

day 1

Gaming Consoles: "Then and Now" Exhibit Documentation



Group 6
S13

day 2





Booth Preparation

Day 1



We made sure that every detail like the poster, flyers, and gaming consoles were meticulously attended to before the exhibit starts. This involves setting up the tarpaulin, making sure we have enough flyers and is accessible to the visitors, and testing each gaming console to ensure if it is operational.





Guests

Visitors got the chance to engage and interact with the actual consoles by trying them out and playing them to explore and discover their evolution, particularly in terms of their hardware components, as part of our exhibit gimmicks.



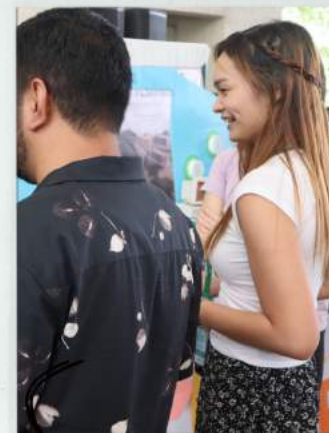
angelo

8:30 - 12:30
2:30-4:00



mark

9:15 - 12:30
2:30-4:00



afina

9:30 - 1:00
2:00 - 4:00



adrian

8:30 - 12:30
2:30-4:00



mia

9:15 - 11:00
12:30-4:00

manning the booth

We were also present to share interesting facts and fun anecdotes about the consoles themselves, supplement the provided informative video presentation, and facilitate the demonstration of the gaming components.

Day 1



Booth Preparation

Day 2

We arranged the gaming consoles, ensuring that each is fully charged and ready for visitors to explore and enjoy.



Guests

Visitors were able to interact and play on the gaming consoles firsthand, each offering a glimpse of evolution of hardware components and technological advancements made in the gaming consoles.

afina

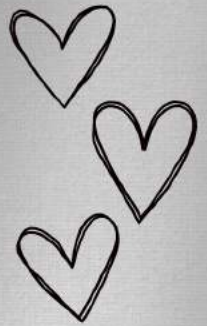
10:00 - 4:00

mark

10:00-2:30
3:00-4:00

angelo

11:30-1:00
2:00-4:00



Day 2

adrian

9:30-1:00
2:00-4:00

mia

9:30-1:30
2:30-4:00

manning the booth

Day 2 at the exhibit brought even more excitement as attendees immersed themselves in the world of gaming with Tekken, engaging in thrilling battles and experiencing the consoles firsthand.



GAMING CONSOLES: THEN AND NOW



A CSARCH2 COMPONENTS EXHIBIT

1989
GAME BOY

- 4th-Gen Handheld Gaming Console (Nintendo)
- Processing: 8-bit CPU @ 4.19 MHz
- Memory: 64 KB address space (8 KB RAM)
- Graphics: 2-bit (4 shades of "gray")
- Media: Cartridges
- Input: 8-way control pad, 4 action buttons, etc.

1994
SEGA SATURN

- 5th-Gen Home Video Gaming Console (Sega)
- Processing: Dual-CPU architecture @ 28.6 MHz and 8 processors
- Memory: 2 MB RAM, 1.5 MB VRAM
- Storage: Internal RAM, Cartridge
- Graphics: VDP1 & VDP2 Video Display Processors
- Media: CD-ROM

2011
NINTENDO 3DS

- 8th-Gen Handheld Gaming Console (Nintendo)
- Processing: Dual-core ARM11 CPU @ 268 MHz
- Memory: 128 MB FCRAM @ 3.2 GB/s
- Storage: 4 GB SDHC card
- Graphics: DMP PICA200 graphics chip
- Media: via Nintendo 3DS Game Card
- Input: D-pad, Circle Pad, Motion/Gyro Sensor, etc.

2013
PLAYSTATION 4

- 8th-Gen Home Video Gaming Console (Sony)
- Processing: Semi-custom 8-core AMD x86-64 Jaguar 1.6 GHz CPU
- Memory: 8 GB GDDR5 RAM
- Graphics: Custom AMD OCN Graphics @ 600 MHz
- Media: Blu-ray Disc, DVD, HDD/SSD
- Input: DualShock 4, PlayStation Move

2017
NINTENDO SWITCH

- 8th-Gen Handheld Gaming Console (Nintendo)
- Processing: ARM 4 Cortex-A57 CPU @ 1.02 GHz
- Memory: 4 GB LPDDR4 SDRAM @ 1600 MHz
- Storage: 32GB/64 GB eMMC NAND Flash Memory
- Media: Nintendo Switch Game cards
- GPU: Nvidia GM20B Maxwell-based @ 387.2-768 MHz
- Input: Nintendo Switch Joy-Con, Pro Controller

SCAN ME!

PRESENTED BY: S13 GROUP 6



Flyer



GAMING



ZONE

SEGA SATURN

Sega Saturn, born from the creative minds at Sega, emerged as a gaming marvel. The console, first introduced in 1994, boasted impressive capabilities, featuring a dual-processor architecture running at 28.6 MHz that promises a powerful gaming experience like no other. With 2 MB RAM and 1.5 MB VRAM, it offers sufficient memory for gaming experiences. Additionally, its CD-ROM drive allows for expansive storage and enhanced gameplay possibilities (Beuscher, 2014).

PLAYSTATION 4

The PlayStation 4, crafted by Sony Interactive Entertainment, was released in 2013 that includes a semi-custom 8-core AMD x86-64 Jaguar 1.6 GHz CPU and 8 GB of GDDR5 RAM. It offers a variety of media options, including Blu-ray Disc, DVD, and hard drive storage with capacities ranging from 500 GB to 2 TB, with user-upgradable options available for HDD and SSD. The console features custom AMD GCN graphics at 800 MHz, providing high-quality gaming experiences, and supports input from the DualShock 4 controller and PlayStation Move for enhanced gameplay interactions.

1989 >

GAME BOY

The Game Boy, released in 1989, is a portable handheld gaming device developed and manufactured by Nintendo (Beuscher, 2014). It features an 8-bit CPU running at 4.19 MHz and a 64 KB address space with 8 KB dedicated to RAM. The console supports limited color with a 2-bit palette offering four shades of "gray". Games are loaded via Game Boy Game Pak cartridges, and input is facilitated through an 8-way control pad and four action buttons.

1994 >

2011 >

NINTENDO 3DS

Released in 2011, it was a direct follow-up to the hugely popular Nintendo DS which is powered by a dual-core ARM11 CPU running at 268 MHz and a single-core ARM9 CPU. It features 128 MB of FCRAM memory and 6 MB of VRAM, delivering smooth and responsive gameplay. With its DMP PICA200 graphics chip running at 268 MHz, the 3DS offers immersive visuals. Its input system includes A/B/X/Y buttons, Circle Pad, L/R bumpers, D-pad, 3D depth slider, volume slider, wireless switch, and power button, providing users with intuitive controls for gaming on the go (Nintendo 3DS, n.d.).

2013 >

2017 >

NINTENDO SWITCH

In March 2017, Nintendo introduced the inaugural edition of the Nintendo Switch, which features a powerful ARM 4 Cortex-A57 CPU running at 1.02 GHz and 4 GB of LPDDR4 memory clocked at 1331/1600 MHz. With 32 GB or 64GB of storage, it supports Nintendo Switch Game cards for media. Additionally, users can enjoy seamless gameplay with the Nintendo Switch Pro Controller for input.

Poster-Infographic