**Summary of Research So Far**

So far I have focused on finding resources to research my topic, the history of computer game programming from the 1950’s to the 1990’s. I’ve found published written resources as well as online resources. I’ve started reading a book titled, “Hackers, Heroes of the Computer Revolution”, which will be a great resource for early game programming information. The majority of the resources I’ve found will be from online articles. I am also currently looking into finding examples of early code for games that I can use in my presentation.

**Outline**

1. **Introduction**
2. **The Early Years 1950s -1960s**

* **Early pioneers**
* **Languages used during this time period**
* **Examples of games made during this time**

1. **1970s**

* **Important people during the decade**
* **Languages used during this time period**
* **Examples of games made during this time**
* **Changes from the previous years**

1. **1980s**

* **Important people during the decade**
* **Languages used during this time period**
* **Example of games made during this time**
* **How the growth of personal computers changed the way computer games are developed**
* **Changes from the previous decade**

1. **1990’s**

* **Important people of the decade**
* **Languages used during this time period**
* **Examples of games made during this time period**
* **How the internet affected the development and consumption of computer games.**
* **Changes from the previous decade**

1. **Conclusion**

* **Very brief overview of how computer games have evolved during the most recent decades**

**References**

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