

THE SPOTLIGHT

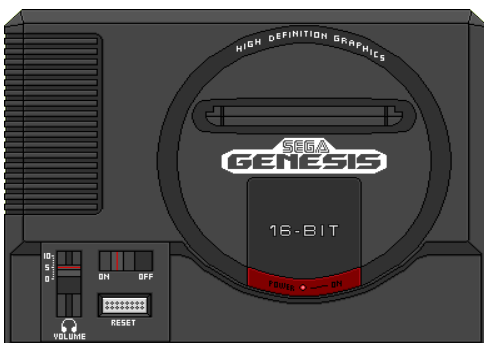


ON VIDEO GAMES

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 BREAK 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 VIDEO GAME WHENEVER I DID GOOD IN

VIDEO GAMES IN THE NINETIES WASNT AS POPULAR AS YOUND 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

As the world of video games continue to evolve, we take a look back at popular consoles and video games that helped make Nintendo, Sony, and Microsoft the giants they are today.



1972
The world's first home video game console, the Magnavox Odyssey, sold 336,000 units in its lifetime.



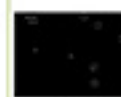
1974
Gran Truck II, the first racing arcade game, is released. It is the first arcade game to use 800V.



1974
Race Users is released. Considered to be the nation's first person checker.



POFF
Portland releases
Coke to Garin B.
purchasing 8 variations
of "light, tannin"
blend



1979
Relative Returns
Returns
Lunar Lander
Ethnicity GP
Flight Simulator



1960
Notable Releases:
Pac-Man
Missile Command
Defender
Centaur



1983
Ferdinand releases the Family Computer console in Japan and is later released in the United States as the Nintendo Entertainment System. 62 million units sold.



Warrior	Notable Name
Elf	The Legend
	Zeke
	Out Star
	Butterfly Boy
	Dragon Queen
	Phantom



Warriors	Notable Not
Elf	The Legend
	Zeke
K	Out Run
	Subtle Bot
	Dragon Quest
	Wrest

1st Generation



1967 German-born television engineer Ralph Baer and his coworkers design the first video-game console that works on a standard television and dub it, "Brown Box." They develop a chase game, allowing players to control two spaceships chasing each other on the screen. It modified the tag that is made and able to distinguish spots of light on the screen. Other games are made.



1972
One of the earliest arcade video games, Pong, is a simple tennis game that became the first commercially successful video game.



1976
Alan releases Break-
out, the prototype
game designed by
Apple cofounder
Steve Jobs and Steve
Wozniak. Blackberry's
current, variant, is
called Brick Breaker.



196- released the Platinum single, releasing a total of 10 singles during its lifetime.



1970
Notable Releases:
Space Invaders
Space Wars
Box Set



10/11
Starb opens the first, Puz-
zle Time Theatre sister Chuck
Cheese's, a video arcade
playerie



1962
 a. Rehearsal
 Q. Bert,
 Brian
 Megaphone
 Oh! Oh!
 the Protest
 band



1985
Tetris releases
the NES in the
US. Super Mario
Bros. is released
and sells 40
million copies
before year's
end, eventually
being the top-
selling video
game until 2008
with 40 million
copies sold.



1983
clears the 50,000 to
patent market. Feeding
only minor success.



1986
Serge released
Serge Flaut.
Systems as
computer
MS.

2nd Generation

<p>1996</p> <p>The Sega Mega Drive (Sega Genesis) in the US is released. Sega's most successful console sold 29 million units.</p> <p>Notable Releases: (Retro) Beat, Super Mario Bros. 3, Power Pad</p>	<p>1993</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p> <p>1994</p> <p>Notable Releases: (Retro) Beat, Super Mario Bros. 3, Power Pad</p> <p>1996</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p> <p>1997</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p>	<p>1999</p> <p>Sony releases the PS2, 136 million units sold and is the best selling console to date.</p> <p>Other Releases: Perfect Dark, Chrono Cross, Shies of Arcade</p> <p>2000</p> <p>Sony releases the first handheld console to use an optical disc, the PlayStation Portable.</p> <p>2001</p> <p>Sony releases their first console into the video game console market, Microsoft releases the Xbox, 24 million units sold.</p>	<p>2003</p> <p>Microsoft releases its second console, the Xbox 360.</p> <p>Other Releases: Gran Turismo 4, Guitar Hero</p> <p>2004</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p> <p>2005</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p> <p>2006</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p>
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4th Generation

5th Generation

6th Generation

7th Generation

<p>1991</p> <p>Notable Releases: Road Rash, Street Fighter II, Tecmo Super Bowl, Sonic the Hedgehog, Sega CD</p> <p>1992</p> <p>Notable Releases: Mortal Kombat, Virtua Racing, Sega's Dream Land, Rumble Kart, Air Combat, Polaris CD-i</p> <p>1993</p> <p>Notable Releases: Road Rash, Street Fighter II, Tecmo Super Bowl, Sonic the Hedgehog, Sega CD</p> <p>1994</p> <p>Sony releases the PlayStation Console and is heavily referenced the end of the cartridge, 125 million units sold.</p> <p>Other Releases: Sega Saturn, Sega CD, Sega 32X</p> <p>1995</p> <p>Bundled with Tetris, Nintendo releases the Game Boy and is an instant success, selling 18 million units sold.</p> <p>Also Released: Power Glove, TurboGrafx-64, Prince of Persia</p>	<p>1996</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p> <p>1997</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p> <p>1998</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p> <p>1999</p> <p>Sony releases the PlayStation 2, 136 million units sold and is the best selling console to date.</p> <p>Other Releases: Perfect Dark, Chrono Cross, Shies of Arcade</p> <p>2000</p> <p>Sony releases the first handheld console to use an optical disc, the PlayStation Portable.</p> <p>2001</p> <p>Sony releases their first console into the video game console market, Microsoft releases the Xbox, 24 million units sold.</p>	<p>2003</p> <p>Microsoft releases its second console, the Xbox 360.</p> <p>Other Releases: Gran Turismo 4, Guitar Hero</p> <p>2004</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p> <p>2005</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p> <p>2006</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p>	<p>2007</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p> <p>2008</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p> <p>2009</p> <p>Notable Releases: Ridge Racer, Star Fox, Virtua Fighter, Rival Wars 300</p>
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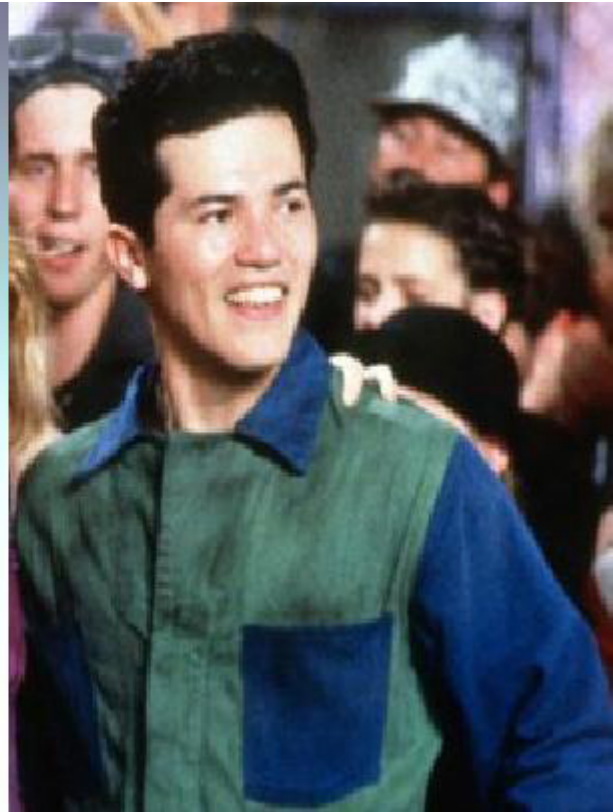
NOW THAT YOU HAD A GOOD LOOK AT THE TIMELINE OF VIDEO GAME SYSTEMS THAT CAME OUT, ONE QUESTION THAT GETS A BUNCH OF DIFFERENT ANSWERS IS THIS: WHEN DID VIDEO GAMES BECOME MAINSTREAM?

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?



Stuff
BEST
GAMES
EVER

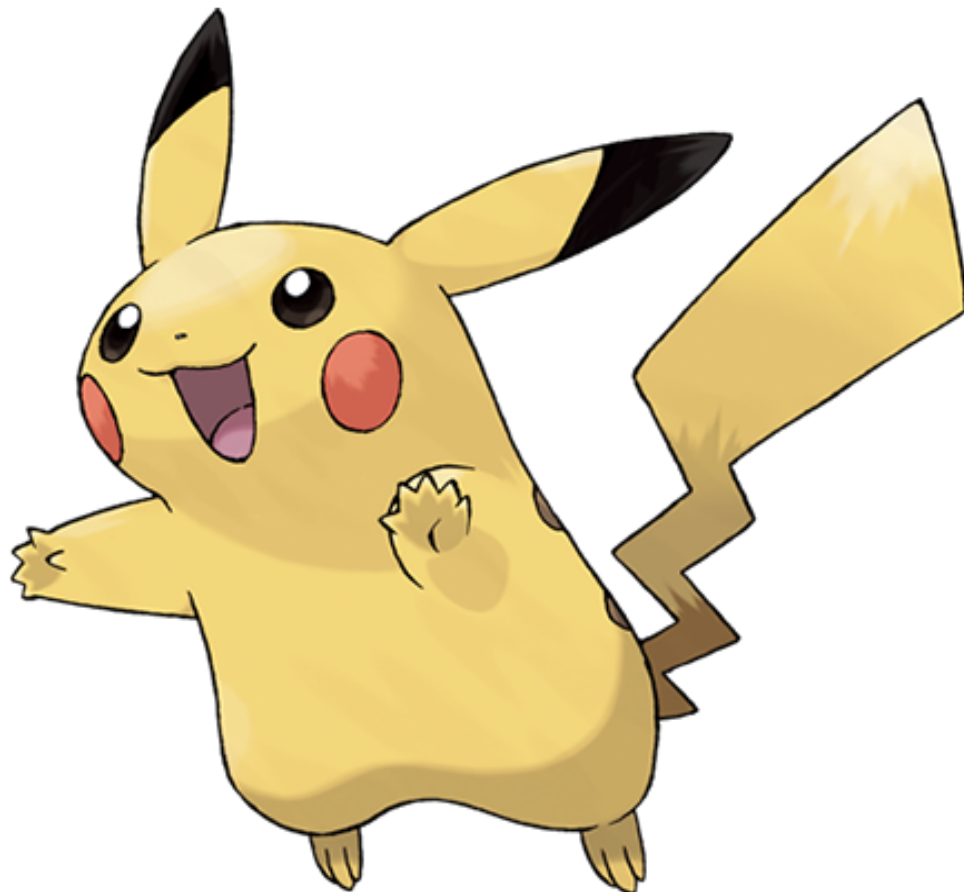




WHILE SEGA AND NINTENDO HAD THEIR RESPECTIVE SYSTEMS, SONY STEPPED ONTO THE SCENE WITH THEIR OWN GAMING CONSOLE CALLED THE SONY PLAYSTATION. THIS SYSTEM CHANGED GAMING FOREVER BY INTRODUCING CD-DISCS. ON THESE DISCS DEVELOPERS WERE ABLE TO PUT MORE INFORMATION ON THEM, ALLOWING THEM TO MAKE BIGGER AND BETTER GAMES THAT NINTENDOS CARTRIDGES COULDN'T 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 HISTORY WITH 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/BLEU 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.