# History of Video Games

In this lesson, students learn about the basic history of video games and the industry. Students will reflect on how video games evolved with technological improvements and changes to game design and development in the early years of the industry.

## Objective

Students will be able to:

* Describe the basic evolution of video games
* Explain how technology improvements evolved the video game industry
* Describe early users of video games and how the industry became more mainstream
* Explain the primary reason for the video game industry crash in the early 1980s and how it was revived

## Overview

The concept of video games has grown over recent decades into an industry that is worth **over $100 billion**, worldwide. In the United States alone, almost **two-thirds** of households have a member of their family that plays video games in some shape or form. In this lesson, we will delve deeper into the history of video game development.

Brief History of Video Games

**Consider these questions while watching the** [***Brief History of Video Games***](https://video.link/w/5fD5c) **video.**

1. What year was the first video game developed? Describe the game’s design. Who was able to play this early video game?
2. What other big events were happening when the first video game was developed?
3. Based on the examples of games that the video showed, how did the design of games change over the next 40 years? What factors contributed to the evolution of video games?

## History of Games Reflection

[Article to check out!](https://www.history.com/topics/inventions/history-of-video-games)

Answer these questions about gaming consoles and the revitalization of the video game industry. (You may need to look up the answers!)

1. When was the first gaming console created? What was it like?
2. What were a few potential threats to the video game industry?
3. What were some possible causes for the video game industry crash in the early 1980s and how was the industry revitalized?