

Video Game History

Video game Pioneers



William Higinbotham

- Created the first Game run on a computer.
- "Tennis for two"

Ralph Baer

- Father of video games.
- Created the first console "The brown box"



Steve Russell

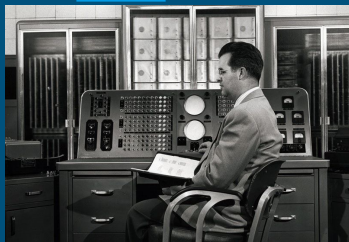
- Using the PDP-1 computer made the game "SPACEWAR"
- Made in 1960's

Nolan Bushnell

- With associate Ted Dabney, they created the game "PONG".
- Founded the company "ATARI"



Milestones



Computers become powerful enough to run more than arithmetic.

1950's



1960's



The first game "space war" is made. Showing the potential of computers for more than calculations.



1970's

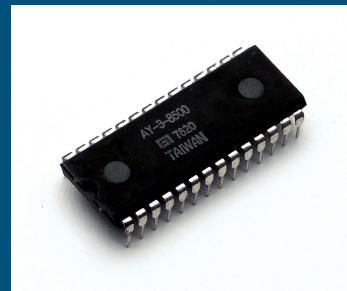


1970's



The first video game console is made called the "Brown box" then changed to "Magnavox Odyssey"

Pong is the first commercially successful game sold. Selling over 8000 cabinets



1980's



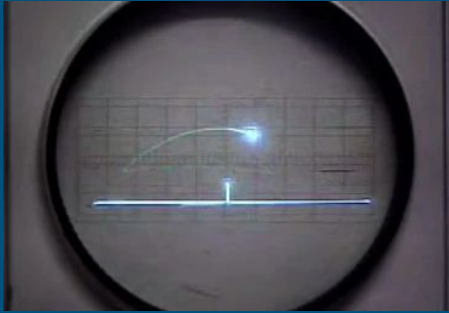
1980's



The AY-3-8500 chip was in short supply from day one. Used in most pong consoles.

The video game crash of 1983-1984. The market is flooded with cheap, boring games.

Notable games



"Tennis for two"

Designed on
Analog
Computer

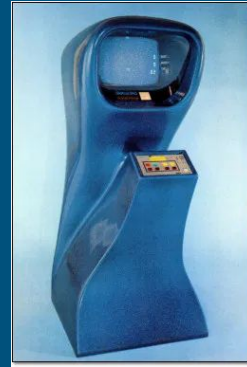
1958



"Space war"

Designed on
DEC PDP-1
minicomputer

1960's



"Computer space"

Made for a
Arcade
Cabinet

1971



"PONG"

Made for a
Arcade
Cabinet

1972

Game consoles



Magnavox Odyssey



PONG console



Atari 2600



Mattel's Intellivision



ColecoVision

All of these console were released in the span of 10 years. Each of them a different take on the console design.

The Odyssey came with 12 games included with the console. Along with the games, special plastic overlays were included to give the appearance of tennis, football or hockey to name (to name a few) without having to change the cartridge.

The intellivision and the ColecoVision went with a new controller style that was different from the joystick of Atari or the Odysseys "player control units". They both include a number pad and a rotary dial.

While innovative, most consumers found them difficult to use.

PC & MAC Milestones



The console gaming crash of 1983 led to many consumers seeking an option for home use that could do more than just play games.

The reduction of size, cost, and general ease of use helped spur the developments of the PC & MAC. Allowing for the general public to learn how to use a computer.



The versatility of PC's allows for one to game, as well as browse the internet, create documents, print, draw, etc. The list is endless.

The creation of Macintosh 128K And Altair 8800 Lead to a revolution of personal computing in the home.

