# THE

# SPOTLIGHT



VIV VIDEO GAMES

### MYINTROTOLETUKNOW...

MY NAME IS LAIS REID, AND I RUN A YOUTUBE GAMING CHANNEL. THE NAME IS A PLAY ON MY NAME, AND BASICALLY PLAYING VIDEO GAMES. THE NAMES CHIPZ-N-STIX...LET ME BREAKE IT DOWN FOR YOU. MY NAME SOUNDS LIKE THE CHIPS LAYS, TO GET PEOPLE TO PRONOUNCE MY NAME PROPERLY ID TELL THEM THIS ALL OF THE TIME.

I USED THIS WITH KIDS AND ADULTS ALIKE, AND FOR SOME REASON, INSTEAD OF CALLING ME BY MY NAME THEY CALLED ME CHIPZ (YES, THEY ADDED THE Z). SINCE IT STUCK I DECIDED TO USE IT FOR MY MONICHER. THE WORD STIX IS SLANG FOR CONTROLLER, WHICH IS USED TO PLAY VIDEO GAMES. SINCE I USE SLANG WITH THE QUEENS ENGLISH, I DECIDED TO MAKE IT PART OF MY YOUTUBE NAME WHEN I MADE THE CHANNEL, AND ALSO PART OF MY SOCIAL MEDIA AND THE NAMES I USE TO PLAY ON DIFFERENT SYSTEMS. I LIKE TO KEEP EVERYTHING UNIFORM BECAUSE ITS EASIER FOR ME THAT WAY. YOU CAN SAY IM LAZY THAT WAY.



IM THE BABY OF MY FAMILY OUT OF FIVE KIDS, AND ONLY THREE OF US ACTUALLY PLAYED VIDEO GAMES. MY TWO OLDER BROTHERS INTRODUCED ME TO GAMING WITH THE SEGA GENESIS AND THE NINTENDO ENTERTAINMENT SYSTEM A.K.A. THE N.E.S.



THEY HAD A LOT OF GAMES FOR BOTH SYSTEMS AND SINCE I STARTED TO PLAY GAMES TOO THE COLLECTION GREW EVEN BIGGER. MY DAD WOULD BUY ME A NEW VID-EO GAME WHENEVER I DID GOOD IN

VIDEO GAMES IN THE NINETIES WASNT AS POPULAR AS YOUD THINK.

OF COURSE YOU HAD CERTAIN GAMING ICONS SUCH AS SONIC THE HEDGEHOG AND SUPER MARIO THAT MADE WAVES AND BROUGHT NOTORIETY TO THEIR RESPECTIVE SYSTEMS (SONIC ON SEGA GENESIS AND SUPER MARIO ON THE N.E.S.) BUT IF YOU WERE TO ASK SOMEONE WHO WAS AN ADULT BACK THEN, THEY THOUGHT ALL VIDEOGAMES WERE THE SAME THING. I DISTINCTLY REMEMBER MY MOTHER CALLING MY SEGA GENESIS A NINTENDO, AND OF COURSE MY NINTENDO WOULD STILL BE A NINTENDO. EVEN WITH LATER GENERATIONS OF SYSTEMS, EVERYTHING WAS STILL A DAMN NINTENDO!

### **VIDEO GAME** timeline

its the world of uideo games continue to evolve, we take a look back at popular consoles and uideo games that helped make fintendo, Sony, and Microsoft the giants they are today



The world's first home upon-game consist the flagraces disposes sold \$30,000 units in

A's Webse



first rucing arcade same, is referred it

is the first arcade #974
game to use 60th | Maje Use's 1 Their Uses in released. Considered to be the earliest first, person shooter.

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1977 Coor To Same 6. pucking 6 sunutions of "Logic Terrors"



1079 ht.da in Lunar Lander Florida SP Flight Simulator



1960 facilité fictions facilités ffloorie Command 69-03 forcedo releates the



1902

Q Bert, Sran

Dig Dog Pole Protion

1901 Galage Donney Hong Enopole



1900 Bubble Bobble Briegen Quest. (Betraid



Power Pad



Super Famician (SPES), the best setting console of the 10-tot, or a sold 40 million units

Other Releases. fire fire Gene Scree Super (Numb Start) fi Zere



1994

fecends releases the MA. The last significant, cartifoga based frame console swis released in colors. E state 33 mellion

Notable Relicate Miler Instanct Octoo Fighter Brudent, Eut Crash Sandcook Sepa Saper 68 fathuire Jre

1995



1996 Intunds releases the Sametry

Other Releases: Bombour Six Thirtie Bear Solid



Sing releases the first handheld Other Releases: Perfoct Bark Chross Cress Stors of Pricedia



2001 UO Der frit ien ture into the unlesgame conside market, fficrosoft releases the Milot, 24 milion units



2005 flicrosoft release its second conside, the HBDK 260

Other Between

Gran fortono 4 Sutar mire



2009 forceds releases the fletends 5G and Sony releases the PSP Go.

2nd Generation 4th Generation 5th Generation 7th Generation



#967 Serman born Leleutsian engineer Right Buer and his couperiers design the first video game conside that works on a standard turnistion and out it. 'Snown Box', They develop a chase game, allouring players to control baro squares chating each other on the screen, it modified toy que is made and able to distinguish spots of light on the screen O'Other cames



1972 One of the earliest arcade under games. PONS, is a simple Lennis game that became the First, commercially suc-cessful udins game



ittan newses three ext. The protetupe uses designed by Apple cofounders Stever Jobs and Stever Grande Blackberry's current, varient, is called Brick Breaker

jular System Pitan 2000 or UCS). R is the most successful urder game conside of its time







1970 Space Invaders Space Wars See See



1977 Start opens the first Plaza time Theatre Sator Chuck E. Chevroe'ti), a undro artisde





the RCS in the US Super Plans

Brus. is indexed
and sels to
maken capes
before year's end, eventually being the top setting unless game uncl. 2008 suith 40 million

finitando Entertainment

System, 62 million units.

1904

Oragon Buscer Secres Salson Fept

Switter. 1942









1907 Meganan Street Fighter Metal Sear Find Lap Costlevenia Costre Find Fartiery Phantey Star these these



80.00 Bundled with flatris, flatuests releases the Same flow and its an instant success, selling 1th redion user'd under

String Referenced Poper Store Turbografe IS Prince of Persia



1992 Sege Ch Status Revise Status Revisus Diffus Bacing Herby's Dream Lan Stanta Hart. Ser Constut Philips COH







1994 Sony releases the PlayStation Console

## fot sole fiction Chrone frigger firms Crisis

1007 Final Fantany 7 Doowwell Grand Sheft date Gran Sarome





the Saneboy Absence UKh several different, soriests and copys, 81 million



1999 Sequirelesses the Brancest, Consolved to be ahead of its time and the poseer of entire gaming the Dreamcest, said 10.6 million unit's



## 2001 fectorial releases

socom Strend Crassing Region rearts 474 1010 Gice City Spiriter Cell

Paper State



2002

sporting a touchoover and stights



2006 The Sony Playstation 3 and the fincence six are retemed pot 8 days apart from each other, both enter the 3 way Consolie suor







NOW THAT YOU HAD A GOOD LOOK AT THE TIMELINE OF VIDEO GAME SYSTEMS THAT CAME OUT, ONE QUESTION THAT GETS A BUNCH OF DIFFERENT ANSWERS IS THIS: WHEN DID VIDEO GAMES BECOME MAINSTREAM?

IVE ASKED THIS QUESTION TO SOME FELLOW VIDEOGAME YOUTUBERS AND OTHER GAMERS ALIKE. THE RESPONSES VARIED DRASTICALLY, WITH SOME PEOPLE SAYING VIDEO GAMES BECAME MAINSTREAM IN THE EIGHTIES, BASICALLY AT THE START OF THE THIRD GENERATION WITH NINTENDO MAKING THEIR DEBUT INTO THE INDUSTRY. HERE ARE A FEW RESPONSES:

@AVIDANSMITH: EASY. WHEN YOU CAN SEE SONIC OR MARIO AT THE MACYS THANKSGIVING DAY PARADE. THOSE 2 WERE ALWAYS GIANT BALLOON FLOATS SINCE LIKE 93 OR 95. THEY WOULD BE SEEN WITH MICKEY MOUSE AND OTHER DISNEY/ CARTOON CHARACTERS. ALSO...THIS WAS A POINT WHERE SPECIFIC GAMING CHARACTERS WERE RECOGNIZED AROUND THE WORLD AND NOT JUST GAMERS.



@ROBREGALGXC: THANKSGIVING AND CHRISTMAS PARADES DID IT FOR ME. THE SUPER MARIO BROS MOVIE WAS THE ONE THAT DID IT FOR ME AS A KID. I WAS LIKE OH, THEYRE BIG BIG NOW. YOU GOT JOHN LEGUIZAMO PLAYING LUIGI?





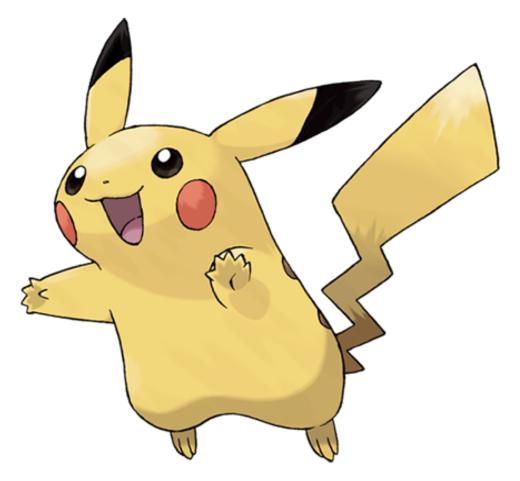


WHILE SEGA AND NINTENDO HAD THEIR RESPECTIVE SYSTEMS, SONY STEPPED ONTO THE SCENE WITH THEIR OWN GAMING CONSOLE CALLED THE SONY PLAYSTATION. THIS SYSTEM CHANGED GAMING FOREVER BY INTRODUCING HIGH QUALITY 3D GAMING, UNTAPPED POTENTIAL FROM DEVELOPERS AND A MUCH BETTER PRICE POINT THAN ITS COMPETITORS ON THESE DISCS DEVELOPERS WERE ABLE TO PUT MORE INFORMATION ON THEM, ALLOWING THEM TO MAKE BIGGER AND BETTER GAMES THAT NINTENDOS CARTRIDGES COULDNT DO. THIS SYSTEM BECAME SO POPULAR IT WENT ON TO SELL OVER 100M UNITS WORLDWIDE, AND ITS SUCCESSOR, THE PLAYSTATION 2 WENT ON TO SET RECORDS FOR THE BEST SELLING HOME CONSOLE IN HISTORYWITH 155M UNITS SOLD WORLDWIDE. THIS RECORD HAS YET TO BE BEATEN, EVEN BY SONY THEMSELVES WITH LATER GENERATIONS OF THE PLAYSTATION



VIDEO GAMES REALLY BECAME POPULAR AND MORE WELL KNOWN IN THE NINETIES, WHICH SOME CAN SAY WAS THE PRIME TIME FOR VIDEO GAMES. IN THAT SAME GENERATION NINTENDO INTRODUCED A NEW HANDHELD CALLED THE GAMEBOY WHICH WENT ON TO SELL WELL OVER 60 MILLION UNITS. ONE OF THE BEST SELLING GAMES FOR THE GAMEBOY WAS POKEMON RED/BLUE WITH 31.37M UNITS SOLD. THIS GAME ALONE STARTED AN ENTIRE CRAZE THAT LASTED FOR YEARS, EVEN UNTIL THIS DAY.





WITH THE NEWER GENERATIONS OF CONSOLES BEING INTRODUCED, SO WAS SOMETHING CALLED CASUAL GAMING. THE GAMES THAT MOSTLY FIT INTO THIS CATEGORY WOULD BE GAMES SUCH AS GRAND THEFT AUTO, CALL OF DUTY, SIMS, AND EVEN MOBILE PHONE GAMING. A HUGE BOOM IN CASUAL GAMING APPEARED WITH ENORMOUS SALES OF THE NINTENDO WII AND ITS WII SPORTS GAMES. THE VIDEO GAME INDUSTRY HAS STEADILY GROWN YEAR AFTER YEAR, BRINGING TONS OF REVENUE FOR MANY COMPANIES THAT DECIDED TO THROW THEIR HATS IN THE RING.

HOWEVER, THE MOST IMPACTFUL SURGE GAMING HAS MADE INTO THE MAIN-STREAM SPOTLIGHT HAS TO BE WHEN E-SPORTS BECAME RECOGNIZED AS AN ACTUAL SPORT IN THE EARLY 2000S.



BY 2010 VARIOUS COMPANIES SPONSORED OFFICIAL TOURNAMENTS THAT WERE LIVESTREAMED ONLINE AS WELL AS BROADCASTED ON CABLE TV. THESE TOURNAMENTS ARE USUALLY PLAYED BY INDIVIDUALS FOR PRIZE MONEY OR BY TEAMS AND TYPICALLY INCLUDE ANYTHING FROM FIGHTING GAMES TO FIRST PERSON SHOOTERS(FPS). IT HAS BEEN ESTIMATED THAT BY THE END OF THIS YEAR, 427M PEOPLE WILL BE WATCHING SOME FORM OF E-SPORTS.

EVEN THOUGH WE MAY KNOW SOME OF THE HISTORY REVOLVING AROUND VIDEO GAMES AND WHEN THEY BECAME SO POPULAR, THE ANSWER MAY VARY DEPENDING ON WHO YOU ASK, AS I STATED EARLIER. MANY GENERATIONS OF KIDS HAVE COME AND GROWN ALONG WITH THIS INDUSTRY WHICH EXPOSES THEM TO DIFFERENT POINTS IN TIME, SOME MEMORABLE AND SOME MAY NOT BE.