

An Essay on Game Platform Constraints and their Historial Context

COMP130 - Game Platform History Essay

DO NOT WRITE YOUR NAME

Put Your Student Number (On Your ID Card) Here

November 9, 2015

Please include an abstract of at most 100 words (these do not count towards your word count). For example: This short essay introduces the PDP-1 computer as a game platform and discusses how it contributed to the development of ‘hacker’ culture in the early 1970s. It argues that despite the highly constained technologies used at the Hingham Instute at MIT, engaging game design is possible. The development of the game *SpaceWar!* explifies this, inspiring a movement to creatively repurpose computers for entertainment purposes.

1 Introduction

Write your introduction here. A brief introduction is recommended, which should outline key details of the platform, motivate the work, and provide a roadmap of key points to the reader. The motivation is quite important here, as essays should have a contribution (i.e., what is the point of the essay,

and what does the reader take away from the essay) and the link between the motivation (in the introduction) and the contribution (in the conclusion) should be made clear.

2 Main Body – Please Change This Heading

Write the main body of your essay here. Remember, there should be descriptive components *as well as* analytical and evaluative components. You must not simply rephrase and represent your sources, but demonstrate analysis and evaluation through your argument. Any claims that you make should be defended through evidence and/or appropriate reasoning. Use the recommended reading (i.e., [1, 2, 3]) where appropriate. Be as concise as possible. Please see the assignment brief for additional guidance.

Ensure that you use an appropriate structure for your main body. You may use multiple paragraphs and/or multiple section headings. Emphasise the flow of the essay and the direction of the argument. It is more important to argue fewer points well, than have more points argued poorly.

3 Conclusion

Write your conclusion here. The conclusion should do more than summarise the essay, making clear the contribution of the work and highlighting any limitations or outstanding questions. It should not introduce any new content or information.

References

- [1] D. S. Evans, A. Hagi, and R. Schmalensee, *Invisible engines: how software platforms drive innovation and transform industries*. MIT Press

Cambridge, MA, 2006.

- [2] J. Amos. (2012, Apr. 28) Eavesdropping on the squid world. BBC News. [Online]. Available: <http://www.bbc.co.uk/news/science-environment-17117194>. [Accessed: Oct. 31, 2015]
- [3] Atari Age, “Atari 2600 history,” [Online]. Available: <http://www.atariage.com/2600/>, 1996, [Accessed: 23-Oct-2015].