[](https://www.knowitallninja.com/)Benefits & Limitations of Different Platforms

# Task 1

(a) Below is an article from TechCrunch on the history of gaming. It discusses how games and game platforms have evolved.

<https://techcrunch.com/2015/10/31/the-history-of-gaming-an-evolving-community/>

Summarise some of the key changes in the types of platforms that people use, including any factors that prevented certain platforms from growing, or helped them to grow in popularity.

One factor that prevented the gaming industry to proceed in its success is that it was overproduced and there was too much supply for the smallest demand.

# Task 2

Different platforms have different costs for developing and distributing video games. Research these costs and complete the table below.

|  |  |  |
| --- | --- | --- |
| Platform | Development Costs | Distribution Costs |
| PC | **$0-$500** | $100 |
| Playstation 4 | **$2500** | Unknown |
| Nintendo Switch | **$440** |  |
| Android | **$1,000-$30,000** |  |
| iPhone | **$50,000-$100,000** |  |
| Web | **$50-$80p/hr** |  |

# Task 3

The following Wikipedia article covers the history of video games.

<https://en.wikipedia.org/wiki/History_of_video_games>

Using this article, create a graphical timeline of the history of gaming platforms using your preferred graphics editing package. Include the timeline below:

### Golden age of arcade video games (1978–1982)

### Early home computer games (1976–1982)

### Second generation consoles (1976–1982)

### First generation of home consoles and the *Pong* clones (1972–1978)

### Early arcade video games (1972–1978)

### Mainframe computer games (1971–1979)