**The Pioneers of Video Games**

* **T2E1: Atari Games**

**Combat:** Fun and addictive 2 player game with a large amount of game modes to keep it fresh for a very long time. One of the greatest pack-in games of all time.

**Pong!:** Great port, but like the original it gets stale after a while. Still fun to play with friends every now and then.

**Breakout:** Challenging and compelling. Learning how to precisely control the paddle is even more important than in Pong. The challenge helps prevent the game from getting tiresome.

**E.T. the Extra-Terrestrial:** Mechanically confusing and very difficult. Not a particularly fun game, but definitely not nearly the worst Atari 2600 game. Considering it was made only in 5 weeks in a time when it took 6-8 months to make a good game, it turned out very well.

* **T2E2: Spacewar!**

Even when ignoring the fact that it’s the first video game ever made, Spacewar is very fun. Learning to properly control the ship is a fun challenge, especially when your friend is as inexperienced as you are. The visuals are basic, but compelling. It’s easy to tell the difference between the two ships and where the projectiles are travelling. The lack of a score or alternate game modes take away from the replayability, but considering the hardware Spacewar was created on, it would be unrealistic to expect such features.

* **T2E3: Major Game Contributions**

Nolan Bushnell:

Released Pong in 1972, one of the most important video games in history. The huge commercial success of Pong kick-started the video game industry from being a small niche to bringing joy to nearly every home (Cohen, 2017). He also founded Atari, which became one of the most influential video game companies of all time. And set the foundation for both the arcade and home console industry (Isaacson, 2014). Without Bushnell video games would be very different today, and probably still have been a small niche.

* **T2E4: Recent Game News**

Valve is getting rid of Greenlight and replacing it with Steam Direct:

Steam’s Greenlight system has gone from only letting a few select independent games get onto Steam if they were promising enough, to letting nearly every submission onto Steam, even if it had stolen assets, was unforgivably broken and had minimal work put into it. The $100 greenlight fee was not nearly enough to stop endless shovelware from making it onto Steam. The new system, Steam Direct, is scrapping the voting system and allowing any developer to launch a game onto Steam if they are willing to pay the, currently undecided (said to be between $100 - $5000) fee. A higher fee will undoubtedly lower the amount of terrible games that make it onto Steam, but it will deter poor indie companies that may have a great game to release. This system is likely to be far superior to what Greenlight has become in recent years, but what Steam has always needed was curation, a small team of people to briefly play every game going through the system and seeing if it’s worthy of being on Steam. Valve is still adamant that it does not need curation, but this is undeniably for monetary reasons and not for consumer service. (Kamen, 2017)

# Bibliography

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Isaacson, W. (2014, October 7). *The Birth of Pong*. Retrieved from Slate: http://www.slate.com/articles/technology/technology/2014/10/the\_invention\_of\_pong\_how\_nolan\_bushnell\_launched\_the\_video\_game\_industry.html

Kamen, M. (2017, 13 February). *Steam Direct will soon let any developer sell their game on Valve's platform*. Retrieved from Wired: http://www.wired.co.uk/article/valve-drops-steam-greenlight-for-steam-direct