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What went wrong with Pong?

The beloved game of Pong has been arguably the greatest game of all time. Pong was created in 1972, by Allan Alcorn and released under the development team of Atari. Simple, yet you have a great time while playing it, but despite being the first ever video, it was also involved in the first video game lawsuit.

Allan Alcorn found the concept of electronic tennis from a company Magnavox, which was created by Ralph Baer. Ralph was responsible for creating the first at home console called the Magnavox Odyssey. Allan Alcorn found and stole Ralph Baer's data for the pong game and made it on his own system of Atari and a lawsuit was filed. Magnavox complained against obvious plagiarism and agreed on paying for a licenced pong creator. This was a blessing for Atari as they took this opportunity and rolled along on a path of success.

This act by the creators of Pong was a breach of the Code of Ethics in section 1.5 and 1.6. Allan Alcorn shouldn't have stolen the idea of the game from Magnavox, which was a clear violation of section 1.5 which is about respecting the works of others and crediting the ideas of other. There was also a violation of 1.6 which highlights privacy and understanding the importance of someone else's data. Allan Alcorn disobeyed Magnavox's privacy by stealing their idea without any permission and to make things worse, didn't include any credit in the final product.

sources:

http://poweredbyorange.com/10-most-famous-plagiarism-cases-in-history/

https://www.theinterrobang.ca/article?aID=11077