

HISTORY OF VIDEO GAMES BOOK



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This updated second version of the previous book, takes the Nintendo history of the video game industry until the second half of the 1990s. Game Informer magazine named this book the 8th best video game related book ever published. Gaming Wonderland (ISBN 978-1-4523-1894-3) by Francesco Fraulo.

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The Ultimate History of Video Games Barnes Noble

The Ultimate History of Video Games reveals everything you ever wanted to know and more about the unforgettable games that changed the world, the visionaries who made them, and the fanatics who played them. From the arcade to television and from the PC to the handheld device, video games have entranced kids at heart for nearly 30 years.

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A History of Video Games in 64 Objects HarperCollins US

Inspired by the groundbreaking A History of the World in 100 Objects, this book draws on the unique collections of The Strong museum in Rochester, New York, to chronicle the evolution of video games, from Pong to first-person shooters, told through the stories of dozens of objects essential to the field's creation and development.

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Video Game History Timeline The Strong Museum of Play

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