

# EVOLUTION OF HANDHELD GAMING

**1979  
MILTON BRADLEY  
MICROVISION**  
First cartridge based gaming unit. Used dial for gameplay. Processor was on games themselves; and screens suffered from screen rot.

**1980  
NINTENDO  
GAME & WATCH**  
Collection of games on each unit; basic left/right buttons.

**1989  
NINTENDO  
GAME BOY**  
Started the revolution of handheld games. Normalized D-Pad controls and true handheld gaming. Supported large gaming library.

**2003  
NINTENDO  
GAME BOY ADVANCE**  
Full color and backlit screen for Nintendo consoles. Foldable size was more portable and unique. Introduced rechargeable batteries

**1998  
NINTENDO  
GAME BOY COLOR**  
Introduced colors to Game Boy and provided a more engaging experience with creative programming.

**1990  
SEGA  
GAME GEAR**  
Introduced backlit and color gaming and was bridging console to handheld.

**2004  
NINTENDO  
DS**  
The DS introduced dual screens with a touch screen (controlled via stylus) and switched to SD like cards instead of cartridges. An OS on the platform added extra features over just games.

**2004  
SONY  
PLAYSTATION PORTABLE**  
The first successful migration of PlayStation into the mobile world. Included a familiar PS gaming feel and a large collection of games with more adult titles. Used UMD disk and supported media.

**2011  
SONY  
PSP VITA**  
Introduced dual joysticks (more like a real PS) and replaced UMD with SD card like games and downloads. Was final attempt at portable market for Sony.

**2013  
NINTENDO  
SWITCH**  
The Switch is probably the most unique handheld; being a full handheld and TV console in one. This allows Nintendo to have a foot in both markets without the need for multiple hardware. The unique controls and multiple playing methods allow for any gaming type

**2013  
NVIDIA  
SHIELD PORTABLE**  
This hybrid handheld plays full computer games by streaming from a computer to this screen running Android OS. Used a standard console controller