IT173P

Game Design and Development

Module 1
Game Historical Development

Course Objective:
Identity the different terminologies and concepts behind designing and developing games.

1st Generation Video Game

Video Games
Historical Development

1st Generation Video Game

Early Years 1947-1960

1947 Thomas T Goldsmith Jr. and Estle Ray Mann applied for a patent for s machine in which a person used knobs to simulate firing at targets.


Cathode Ray Tube Clock

Early Years 1947-1960

In 1951 Ralph Baer came up with the concept which
essentially allowed for development of video games :
by giving an audience the ability to manipulate what was
projected on their television sets, their role changed from
passive observing to interactive manipulation.

Ralph Baer

Early Years 1947-1960

The 50's saw a lot of independent inventors coming up with basic video games. Such as OXO in 1952, and Tennis for Two in 1958.
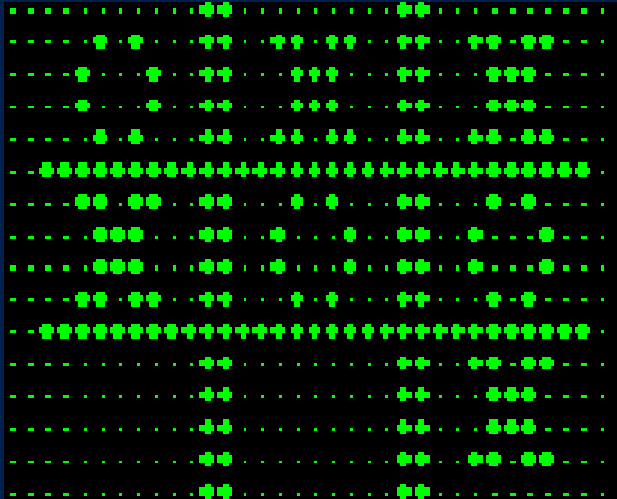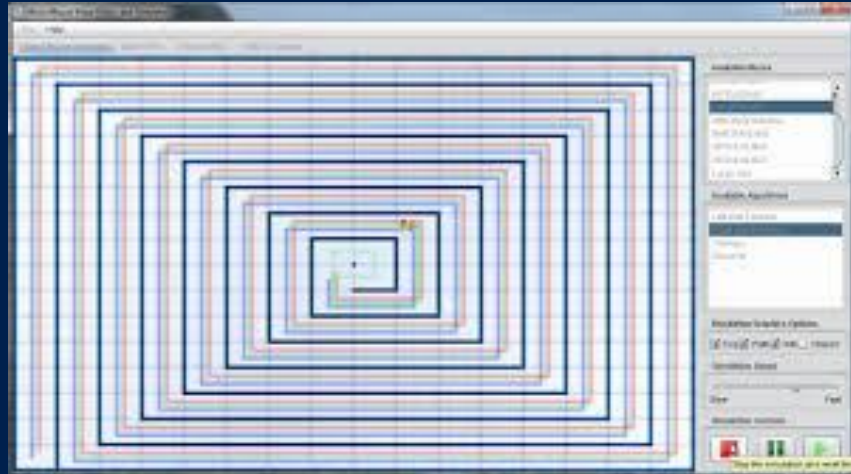

OXO in 1952

Tennis for Two in 1958

1960s

At this point, all the video games have been experimental programs ran on university computers. Several games were created at MIT:

- ✓ Mouse in the Maze
- ✓ HAX
- ✓ Tic-Tac-Toe

http://www.youtube.com/watch?v=VnO6xnMtpY8

1961 - 1962

Also in 1961 a group of students programmed the game **Spacewar**, that pitted two opponents against each other in trying to shoot the other one down.
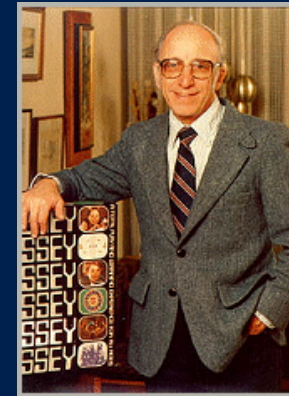
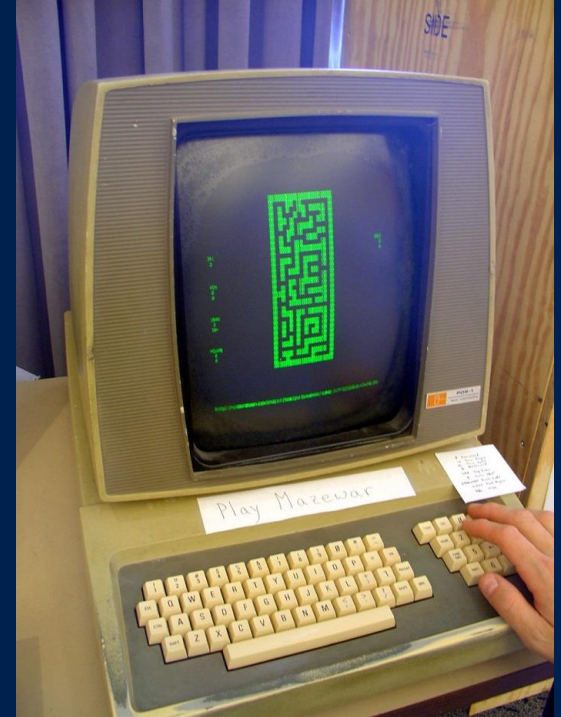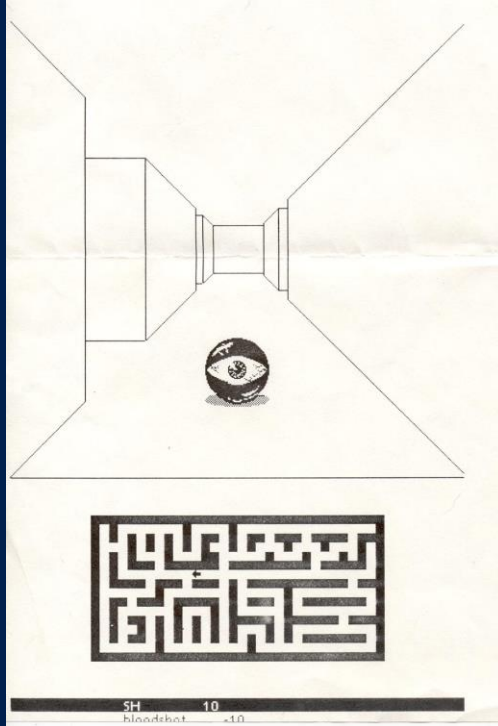# 1970's

Textual games and ASCII art.

1970's

The Magnavox Odyssey was first unleashed on the gaming public around this day in 1972. It's credited as the first home video game console.

Ralph Baer

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http://www.gameranters.com/side-mission/27743/home-video-game-consoles-turn-40

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1970's

Maze War

Video Games
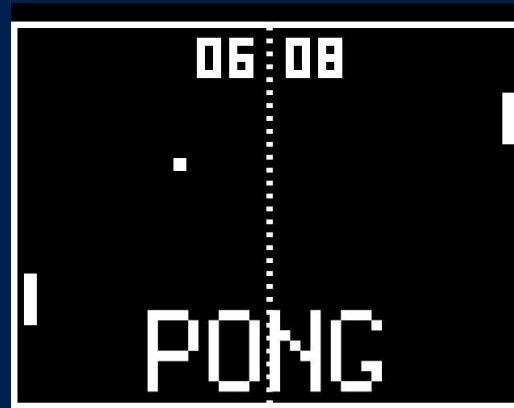## Historical Development

2nd Generation Video Game

1970's

The early 70's saw the development of first **coin-operated** machines like *Galaxy Game* and *Computer Space*. All of these were based on the *Spacewar*. But the creators of the *Computer Space* were not happy with the deal they got and started their own company: **Atari**.

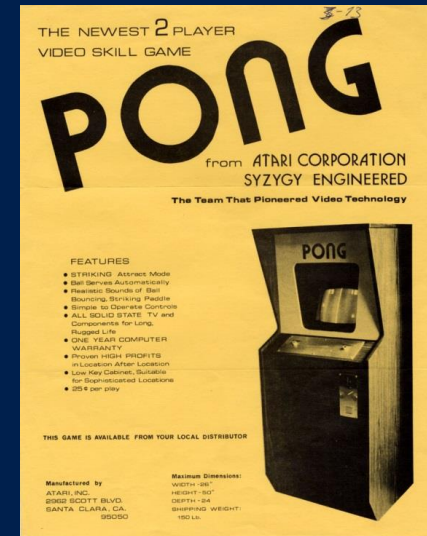**Nolan Bushnell**

Computer Space 1971

1970's

In 1972 the newly started Atari came out with their first game – **Pong**. It was a very popular game selling over 19,000 copies.

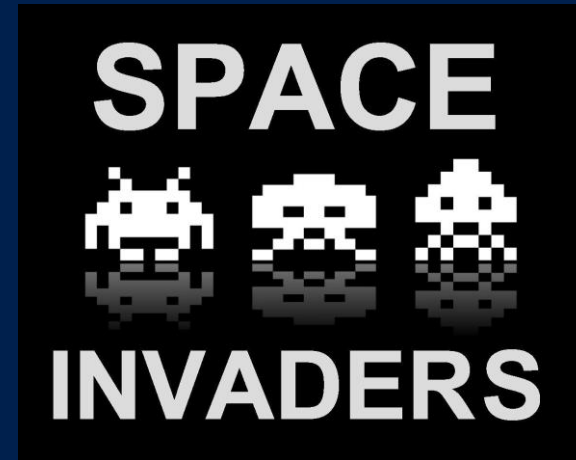Pong 1972

The aim is to defeat the opponent in a simulated table tennis game by earning a higher score

Late 70's

In 1978 the game that made it popular to play video games was created this game was Space Invaders

Space Invaders 1978

The pixelated enemy alien has become a pop culture icon and represent video game.

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Late 70's

The late 70's are considered The Golden Age of Video Games. There were video game machines appearing everywhere: malls, stores and restaurants.
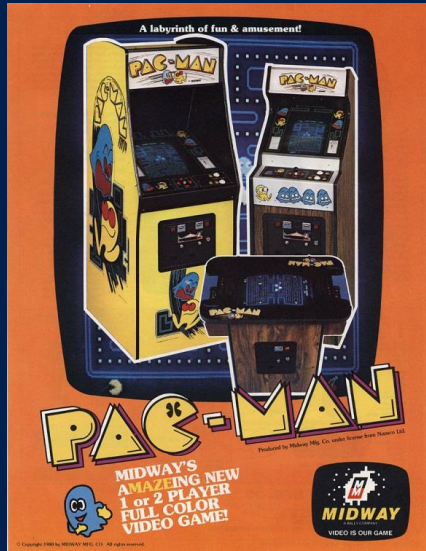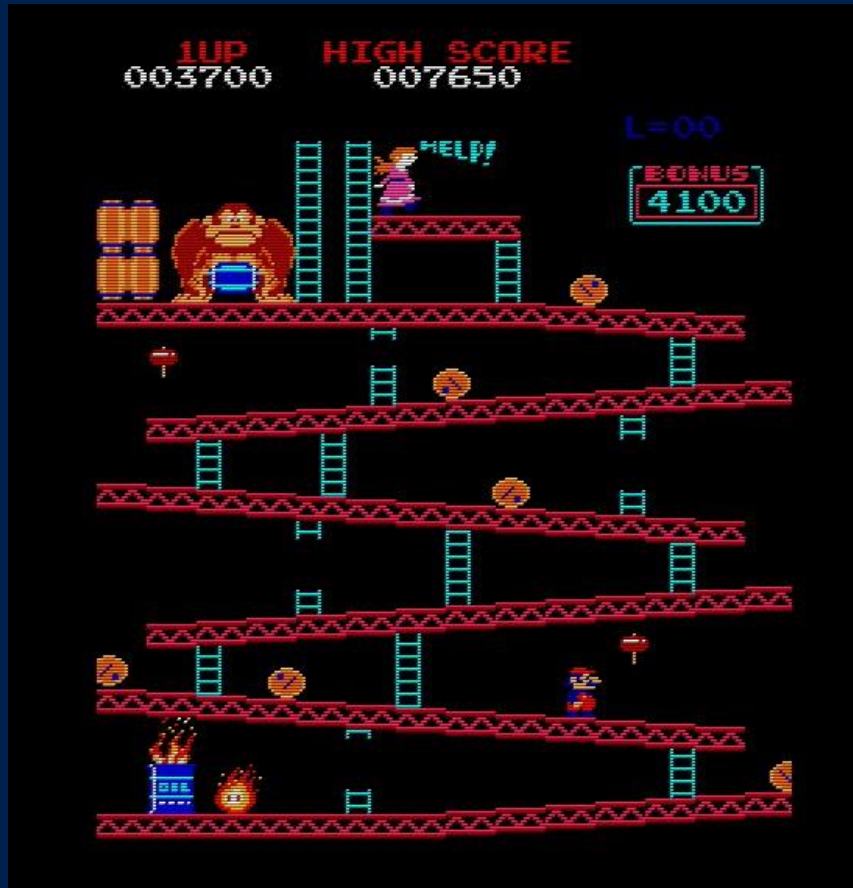

Pac-man 1979

Cut scene

- The game established the **maze chase game** genre
- It opened gaming to **female audiences**
- It was the first video game to feature **power-ups**
- It is frequently credited as the first game to feature **cut scenes**

1981

Donkey Kong

1981

The ever famous Galaga

3rd Generation Video Game

1980's

80's saw the climax of the **Golden Age of Video Arcade Games**. With the switch to the PC and more powerful consoles available, more and more games were being programmed. In the 80's many more genres were invented.

One of the best video game franchise got it's start in 1985:
Super Mario

1980's

Legend of Zelda - Action Adventure

Exploration was created by using current technology to like we have never seen before. Combined with a rich world, the Legend of Zelda series was born.
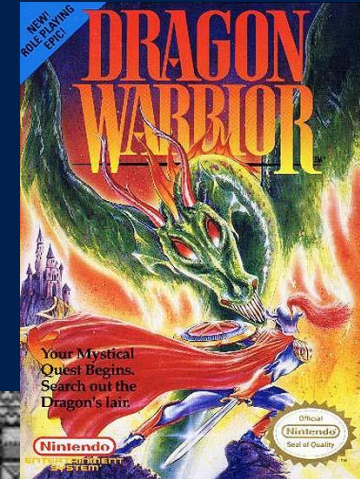
1980's

Kung Fu Master

Prince of Persia 1989

1980's

Golden Axe - Slasher

Dragon Warrior - RPG

1980's

**Top 5
Car Racing Game
in 80s**