

Gaming

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Gaming has come a long way, from old school arcades to the high tech we use today. It is not just about pushing buttons and staring at a screen anymore, now it is a whole experience. Everywhere you look there is gaming, whether it be virtual reality, esports, or even your mobile phone, gaming is worldwide. Gaming is not just a hobby; it plays a significant role in entertainment for all ages and genders.



History of gaming



To understand the concept of gaming we must first know how gaming came to originate. The history of gaming dates back to the 1950s to 1960s when computer scientists used minicomputers to create simple games such as Spacewar. 1962 was the birth and start of a new era, Spacewar was considered the first game to ever display on a screen. This led to the start of the first home video game console in 1970 allowing consumers to experience gaming at home.



Space War

Introduction to at home gaming

Spacewar was created by Steve Russell and with the help of others at MIT. Spacewar was a two-player game that allowed players to control the movement of the spaceships. The goal was to avoid collisions and use limited weaponry and fuel. The game was controlled using switches but eventually upgraded to a gamepad which was easier to control.

Spacewar was important in the 1960s programming community and was seen as the blueprint and reason for the success and growth of gaming. It was considered so important that it was inducted into the World Video Game Hall of Fame in 2018.



Arcade Gaming

During the 80s gaming had grown from at home to arcades and malls. The first arcade game was Computer Space and pong. These arcade games played a vital role in shaping the gaming culture, shifting people from playing home to gaming in public. Arcade gaming became the new hot trend in the 80s, it was a new social way to experience interactive entertainment outside of their homes.



Computer Space

"Computer Space" was designed by Nolan Bushnell and Ted Dabney in 1971. It was inspired by the first at home video game "Space War" but was altered for an arcade setting. The concept of computer space was that the players had to control the rocket ship to combat flying saucers. The goal was to score points by shooting down the saucers while avoiding collisions and enemy fire. The game's controls consisted of a range of buttons such as rotating left and right and for the rocket to thrust. As much as how impactful Computer space was on the gaming arcade era, it was unfortunately not as successful as the creators of the game anticipated. Computer space will forever hold a special place in gaming history as the first arcade game to pave the way for the video game industry we know today.



HOW COMPUTER SPACE WORKS AND PRODUCES CHECK THESE UNIQUE FEATURES

- Coin selector, coin return button and rocket steering controls are the only moving parts in the entire unit. No moving parts in the cabinet.
- Adjustable play time from 1 minute to 2½ minutes.
- Standard unit 2½ play convertible to 2½x by the throw of a switch.
- Timer-proof coin meter.
- Unique breaking panel lights and kick-out payout for proper orientation.
- Integrated circuits in low-current substrate construction insure the ultimate in long life.
- No repeating sequence; each game is different for longer duration life.

COMPONENTS? THERE ARE ONLY THREE ASSEMBLIES IN THE ENTIRE UNIT

Computer (Front Box) Front Control Panel Black and White TV Set

COMPUTER (FRONT BOX) is sealed and carries a full one-year unconditional guarantee if not tampered with. FRONT CONTROL PANEL houses the only moving parts in the unit—the rocket ship controls and coin acceptor. BLACK AND WHITE TV SET contains the life of the game. ALL PARTS OF THE COMPUTER have been made to affect its reliability.

Weight: 20 lbs. Dimensions: 30" wide x 67" High x 20" Deep

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Pong



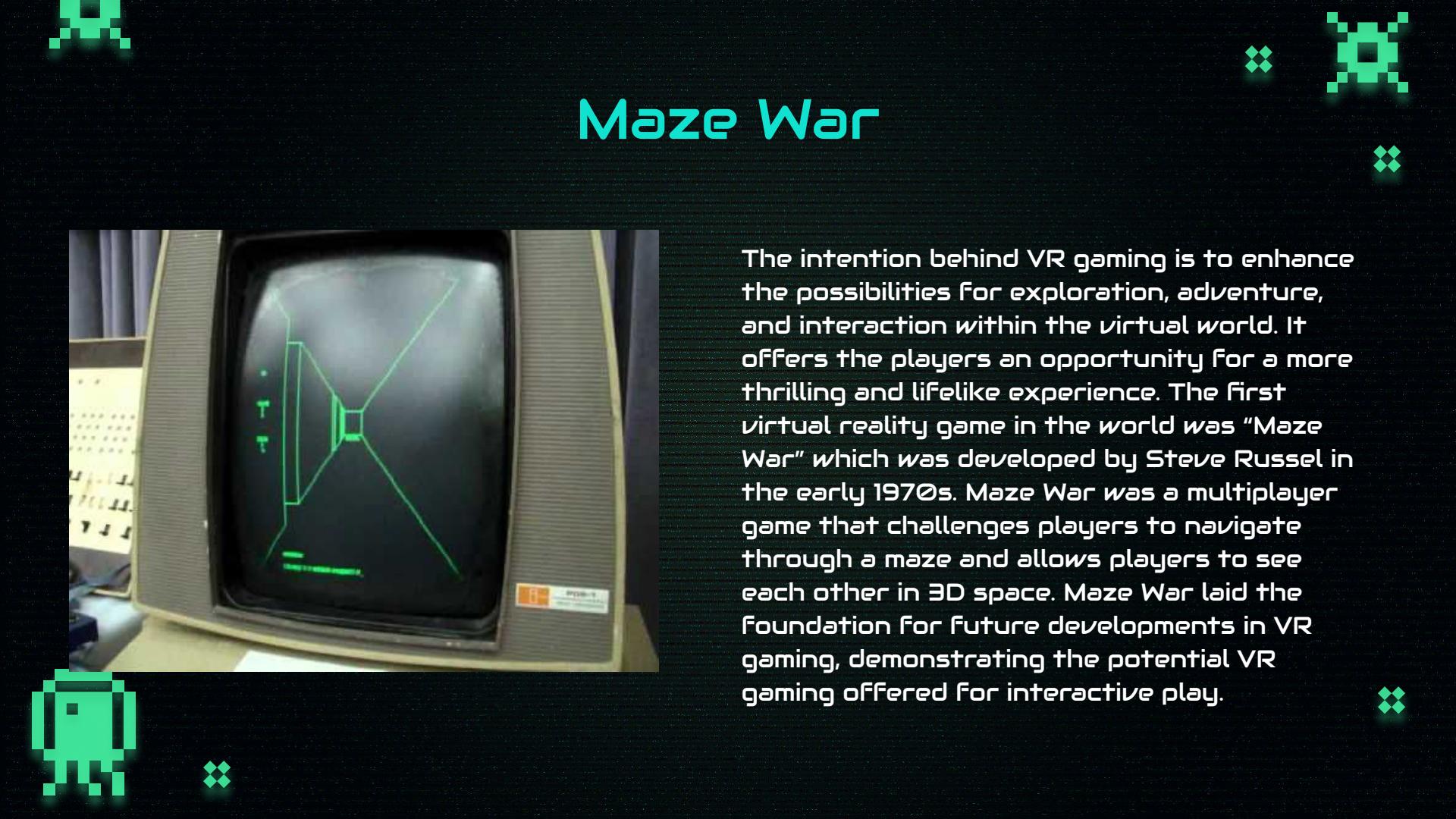
Even though Computer space was not the "runway success" that Nutting had hoped for, it led to the most successful and legendary game of all time. 1972 was the launch of their next arcade game, "Pong". Pong was a simple game like tennis, with two paddles and a ball. The idea was to make your opponent miss the ball and whoever reached 10 points first won (each time you miss a ball it is 1 point). The game has a feature that allows players to play one on one against another player or against a computer-controlled player. During 1975, Pong's popularity skyrocketed causing the creator, Atari corporation to release a home edition of Pong. Pong was the first popular successful game that proved the video games market can produce significant revenues.

The Future

Virtual Reality

Virtual reality gaming is the future, it allows players to have a more immersive and realistic gaming experience. With advanced headsets and controllers, players get to step into a whole new world, seeing everything inside the game in 3D. Virtual reality changes the concept of playing on screen; it gives the player an opportunity to feel like they are there.





Maze War



The intention behind VR gaming is to enhance the possibilities for exploration, adventure, and interaction within the virtual world. It offers the players an opportunity for a more thrilling and lifelike experience. The first virtual reality game in the world was "Maze War" which was developed by Steve Russel in the early 1970s. Maze War was a multiplayer game that challenges players to navigate through a maze and allows players to see each other in 3D space. Maze War laid the foundation for future developments in VR gaming, demonstrating the potential VR gaming offered for interactive play.



VR role in today's Society

Virtual reality has become more accessible and has been transforming how we experience digital content. VR does not just play a role in gaming but is also used for various fields such as healthcare, education, and training simulations. Virtual reality is continuously evolving, advancing in graphics, motion tracking, and interactive capabilities. Virtual Reality has and will continue to open new ways for educational and entertainment purposes.



VR in education

Virtual Reality in education offers students a new way of learning. It allows them to obtain information while exploring the virtual world. Virtual reality is changing the game for education, making learning more engaging and fun for students.



VR in healthcare

In healthcare, Virtual Reality (VR) is a game-changer. It helps doctors practice surgeries, students learn anatomy, and patients manage pain through immersive experiences. VR is also used for mental health therapy and stress reduction. Telemedicine benefits from virtual consultations, connecting doctors and patients from a distance. Patients learn about their conditions and treatments in a more engaging way, improving understanding. VR is like a versatile tool, making healthcare better for everyone.



VR in training

Virtual Reality (VR) stands as a highly effective training tool, providing a simulated environment for immersive learning experiences. This technology facilitates realistic, risk-free practice scenarios in various professional fields. For instance, it allows pilots to simulate flights and medical professionals to rehearse complex surgical procedures. VR training ensures a safe and controlled setting for skill development, contributing to enhanced proficiency in tasks critical to specific industries. This method of learning combines realism with practicality, offering a professional approach to skill acquisition and expertise.



https://www.google.com/url?q=https://about.fb.com/news/2023/09/impact-of-vr-and-ar/esa-De&source=editors&ust=1699755187949092&usq=A0vVaw1K9qlqUX-h_cEaPeOeXjFq

Esports

Esports or electronic sports are competitive competitions where professional gamers compete. Esports did not become popular until the late 2000s due to the rise in popularity of YouTube and Twitch. Esports helps network and support the video game industry; it is an opportunity for entertainment and for developers to design games specifically for those tournaments.



Olympics

The popularity and influence esports have on the gaming community is so immense that the Olympic Games has discussed the possibility of including esports in upcoming Olympic events. The Olympics are considering whether competitive video gaming should be officially recognized as part of the Olympic program. There have been many arguments and unfortunately a final decision on whether esports will be included in future Olympic Games has still not been decided yet.

In conclusion, gaming has transformed from simple pixelated screens to virtual worlds that captivate players of all ages. The history of gaming, marked by iconic moments such as the creation of Spacewar and arcade classics like Pong, laid the foundation for an industry that now stands as a global cultural phenomenon.



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