

CCDP10003 Presentation

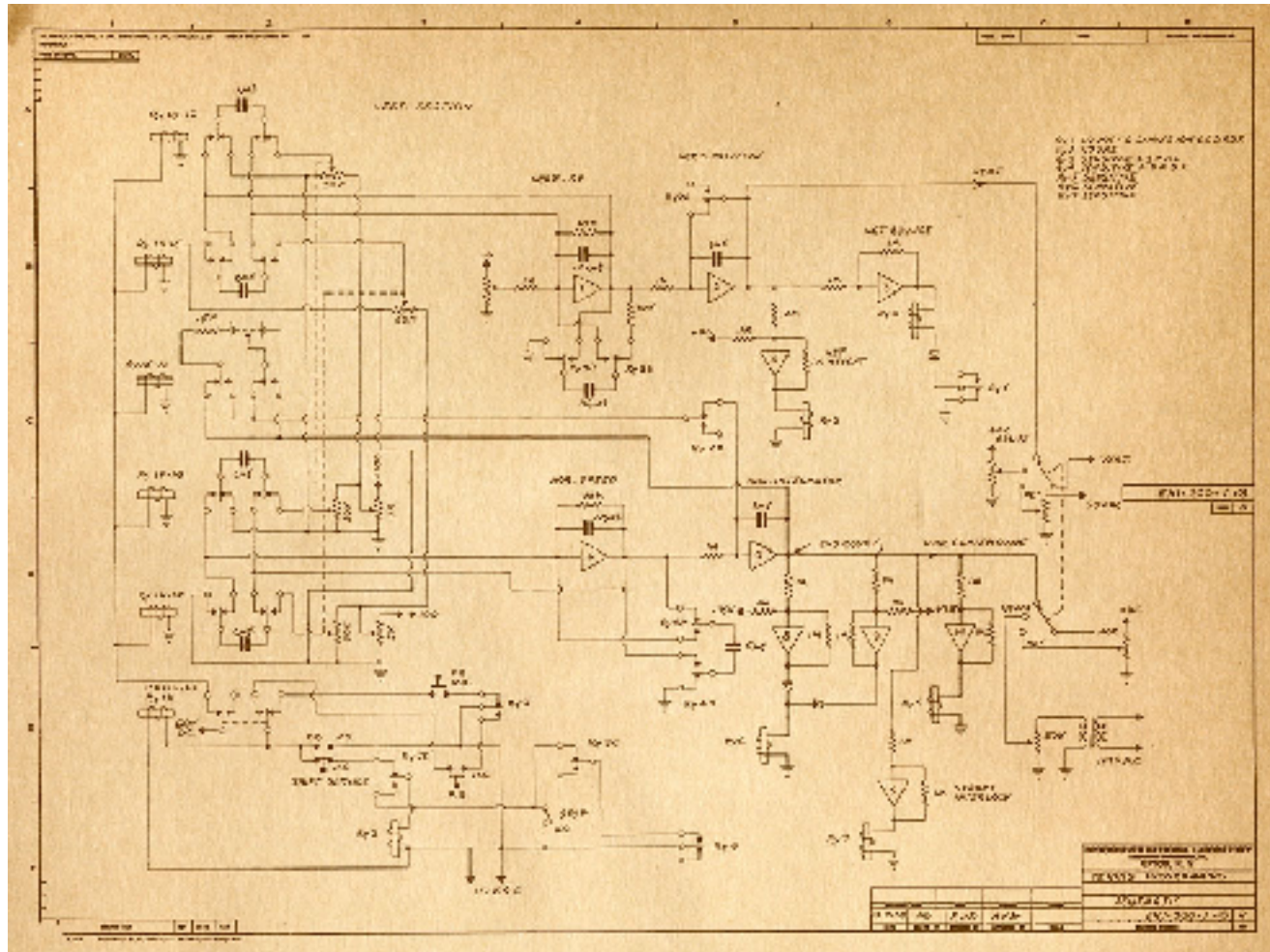
Evolution of Video Games and Innovation
Michael Le

Earliest Video Game Produced (Pre-Generation 1)



Involves a singular line you able to change sound by alternating Amp. TBH I had no clue what this is?

This Video Game was produced by a nuclear physicist William Higinbotham. He created a game called 'Tennis for Two' in October 18th, 1958 at the Brookwork National Laboratory where they play though an analog computer and a oscilloscope. Displaying visual images of Projectiles (of the line) where the ball goes, sending signals to the transmitters. He planned his initial idea at the MIT Radiation Laboratory where development took approximately 18 years to make which was heavily inspired from David Potter. In 1940 Higinbotham worked on cathode-ray tubes which he used in his game to produce frequency and amplifiers to modify in the game. Many considered that 'Tennis for Two' the first video game ever produced (other then the electronic OXO tic tack toe was developed for educational purposes).



William Higinbotham (died in 1994)
Age 84

HIS EARLY DRAFT FOR TENNIS FOR TWO

https://www.youtube.com/watch?v=6PG2mdU_i8k

The Atari....

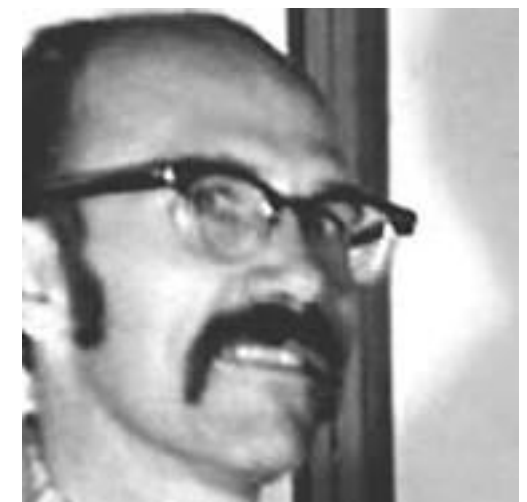


In 1972, Atari Inc. released the classic game Pong (similar to 'Tennis for two') developed by Nolan Bushnell and Ted Dabney involves a ball bouncing from one side with the bars acting as goal-keepers. Up to 1974 the game sold over 35,000 thanks to sales from arcades later been imported for the home consoles and continued to be an bursting success in the 70's. More successful games followed after the success Pong Such as Tank, Space Invaders (my favourite), Astriods, Lunar Lander and the infamous (E.T) which these titles (especially the last one) released between the late 70's and early 80's. In 1982-1983 the Atari broke down in the video gaming industry due to copyright infringements and declined sales on Atari's future systems failed to meet those expectations.



Nolan Bushnell

<https://www.atari.com/arcade#!/arcade/atari-promo>

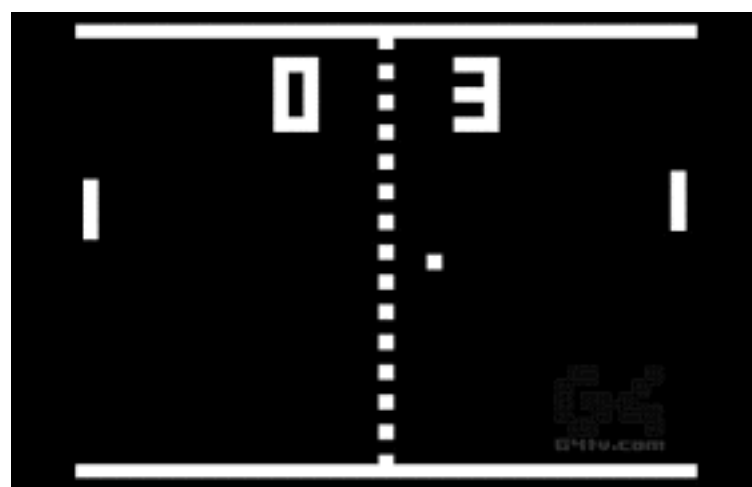


Ted Dabney



http://www.free80sarcade.com/2600_Tank_Plus.php

<http://www.freeinvaders.org>



Nintendo Entertainment System (NES) Part 1



Shigeru Miyamoto, early work he developed on the initial video game, Donkey Kong released in 1981 when the video gaming market industry struggled in society. He based on the Popeye, involves three characters a heroine who gets kidnapped, a villain and every game has a hero. He replaced these characters with his own characteristics added to these characters. For example with a gorilla, Carpenter (the creator changed his status as a plumber as of today) and a girlfriend. Hence the names Donkey Kong, Mario (Originally Mr. Video) and Pauline. After he finished he was faced with a difficult task. Around the time Atari been corrupted in the early 80s, Nintendo's attempt to create a console with many games everyone can enjoy (casual and core gamers).



<http://www.donkey-kong.org>

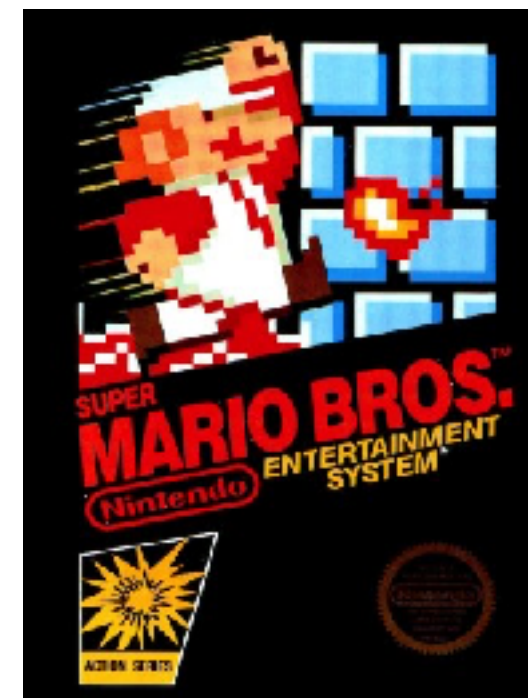
<https://www.youtube.com/watch?v=4ePUeCFOMTM&authuser=0>

Nintendo Entertainment System (NES) Part 2

Play your favourite NES GAMES!!

<http://emulator.online/nas/>

The console they developed as the Famicom (later became the NES in 1985). It came with controllers with features with D-pad, start and select buttons with an A and B buttons. The system bundled accessories with a plastic gun (used to play duck hunt) and cassette drive. Nintendo released Super Mario Bros. created by Shigeru Miyamoto and T where the story and characters shares similar to the game Donkey Kong. The game test the player's understanding through eye coordination and hand coordination on the controller (like many other games come before and after). For example for knowing to jump on an enemy (Goomba) in World 1-1 when the player controls Mario right of the screen. Unable to turn left and force the player to know when jump at certain obstacles. Many of his creations began making more iconic mascots in video gaming history Donkey Kong, Super Mario, The Legend of Zelda, Star-Fox, F-Zero series, Pikmin and the Wii series. Revived the video gaming industry (in America and Outside of America) and the rest...



**Super Mario Bros 3.
(1988)**

Is history.



<https://mashable.com/2015/01/08/gaming-tech-ces/#hb9S94Vchsqi>

Link to the left to
see the gist history

My Favourite (well recent) games!!





Me playing the game for the first time



First death in a game



After playing the game you died several times, the game tells you have no purpose in a video game. That you don't give a fuck!!

END!!

References

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<https://arstechnica.com/gaming/2013/07/time-to-feel-old-inside-the-nes-on-its-30th-birthday/>