Righter published a "Who's on First?" board game.
- 0 doc1429081 Scrabble. There have been numerous documentaries made about the game, including:
- 0 doc749708 Space Jam. There was a licensed pinball game by Sega based on the film, a video game for the PlayStation, Sega Saturn and MS-DOS by Acclaim, and a handheld LCD game by Tiger Electronics.[10]
- 0 doc49070 Nintendo. Game & Watch is a line of handheld electronic games produced by Nintendo from 1980 to 1991. Created by game designer Gunpei Yokoi, each Game & Watch features a single game to be played on an

0	doc2625138	FreeCell. One of the oldest ancestors of FreeCell is Eight Off. In the June 1968 edition of Scientific American, Martin Gardner described in his "Mathematical Games" column a game by C. L. Baker that
0	doc57582	History of Nintendo. In 1972, Nintendo released the Ele-Conga, one of the first programmable drum machines. It could play pre-programmed rhythms from disc-shaped punch cards, which could be altered or
0	doc65425	History of programming languages. During a nine-month period in 1842a1843, Ada Lovelace translated the memoir of Italian mathematician Luigi Menabrea about Charles Babbage's newest proposed machine,
0	doc589657	Commodore 64. In 1990, the C64 was repackaged in the form of a game console, called the C64 Games System (C64GS), with most external connectivity removed.[63] A simple modification to the 64C's mother
0	doc126269	History of personal computers. A more interactive form of computer use developed commercially by the middle 1960s. In a time-sharing system, multiple computer terminals let many people share the use o
0	doc2320374	History of computer animation. In 1968 a group of Soviet physicists and mathematicians with N.Konstantinov as its head created a mathematical model for the motion of a cat. On a BESM-4 computer they d
0	doc1017198	Gremlins. Atari, Inc. released a completely different[37] (and more technically advanced) game- also called Gremlins- for the Atari 5200 console and the Apple II, Commodore 64, and IBM PC computers. A
0	doc2460476	Microcomputer. By 1977, the introduction of the second generation, known as home computers, made microcomputers considerably easier to use than their predecessors because their predecessors' operation
0	doc581715	Monopoly (game). The standard British board, produced by Waddingtons, was for many years the version most familiar to people in countries in the Commonwealth (except Canada, where the U.S. edition wit
0	doc520757	Game show. Another early example was the Lightning Round on the word game Password, starting in 1961. The contestant who won the front game played a quick-fire series of passwords within 60 seconds, n
0	doc2630653	History of artificial intelligence. The first indication of a change in weather was the sudden collapse of the market for specialized AI hardware in 1987. Desktop computers from Apple and IBM had been
0	doc484200	History of video games. In 1989, Nintendo released the Game Boy, the first handheld game console since the ill-fated Microvision ten years before. The design team headed by Gunpei Yokoi had also been
0	doc1232187	Sega Genesis. On May 22, 2006, North American company Super Fighter Team released Beggar Prince, a game translated from a 1996 Chinese original.[161] It was released worldwide and was the first commer
0	doc268588	PC game. The uncoordinated nature of the PC game market and its lack of physical media make precisely assessing its size difficult.
0	doc94491	Alan Turing. After the war, Turing worked at the National Physical Laboratory, where he designed the ACE, among the first designs for a stored-program computer. In 1948 Turing joined Max Newman's Comp
0	doc2580559	Mahjong. Mahjong (/md/ mah-JONG, Mandarin: [ma.tʃɑ̃]) is a tile-based game which was developed in China in the Qing dynasty and has spread throughout the world since the early 20th century. I
0	doc1529165	Geometry Dash. According to Robert Topala, the game began as a project that could have moved in any direction. He made the remark, "There was really no detailed plan... it simply started as a template
0	doc126263	History of personal computers. The history of the personal computer as a mass-market consumer electronic device began with the microcomputer revolution of the 1980s. The 1981 launch of the IBM Persona

0	doc286863	Turing test. "Let us fix our attention on one particular digital computer C. Is it true that by modifying this computer to have an adequate storage, suitably increasing its speed of action, and provid
0	doc1442207	Information Age. Early information theory and Hamming codes were developed about 1950, but awaited technical innovations in data transmission and storage to be put to full use. While cables transmitti
0	doc766852	Nintendo 64 Game Pak. In 1996, prior to the Nintendo 64's launch, President of Nintendo Hiroshi Yamauchi praised the user experience of the cartridge format:
0	doc353207	Scrabble letter distributions. When Alfred Butts invented the game, he initially experimented with different distributions of letters.[3] A popular story claims that Butts created an elaborate chart b
0	doc209528	Personal computer. The first successfully mass marketed personal computer was the Commodore PET introduced in January 1977. However, it was back-ordered and not available until later in the year.[29]
0	doc566765	History of computing hardware. An indication of the rapidity of development of this field can be inferred from the history of the seminal 1947 article by Burks, Goldstine and von Neumann.[159] By the
0	doc1174617	Scum (video game). Scum was first announced in August 2016. The game was released into early access on August 29, 2018, and is planned to fully released in 2019.
0	doc1355233	Wargaming. Also, card driven games (CDGs), first introduced in 1993, use a deck of (custom) cards to drive most elements of the game, such as unit movement (activation) and random events. These are, h
0	doc1540699	History of the board game Monopoly. Parker Brothers/Hasbro now claims trademark rights to the name and its variants, and has asserted it against others such as the publishers of Ghettopoly.[230][231]
0	doc484206	History of video games. In 1996, 3dfx Interactive released the Voodoo chipset, leading to the first affordable 3D accelerator cards for personal computers. These devoted 3D rendering daughterboards pe
0	doc1141599	First Indochina War. A Vietnamese software developer made a videogame called 7554 after the date of Battle of Dien Bien Phu to commemorate the First Indochina War from the Vietnamese point of view.
0	doc1367764	Shooter game. Shooter games have been accused of glorifying and promoting violence and several games have been the cause of notable video game controversies. After school shootings in Erfurt, Emsdette
0	doc2117304	History of games. The pre-modern Chinese also played ball games such as Cuju which was a ball and net game similar to football, and Chuiwan, which is similar to modern golf.
0	doc934061	Tetrahedron. The Royal Game of Ur, dating from 2600 BC, was played with a set of tetrahedral dice.
0	doc2117173	Brown University. Teaching of computer science began at Brown in 1956 when an IBM machine was installed and computing courses were offered through the departments of Economics and Applied Mathematics.
0	doc1367757	Shooter game. Notable games of this category include the 1974 and 1984 versions of Wild Gunman, Duck Hunt for the NES, the Virtua Cop series, Time Crisis series, House of the Dead series, and Resident
0	doc2117282	History of games. Games capture the ideas and worldviews of their cultures and pass them on to the next generation. Games were important as cultural and social bonding events, as teaching tools and as
0	doc1499774	List of home video game consoles. Sega 32X (1994)
0	doc1893455	Milton Keynes. Bletchley Park, the site of World War II British codebreaking and Colossus, the world's first programmable electronic digital computer, is a major component of MK's modern history. It i
0	doc899519	Slot machine. In 1963, Bally developed the first fully electromechanical slot machine, called Money Honey (although earlier machines such as the High Hand draw poker machine by Bally had exhibited the
0	doc598875	Virtual machine. Process virtual machines arose originally as abstract platforms for an intermediate language used as the intermediate representation of a program by a compiler; early examples date to
0	doc1355243	Wargaming. Wargames were played remotely through the mail, with players sending lists of moves, or orders, to each other through the mail.

1	doc72395	Spacewar!. Spacewar! is a space combat video game developed in 1962 by Steve Russell, in collaboration with Martin Graetz and Wayne Wiitanen, and programmed by Russell with assistance from others incl
0	doc2117321	History of games. The Ancient Indian game of Pachisi was brought to the west by the British in the 1863 and an adaptation of the game named Parcheesi was first copyrighted in the United States by EG S
0	doc702429	Speed Racer. Namco created a Speed Racer arcade game in 1995.[citation needed]

#### **Non-retrieved Relevant Documents:**