



This is a graded discussion: 15 points possible

due Oct 24 at 12:59am

## Week 9: Discussion 4: History of Console Games

### Game Dev Topic: "History of Console Games + The Great Video Game Crash"

Participation in this discussion is required for this module.

Your participation is worth a maximum 15 points of your total class point score. In order to earn a full score of 15 points, you must post two or more times before this discussion closes.

#### A. This Week: Make your first post with your initial thoughts after doing all of the following tasks:

1. Explore the history of home game consoles and games with the interactive timeline "IEEE Historic Gaming Timeline" by IEEE found at <https://www.secured-app.com/ieee/historic-gaming-timeline/> (https://www.secured-app.com/ieee/historic-gaming-timeline/)
2. Read the article "The Great Video Game Crash of 1983" by BugSplat found at <https://www.bugsplat.com/great-video-game-crash-1983> (https://www.bugsplat.com/great-video-game-crash-1983)

In your initial post, address these questions:

- Which console from the past is significant to you personally or because of what you discovered using the IEEE Timeline?
- What factors brought about the Great Video Game Crash of 1983 and why do you think the industry recovered?

#### B. Next Week: Follow up with a second post.

Respond to your classmates' shared perspectives on the history of home consoles and the home console-based video game industry.

*Be sure read the article and explore the timeline before posting.*

Unread



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