



This is a graded discussion: 15 points possible

due Oct 23

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

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### 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/> [\(https://www.secured-app.com/ieee/historic-gaming-timeline/\)](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> [\\_ \(https://www.bugsplat.com/great-video-game-crash-1983\)](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.*

This topic was locked Dec 14 at 11:59pm.

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[Josh Barnard](#)<https://canvas.santarosa.edu/courses/33387/users/74662>

Oct 18, 2018

For me, the most significant console for my life was the Super Nintendo Entertainment System, along with the Nintendo GameBoy and Sega Genesis. Growing up I was usually a Nintendo Fanboy, though I did eventually break from nintendo after the GameCube and became an Xbox fan. I owned an Xbox and Xbox 360 along with a Nintendo Wii, but once the WiiU and Xbox One came out gaming was not as important to me anymore and I stopped keeping up with the newest games, and have been content with just playing my SNES.

I personally feel the biggest factor to the Video Game Crash of 1983 was due to the market being over-saturated with poor-quality and badly made games. I can only imagine the amount of disappointment people were feeling after getting excited for a new game, like E.T., paying alot of money for it, just to find out that you just paid for a weirdly colored "game" with nothing to do and no entertainment value at all. For console makers to have control over third-party developers helped prevent just anyone from making/selling games, and allowed for developers and the industry to mature. Now there are features such as the Xbox marketplace which allows small third-party developers to make new & cheaper games sold exclusively online which allows for more creativity and risk-taking in game design, while not negatively impacting the reputation of Xbox or their games, as these are just small little cheap games not sold in stores.

[Ethan Wilde](#)<https://canvas.santarosa.edu/courses/33387/users/88400>

Oct 21, 2018

Josh,

Thanks for sharing your own experience with home consoles. Games today have a place in popular culture similar to music and film. While home consoles existed in my childhood era, storefront game arcades were the main focus of my peers and I when it came to gaming. Feeding quarters into these commercial entertainment consoles is something I have vivid memories of to this day. Nintendo took up a big portion of my focus, with Donkey Kong and Mario Brothers being two of my personal favorites. Not to mention Williams with Defender/Stargate and Atari with Centipede and Missile Command.

Quality control for commercial console games was enforced by the masses of kids playing these games in arcades and the arcade owners who saw how different titles could garner vastly difference revenue, depending on playability and game quality.

The home console market was disadvantaged by the fact that the publisher made ALL of their money on the initial sale of the title (in cartridge form most typically). The incentive to test and improve home console games' gameplay (and eliminate bugs) was not there as it was with commercial consoles. The home console market was constrained in the eighties, but now as

you suggest, the online marketplaces for games that can be downloaded into your home console has opened this world up for indie developers.



[Greg Hughes](#)

<https://canvas.santarosa.edu/courses/33387/users/63033>

Oct 23, 2018

Josh,

first I would like to say that I too loved the SNES, but also I agree with what you had to say about the game crash in the 80's. It is interesting because even with the advancements we have made, I feel like it is possible for people to still become overwhelmed by the amount of choice that we have. Though consoles have been limited to only a few choices, places like xbox store and playstation open a door for indie developers. The cool thing is that we can see things like ratings, video reviews and have expansive forums to tell us what choices to make.



[Michael Rosenhahn](#)

<https://canvas.santarosa.edu/courses/33387/users/48981>

Nov 1, 2018

One other thing that looks to be opening up on the console market now that games are able to be streamed to the console is that one can now play one game title across multiple consoles, [Sony enabling Fortnite cross-play for PS4 against Xbox and Switch.](#) <https://www.theverge.com/2018/9/26/17905146/sony-fortnite-ps4-cross-play-support> This allows to consumer to play on the console of their choice and still play a game with their friends who may be using a different console.



[Lewis Jackson](#)

<https://canvas.santarosa.edu/courses/33387/users/45309>

Nov 1, 2018

Third party control did seem to help preserve the brand of console makers. I've never used the Xbox marketplace but I am curious of what measures of quality control and what the screening process is to allow a game to be published. It's interesting that you chose to go back to playing your SNES. I've considered getting a sage genesis for nostalgic reasons



[Jose Delgadillo Escalante](#)

<https://canvas.santarosa.edu/courses/33387/users/94062>

Oct 23, 2018

The Nintendo Gamecube was the most significant console for me. It came out while I was still in elementary school, and at that time I could spend most of my free time playing video games with my friends. Besides some recreational reading, all I did outside of school was play video games. Some of my favorite games were SoulCalibur 2, Super Mario Sunshine, and Luigi's Mansion. I have also owned a Nintendo 64, Gameboy Advanced, DS (Gen 1), Wii, and Switch, but I don't think I ever enjoyed gaming on any of these as much as I enjoyed playing with the Gamecube as a kid.

From what I read on the bugsplat article, it sounds like the crash was caused by competition from personal computers and an unregulated market saturated by mediocre games. I'm not familiar with the capabilities of personal computers during the early 80's, so I can't really speak on that. However, I can speak on my experience with third party games. As far as I know, bad third party games continue to be an issue on consoles. However, now that the internet's more accessible to the masses, it's easier to research games before you buy them. I'm sure it was possible to research games before buying them in the 80's too (I imagine through magazines or through word of mouth), but ultimately it seems like Nintendo figured it out by regulating third party games.



[Ethan Wilde](#)

<https://canvas.santarosa.edu/courses/33387/users/88400>

Oct 23, 2018

Jose,

You make a great point about how the Internet has transformed consumer awareness of game title's quality and playability.

And hat's off to you for your love of all things Nintendo! I don't think one can overstate the importance of Nintendo's strategies in helping to overcome the Great Crash. They were an early champion of character development in way that bridges the worlds of film and cartoons. The very fact that Mario and Luigi continue to be viable properties attests to the power of using recognizable characters across titles – a strategy that Nintendo brought forth and continues to capitalize on: <https://www.businessinsider.com/nintendo-in-2018-what-to-expect-2018-1> (<https://www.businessinsider.com/nintendo-in-2018-what-to-expect-2018-1>)



[Josh Barnard](#)

<https://canvas.santarosa.edu/courses/33387/users/74662>

Nov 3, 2018

Hi Jose,

I also owned a Nintendo GameCube and absolutely loved it. I played most of your favorite titles as well with by myself and with my friends, but my main game during that time was Super Smash Brothers Melee. I use to play Melee all the time and unlocked literally every unlockable feature, and would fight 3 max level computers on a team against me just for casual play. My love of EarthBound from the SNES caused me to favor Ness, who was without a doubt my favorite character in Melee.

You are very correct in that it was very difficult to research games before the widespread mass-adoption of the internet, leaving the consumer to rely on word of mouth, advertisements, and magazine reviews. I personally feel that one of the best things Nintendo did for the video gaming world was help create wrangle in the third-party developers and give consumers confidence in the games they purchased.



[Greg Hughes](#)

<https://canvas.santarosa.edu/courses/33387/users/63033>

Oct 23, 2018

The most significant console for me was the SNES. This was the first gaming console I Was really exposed too, and played when I was very young. I remember not fully understanding the game let alone the mechanics of it, yet it still was good fun to just mash buttons on. It still feels very nostalgic for me, and for that reason will forever be an important console to me.

Some of the reasons for the Game Crash of 1983 were too many choices. Consumers had over 12 consoles to choose from all with their own choices of games and features which led to confusion as well as third party games. Also around that time, home computers also started to emerge and besides providing consumer with the ability to play games, also offered other functionality. The industry recovered thankfully because of Nintendo and how they focused on a console that was high quality, and offered limited third party options which could confuse potential owners.



[Cameron Wager](#)

<https://canvas.santarosa.edu/courses/33387/users/7945>

Oct 25, 2018

Ya i have to agree Nintendo has really helped pull a lot of great games and game companies out of the fire. I owe a lot of what i play today to Nintendo. I still from time to time play my N64 and its great, i probably give it to my kids one day so they can experience the joy of gaming back when it was simple and fun.



[Gregor Gonzales](#)

<https://canvas.santarosa.edu/courses/33387/users/51207>

Oct 23, 2018

The console that had the biggest impact for me is the Sony Playstation that was released in the year 1994. It was the first console that I played and sparked my interests in the gaming world. I

remember playing games like Spyro, Crash Bandicoot, and the first Spider-man video game. My knowledge on the first Playstation was very minimal, besides the fact that it was the first of the Playstation consoles. I had no idea that Nintendo contributed in its creation, and that a legal battle began between Sony and Nintendo spawned from the Playstation.

The primary factor that caused the video game crash of 1983 was the public being smothered by the industry. Several companies tried to make profit from video games by making their own console and games, but these consoles and games were poorly built and programmed. Such crummy products made people not want to buy games because they don't want to waste their time and money on something that is broken or incomplete.



[Munte Murad](#)

<https://canvas.santarosa.edu/courses/33387/users/132439>

Oct 23, 2018

Well for me I did not start as a console gamer but I ended as one the first console I had was the PS2 which I consider the beast console ever the graphics for its time was the greatest at least for me, one of the things that I think are the reason for its success is not just the library of games but the split-screen is one of the things I really appreciate about consoles. The idea of you and some one of family playing and sharing the same experience, well it was not the first but the beast to execute it. It and the Xbox 360, but that's another story. Me and my brother used to play every thing together, buying a new game first question is there a split-screen mode, anyway I think it was the beast, and when you take turns in resistant evil 4 was a fun time if you know what I'm talking about.

The main cause for the crash of 1983 is the amount of consoles that was imported to the market, and Atari giving lots of freedom to the third-party developer, which Activision was part of and played huge part in the crash at least the form of it, and every one was developing games as fast as they could which lead to lots of bad games an Example is Atari's E.T. One of the reasons that they returned was of course Nintendo and they're new polices with third-party developers and the one console that every one wanted at the time Nintendo Entertainment system (NES) as they kind of fixed what Atari failed at, as if why it returned then the answer is it will never stop because its entertainment and every one needs it and wants it at some point and it's fun to do and easy, if you think about it sense it was found it never stopped developing as an industry, and these are my reasons.



[Will Lucic](#)

<https://canvas.santarosa.edu/courses/33387/users/107343>

Oct 24, 2018

The PS2 was my first console, and the PS3 probably had the most original releases of my favorite games, but neither system feels terribly significant to me. There was no groundbreaking feature these consoles had that others didn't have that made me prefer them. I think perhaps the most significant system to me is the Switch, a console I've never owned.

My thought process goes something like this: Play Station and XBOX consoles are just low-end PCs with some home entertainment features and brand and generational exclusivity added on. The switch (as the Wii and Wii U did before it) is offering something that PCs can't and also keeping its price low. The way I see it, Nintendo's past three systems are the only ones that really have a legitimate purpose. Play Station and XBOX are basically just leeching off of what PCs do strictly better. People buy these consoles because they're cheaper and more obviously user-friendly for games than Gaming PCs, but because of exclusive titles, lack of online cross-play and lack of backwards compatibility completely negate any advantage they seem to have. PCs are extremely backwards compatible, modularly upgradable, and make cross-play an obsolete concept.

I think the niche of PS and XBOX should be filled by affordable pre-built gaming PCs that come with some gaming-oriented software preinstalled. Steam could be installed and be pinned to start, and there could be an app built in that makes it easy to configure various system setting that are important for gaming. It could come with a few games too. The closest thing I've seen to this is the Corsair's Bulldog, which is a PC designed for living room gaming for which you can choose which components you want to purchase.

As for the gaming crash of 1983, I think it happened because of low-quality consoles and games flooding the market. I think it recovered because PC gaming did well so people never really forgot about gaming, they just moved elsewhere.

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[https://](https://canvas.santarosa.edu/courses/33387/users/48981)[Michael Rosenhahn](#)<https://canvas.santarosa.edu/courses/33387/users/48981>

Oct 24, 2018

I personally never got into the console game arena, was more into PC games. The only console game platform that I did play on when I was younger was the Atari2600. What the Atari gave me at the time was a way to avoid pumping quarters into the Arcade games while still being able to play some video games with friends. Still the Atari games, like Missile Command, Pac-man, etc., paled to their counterparts one could play in the Arcade. This may be why I chose to go the PC game route when I bought my first PC as the PC games, for me, seemed to be richer and had more to offer plus I could still use the PC for other tasks that a console could not fill.



The factors that I see that caused the Great Video Game Crash of 1983 were, 1) Too much variety in the number game consoles that flooded the market, 2) lack of control and game content from third-party developers, 3) the mad rush to get games out quickly that in-turn led to the decreasing quality of games being produced to name a few. I see the industry recovered once the number of players in the field were whittled down, the number of platforms that needed to be supported coalesced into a few platforms and the players that remained came up with standards for developing the hardware and software and how to deploying there games. And today with streaming services and web based games, it is becoming possible to play a game on more that one platform.



[Will Lucic](#)

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Nov 6, 2018

I agree on PCs. They're just strictly better for consumers. They can cost anywhere between ~\$100-many thousands of dollars (probably a few hundred minimum to play modern games), they're modular so you can upgrade and repair pieces of them, they're no exclusivity, and they can be used for way more than just gaming.



[Lewis Jackson](#)

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Oct 24, 2018

My introduction into consoles was a Sega genesis and the only two games we had were "Sonic the Hedghog" and "Mortal Combat". After that it was the first Playstation with games like "Crash Bandicoot" or "star wars masters of teras kasi". These two consoles were very significant to me as I had two sibling and video games were a very powerful bonding experience for us.

It seems like the Crash in 1983 was due to a market burdened with too many consoles and too many poorly developed video games. With so many third party developers and a lack of quality control it makes sense that consumers lost faith in video games. I think what helped it recover was the newer more technologically advanced consoles that emerged and that the manufacturers employed tactics to garner trust in there brand.



[Cameron Wager](#)

<https://canvas.santarosa.edu/courses/33387/users/7945>



Oct 25, 2018

I would have to say the console that is most significant to me would be the Nintendo 64. That was the very first gaming console i ever played and it had some of the best games on it even to this day. If it wasn't for the N64 i wouldn't want to be making games and be so invested into video games today. I still remember playing The Legend of Zelda Ocarina of Time, Banjo & Kazooie, Doom 64, and many classic games. Even though i own an xbox one and ps4 i still from time to time go back to my N64 and play some classic games.

I would have to say that the crash happened do to an over abundance of games and gaming consoles coming out, and a good percentage of them being very poorly made. Companies turned what was a great form of entertainment into a corporate selling stone. Take the classic trash bag of a game Dr. Jekyll and Mr. Hyde this game was terrible and it sold incredibly poorly, and some of the gaming consoles like intellevision 1 and 2, Vectrex, and many more would sell with bad controllers, bad processing power and over all just huge hulking consoles that were giant paper weights. In today's time we have the internet to warn us of bad games and reviews to let us know what is good and bad about a game. but back then there was nothing but word of mouth. So kids would see a cool box cover of a game and think its awesome and when they go home to play it its just garbage, and these kids would be dubbed into paying a lot of money for an unfinished game. So people stopped buying games and it slowly started to die.

[William Cooper](#)<https://canvas.santarosa.edu/courses/33387/users/48869>

Nov 8, 2018

I loved the N64. I still remember my grandparents surprising me and my brother with one on Christmas, 1996. I hadn't even the slightest clue we were getting one. I can still hear Mario's "Wah! Hoo-hoo! Ya-hoooo!" as you jump, even though I haven't played the game in years.

[William Cooper](#)<https://canvas.santarosa.edu/courses/33387/users/48869>

Nov 8, 2018

I though I had already replied to this one, but I guess not! I'd say the most significant console from my past is the Sega Genesis. It was the first console I owned as a kid and I fondly remember many hours playing the Sonic games, screaming with frustration at THAT Battletoads level. An honorable mention goes to the Apple IIe, while not technically a console, it was the first computer I ever played games on.

I'll echo what others have said and mention the over abundance of systems as the main reason for the crash. People saw dollar signs and all tried to get on board. We'll see which way the market

goes in the future, as the current generation of consoles is nearing its end.



[Nathan Johnson](#)

<https://canvas.santarosa.edu/courses/33387/users/86461>

Nov 10, 2018

Sega Genesis definitely holds a very special place with some of the most iconic games that were not really seen since. That was my go to console for my favorite Ninja Turtles game.



[Nathan Johnson](#)

<https://canvas.santarosa.edu/courses/33387/users/86461>

Nov 10, 2018

There were a number of consoles that were really significant to me starting with the Atari 2600 being the first console I ever played. The next two which were the nintendo and sega genesis, I played much more often and they served to get me interested in games. It wasn't until the playstation that I actually began to grasp all the possibilities and began feeling a deep connection with gaming.

The Great Video Game Crash of 1983 looked very similar to what happened with Sega. There was simply way too much hardware for people to keep up with. With the crash there were also a ridiculous amount of games being made as quickly as possible which also led to a great majority of them being down right horrible. To top it off, personal computer's popularity was on the rise and the too had the ability to play games.