# **VIDEO GAME HISTORY BOOKS**



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#### Video game Wikipedia

A video game is an electronic game that involves interaction with a user interface to generate visual feedback on a two- or three-dimensional video display device such as a TV screen or computer monitor. Since the 1980s, video games have become an increasingly important part of the entertainment industry, and whether they are also a form of art is a matter of dispute.

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# History of video games Wikipedia

The history of video games goes as far back as the early 1950s, when academic computer scientists began designing simple games and simulations as part of their research or just for fun. At M.I.T. in the 1960s, professors and students played games such as 3D tic-tac-toe and Moon Landing. These games were played on computer such as the IBM 1560, and moves were made by means of punch cards.

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