

CMLIT 191M Midterm 2 Study Guide

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Metaculture

Aesthetic Metaculture

Gaming Metaculture

Metacultures of Labor

Bigger Theory of Culture

Middle 80s

Nintendo dominates the Japanese and US markets while Europe stays focused on PC gaming. PC gaming begins to use high-end graphics with cinematic techniques and **rotoscopy**.

- 1980 - Nintendo releases Game and Watch (beginning of handheld gaming)
- 1983 - Nintendo releases Famicon in Japan
- 1985 - Christmas release of NES in NYC
- 1985 - Amstrad CPC released
- 1985 - Commodore Amiga released
- 1986 - Super Mario Bros (Shigeru Miyamoto and Takashi Tezuka)
- 1986 - Yuji Horii releases Dragon Quest, first JRPG
- 1986 - Miyamoto releases Legend of Zelda
- 1986 - Defender of the Crown (Cinemaware)
- 1989 - Prince of Persia
- 1991 - Another World (Delphine Software, France)

Japan/Nintendo

Gaming Culture

International Anxiety

Theory Concepts (Interaction, motivation, paratext, etc.)

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Day 15 (Narratology)