Name:

R091: Gaming Consoles, Platforms and Genres

A		Generations of Games Consoles	
	Dates	Major innovations	Examples
1	72-75	First consoles, all Pong variants	Magnavox Odyssey
2	77-82	Software introduced on cartridges	Atari 2600
3	83-87	8 bit processors	NES, Master System
4	88-92	16 bit processors, first PC games	Megadrive, SNES, PC
5	93-99	32 bit processors, 3D graphics	N64, Playstation
6	00-04	DVD games, online gaming	PS2, XBox
7	05-11	Motion sensing controllers	XBox 360, PS3, Wii
8	12-20	Increased speed. Switch is a console and handheld in one	XBox One, PS4, Switch

B		Gaming Platforms	
		Advantages	Disadvantages
PC		• Keyboard and mouse provide a range of control options. • People have them anyway, so there is no barrier to gaming	• PCs are very different, so players get different experiences of a game
Games console		• Designed for gaming, so very good graphics and sound • Specially designed controllers • Large display means an immersive experience	• Expensive • Games only reach people who have the console
Handheld console		• Can be carried around • Opens the market to commuters	• Small screen, so less immersive
Phone		• Everyone has one	• Small screen

C	Gaming Genres		
		Key Ideas	Examples
Arcade		General word for fast paced, action based games	Space Invaders Pac-Man
Education		Designed to help learning	Big Brain Academy
Racing		Driving or riding round a course	Gran Turismo Mario Kart
Puzzle		Based on thought rather than action	Tetris, Portal, Bomberman
Simulator		Recreates a real experience	FlightGear, SimCity
FPS		First Person Shooter – 3D world from the point of view of the character	Doom, Halo, CoD
RTS		Real Time Strategy – managing an army or civilisation in real time	Age of Empires, StarCraft
MMO		Massive Multiplayer Online – lots of online players at once	WoW,
RPG		Role Playing Game – thematic characters and story	Skyrim, WoW, Zelda
Sport		Based on a sport	FIFA
Indie		Independent publisher	Undertale