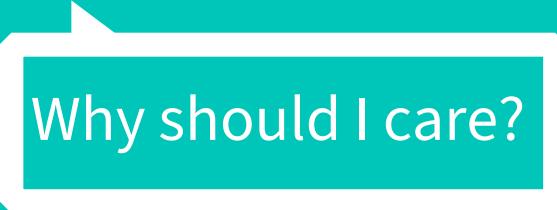


INTRODUCTION TO **GAMES**

Part 2: History of Games

1.

History of Games



Why should I care?

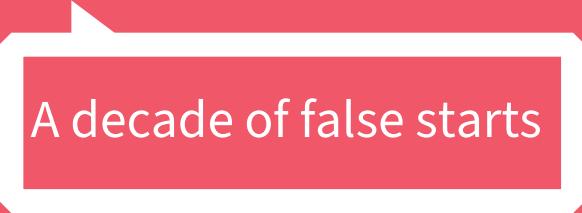


BUT WAIT!

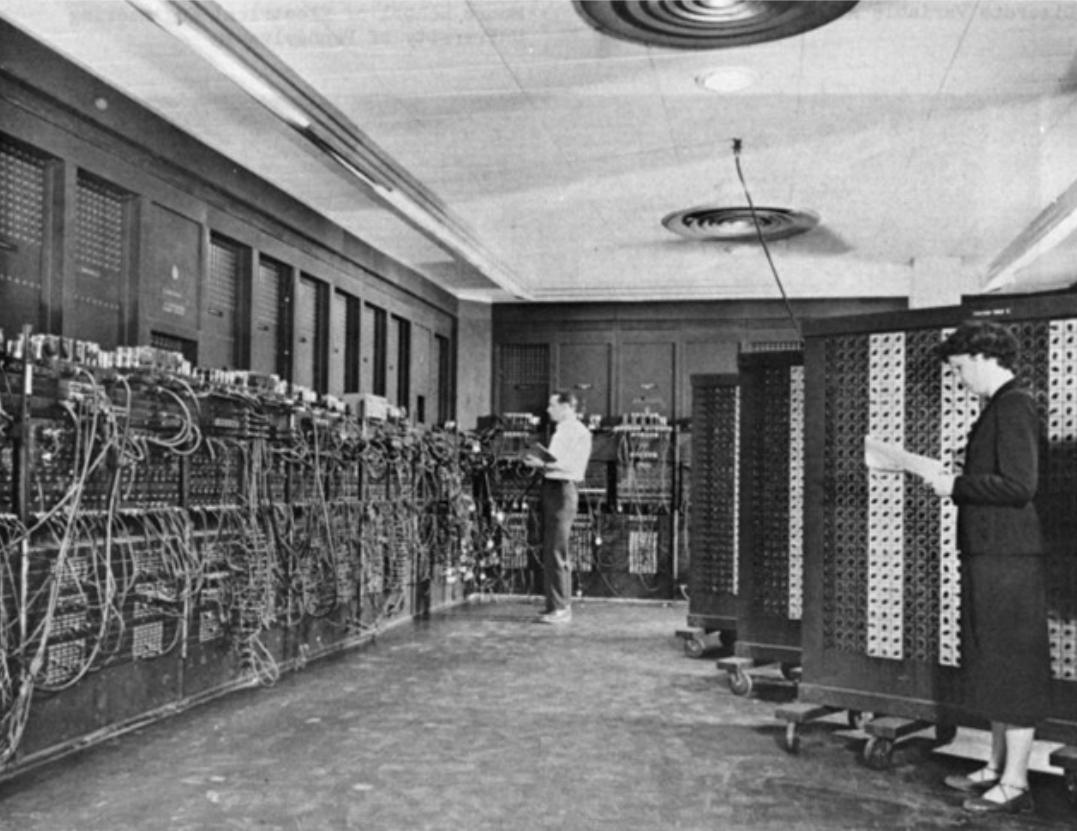
There's something **missing**! Why didn't you list game X?
It's so important!

2.

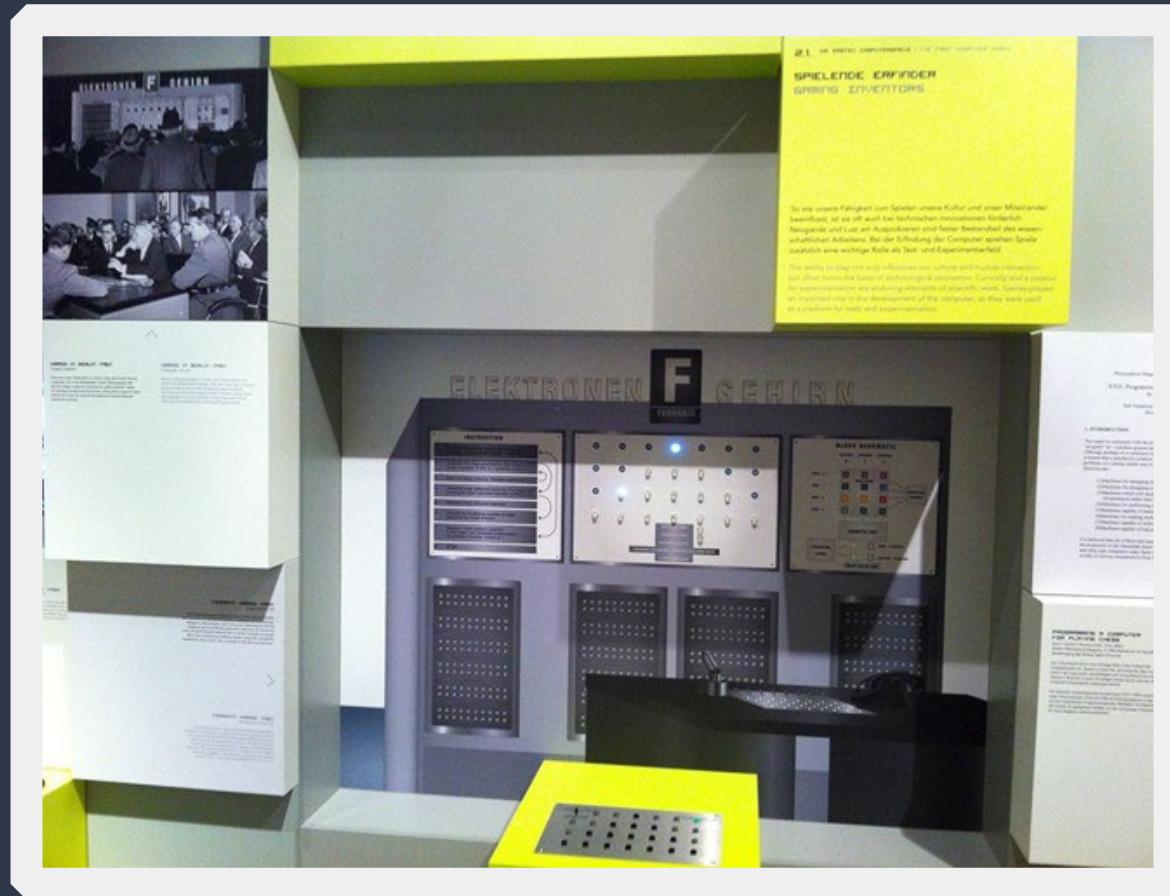
The Late 1940s and 1950s



A decade of false starts



Turing's Chess (1947)



Nimrod (1951)

Edsac

Output from: OXO

9 8 7 NOUGHTS AND CROSSES
6 5 4 BY
3 2 1 A S DOUGLAS, C.1952

LOADING PLEASE WAIT...

EDSAC/USER FIRST (DIAL 0/1):1
DIAL MOVE:



SCR

Order Tank

Long Tank 0

Multiplier

Short Tanks

Multiplicand

Acc





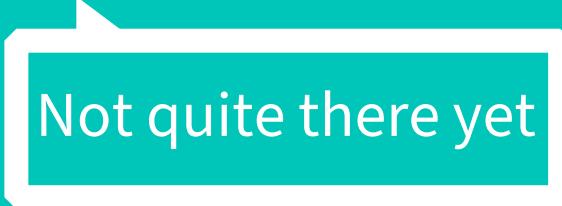
Arthur Samuel's Checkers (1952)



Tennis for Two (1958)

3.

The 1960s



Not quite there yet



Spacewar! (1961)



Brown Box (1966) | Magnavox Odyssey (1972)

4.

The 1970s



Video games are born.



Galaxy Game (1971)



Computer Space (1971) 16



Pong (1972)



Gran Trak 10 (1974)



Death Race (1976)



Breakout (1976)

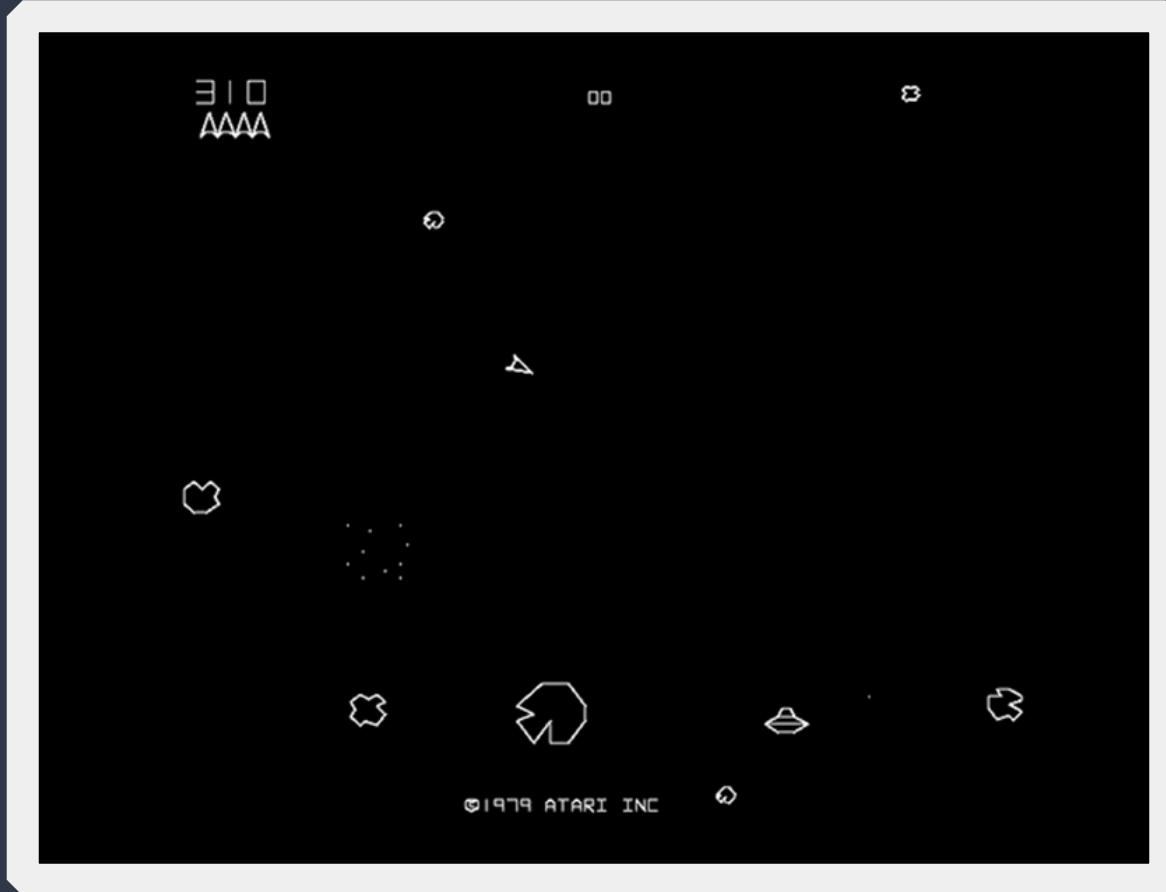


Night Driver (1976)

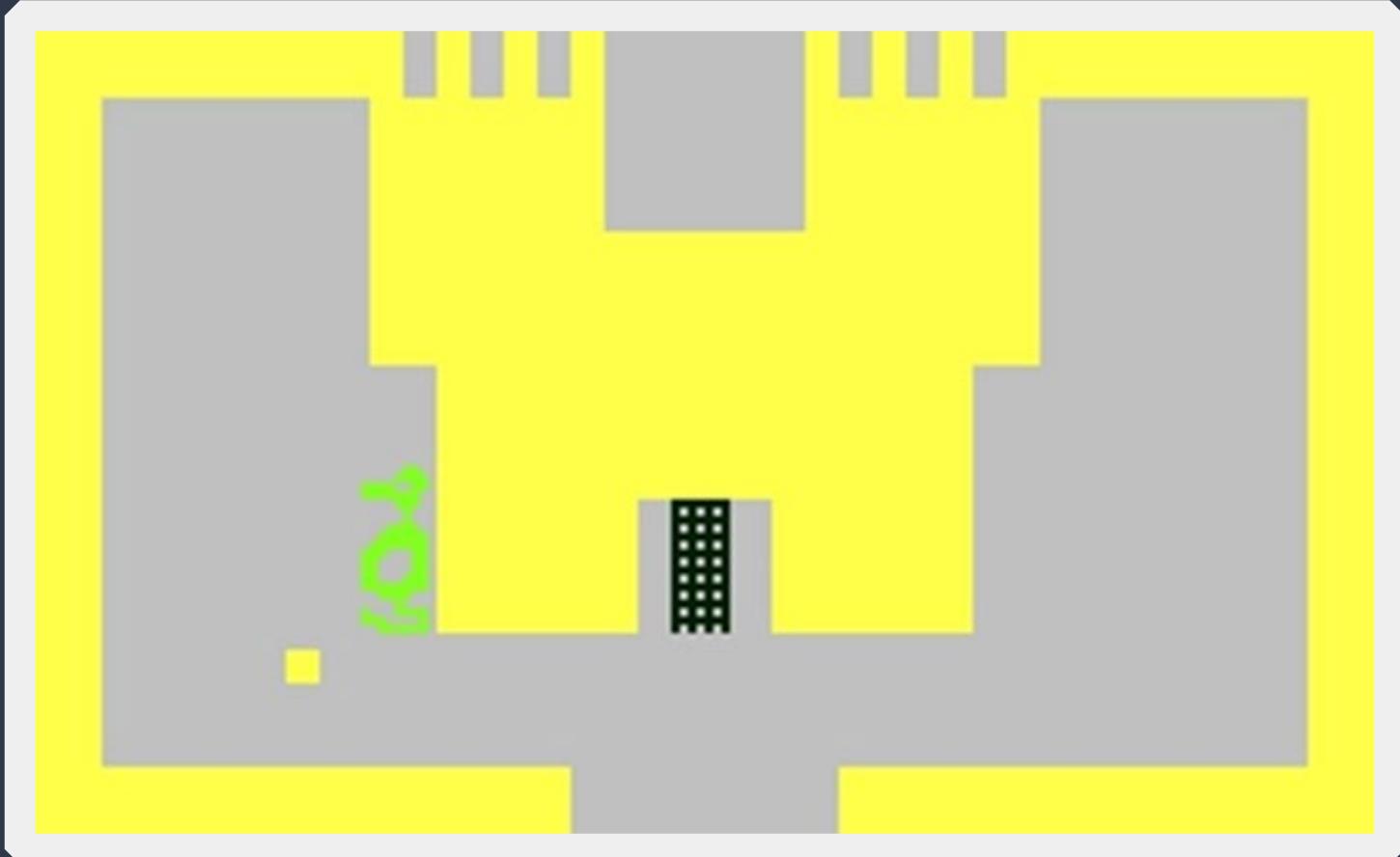


Atari 2600 (1978)





Asteroids (1979)



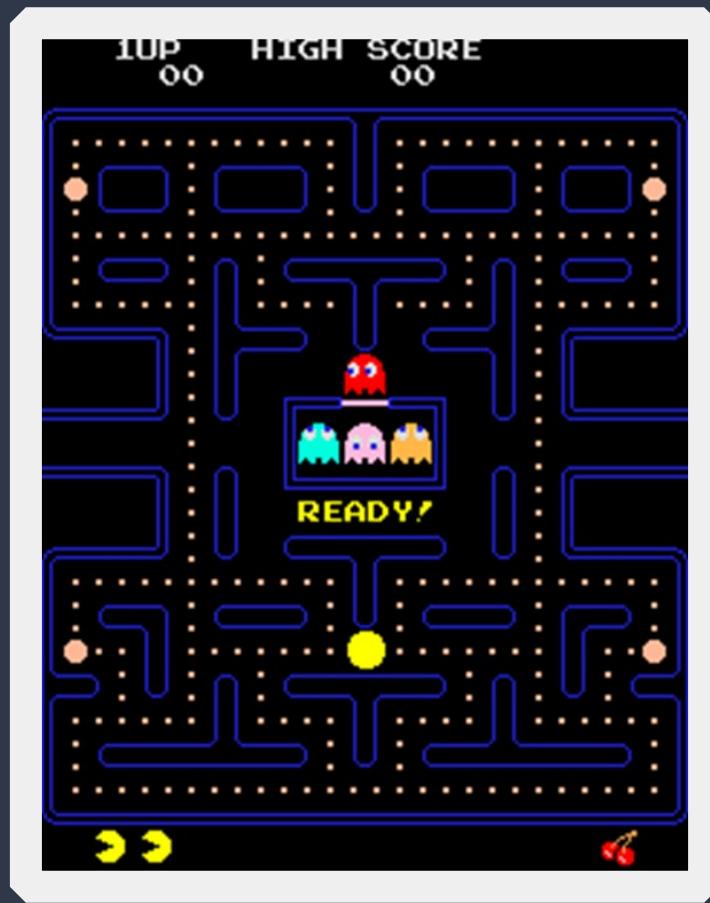
Adventure (1979)

5.

The 1980s



Rise and fall



Pac-Man (1980)

Telnet british-legends.com



*n

Path.

You are standing on a path which leads off a road to the north, to a cottage south of you. To the west and east are separate gardens.

*w

Flower garden.

You are in a well-kept garden. There is an unexpectedly sweet smell here, and you notice lots of flowers. To the east across a path there is more garden.

*w

Cliff.

You are standing on the edge of a cliff surrounded by forest to the north and a river to the south. A chill wind blows up the unclimbable and unscaled heights. At the base of the cliff you can just make out the shapes of jagged rocks.

*w

As you approach the edge of the cliff the rock starts to crumble. Hurriedly, you retreat as you feel the ground begin to give way under your feet!

*leap

You are splattered over a very large area, or at least most of you is. The rest of your remains are, evn now, being eaten by the seagulls (especially your eyes). If you'd have looked properly before you leaped you might have decided not to jump!

Persona updated.

Would you like to play again?

:



Donkey Kong (1981)



Commodore 64 (1982)



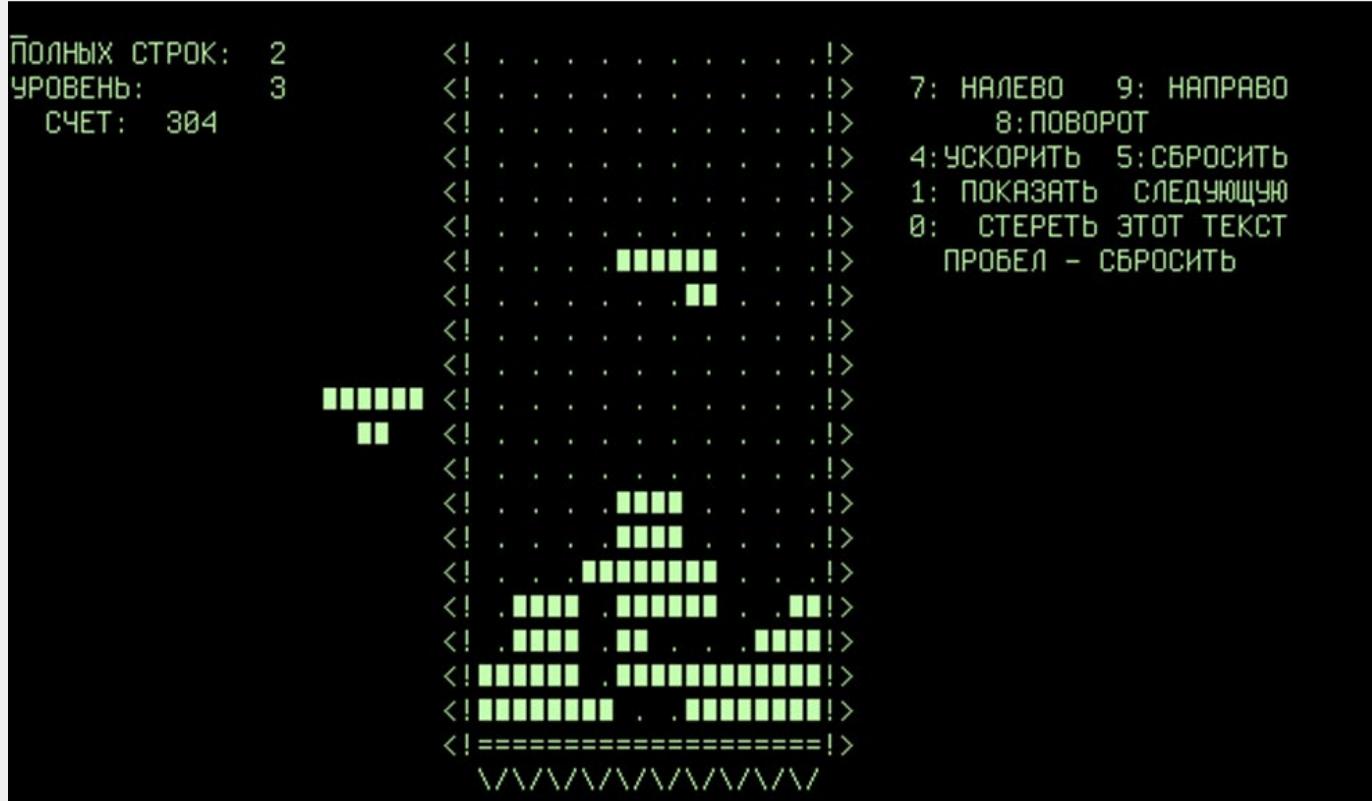
E.T. The Extra Terrestrial (1982)



Dragon's Lair (1983)



Nintendo Famicom (1983) | Entertainment System (1985)









Use
Push
Pull
Give
key
dime

Open
Close
Read

Walk to
Pick up
What is

New Kid
Unlock
Use
record
Turn on
Turn off
Fix
Paint remover



Sega Mega Drive (1988)



Nintendo Game Boy (1989) 41

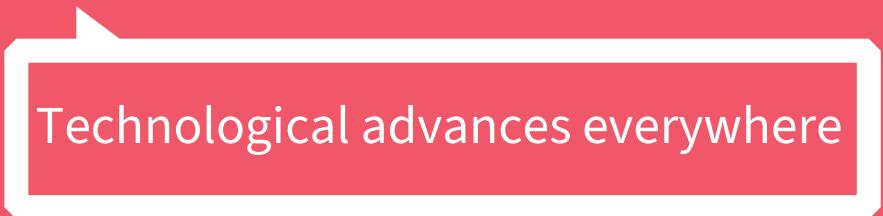


SimCity (1989)

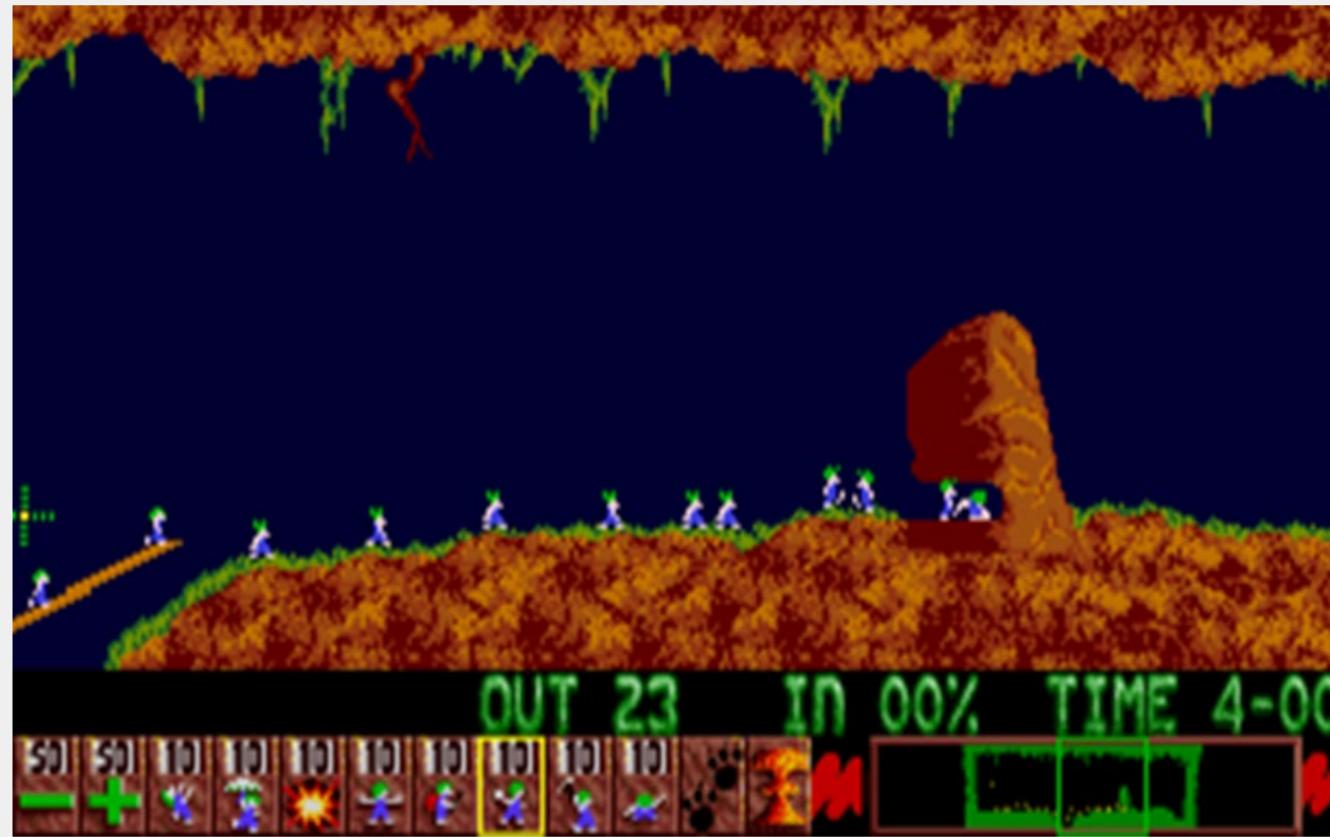


6.

The 1990s



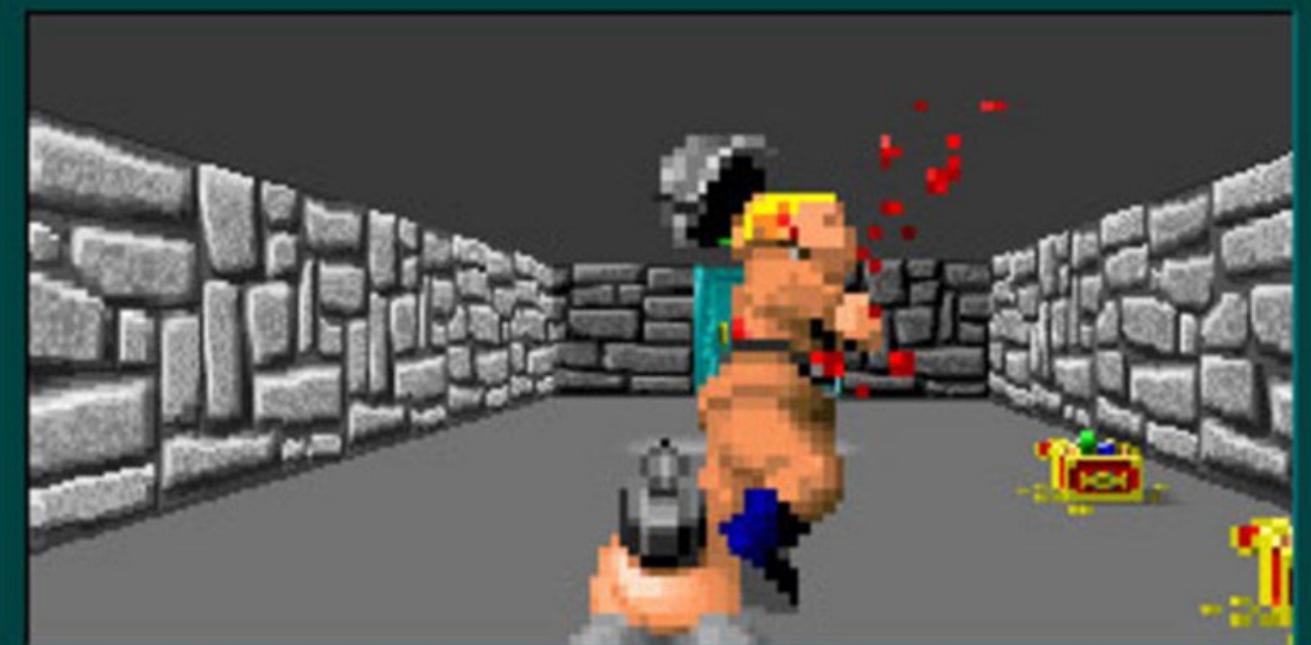
Technological advances everywhere



Lemmings (1991)



Sonic the Hedgehog (1991)



LEVEL	SCORE	LIVES	HEALTH	AMMO	GUN
1	1200	2	 50%	8	

Wolfenstein 3D (1992)



Myst (1993)



Doom (1993)



Super Metroid (1994)



Sony PlayStation (1994)





Resident Evil (1996)



Quake (1996)



Tomb Raider (1996)



Diablo (1996)



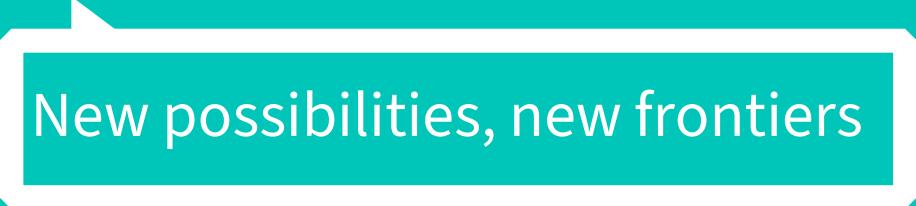
Ultima Online (1997)



Dance Dance Revolution (1998) 57

7.

The 2000s



New possibilities, new frontiers



Counter Strike (2000)



Bejeweled Deluxe (2001)



Grand Theft Auto III (2001)





Half-Life 2 (2004)





iPhone (2007) 66

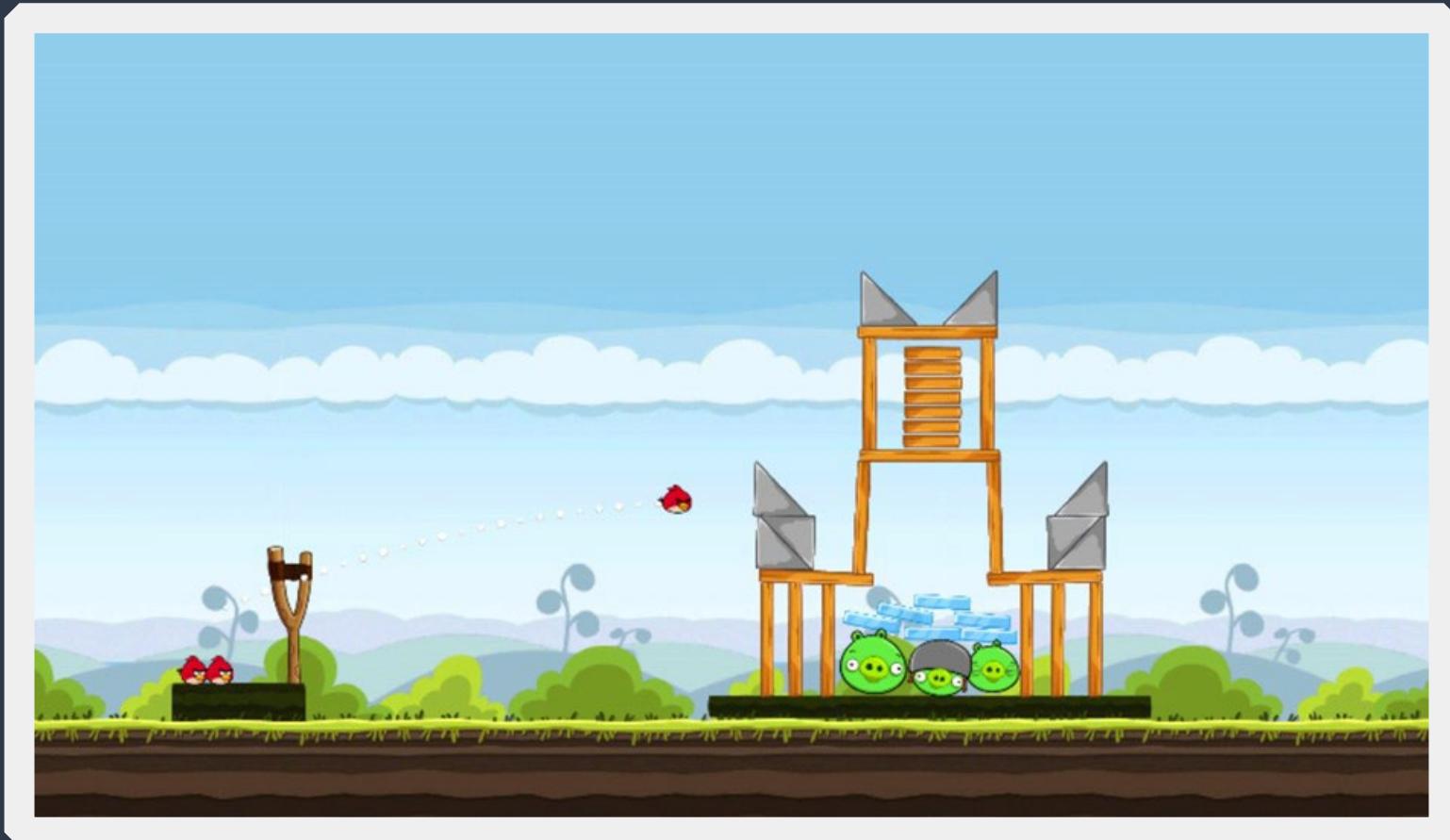


Portal (2007)



Braid (2008)

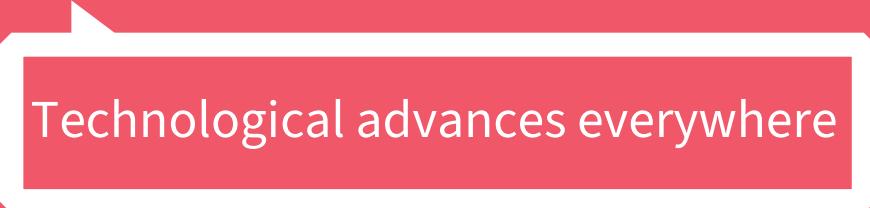




Angry Birds (2009)

8.

The 2010s



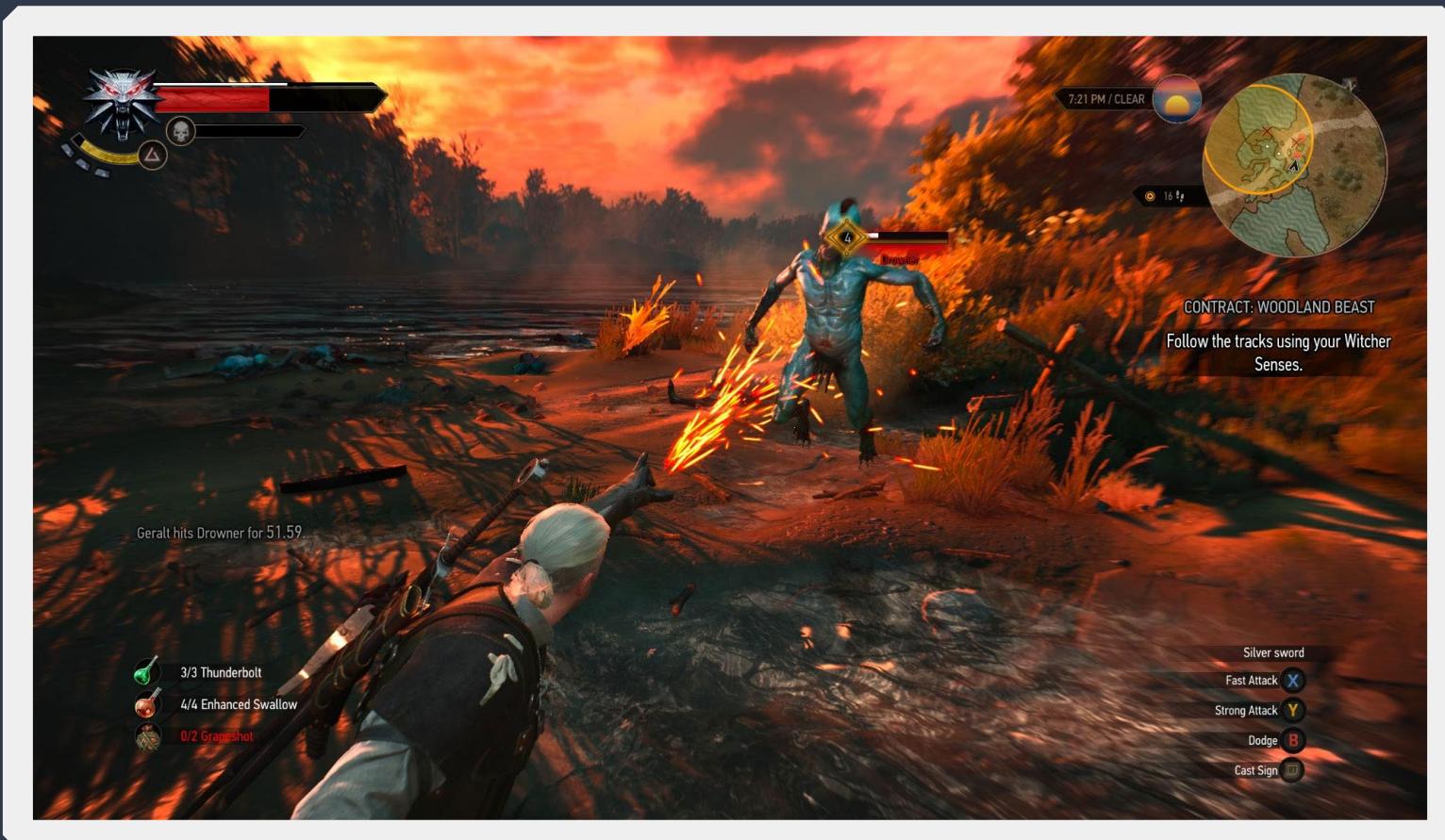
Technological advances everywhere



Dark Souls (2011)



The Last of Us (2013)





Fortnite (2017)



9.

2020 to Now?

History is still being written.
What are your personal milestones?

8.

More on Games and History



Podcasts & People

FM4 Game Podcast & Spielekammerl

Podcast mit Robert
Glashüttner & Rainer Sigl

[https://sound.orf.at/podcast/fm4/
fm4-game-podcast](https://sound.orf.at/podcast/fm4/fm4-game-podcast)

FM4 Spielekammerl
<https://www.twitch.tv/radiofm4>



Rainer Sigl

Videospiele-Journalist

<https://linktr.ee/rainersigl>

<https://bsky.app/profile/rainersigl.bsky.social>





Thanks!

I hope you enjoyed
the ride.