**History of E.T:**

1982- Spielberg sells rights for ET the Extra-terrestrial to Atari for $21 million. The game had a 5-week deadline to produce.

December 1982- Game is released for Atari 2600, with “disappointing” sales

* 5 million copies produced, none tested

June 1983- Atari reports losses of $310 million

Thursday, September 22, 1983- Atari buries truckloads of unsold ET games in Alamogordo, New Mexico

March 2005- Bruce Snyder begins thread on Atari Age under the title, "Atari's Landfill Adventures, I Now Have the Proof It's True."

2013 – Emulator company called NESS remakes the original, so consumers can get a nostalgic taste of video games back in the 1980’s

2014- Film company makes documentary about lost games

**Annotated Bibliography:**

***Playing with The Past*: Chapter Fourteen, “Historical Veneers: anachronism, simulation and art history in *Assassin’s Creed II*,” by Douglas N. Dow, 213-232.**

One of Dow’s main arguments revolve around interaction. Interactivity is the centre piece behind video games because they are a medium. The simulation of movement and discourse is the pinnacle of enactment. This must have reflected in the video game world and built further to amalgamate fiction and history. Furthermore, he builds on anachronism to prove that fictional content must be implemented as enactments are no where near actual evidence and representation.

**Adrienne Shaw, “The Tyranny of Realism: Historical accuracy and politics of representation in *Assassin’s Creed III*,” Loading… (9:14), 2015 4-24.**

This source aims to prove this historic research and stance on conflict through Assassin’s Creed III. The representation of this game argues the historical significance of fictional games. His stance supports the historical approach of the game. The use of a protagonist supports critical discourse; playing as this character allows the user to gain an experience of the atmosphere and controversies associated with the century that is enacted.

**Brian Rejack, “Towards a Virtual Reenactment of History: Video Games and the Recration of the Past,” *Rethinking History* (11:3), 2007, 411-425.**

Rejack’s paper argues the significance of gaming as a visual aid for the educational system. He argues that letting students play video game provides them a different point of view and psychological experience. The actual enactment might have historical flaws like unlimited lives, but each theoretical death equals a more enjoyable learning experience for the player.

**Video Game Citations:**

Darude, Sandstrom - <https://www.youtube.com/watch?v=PSYxT9GM0fQ>

Jason Derulo, Watcha’ Say - <https://www.youtube.com/watch?v=thhaf-bKWyg>

Imagery used:



