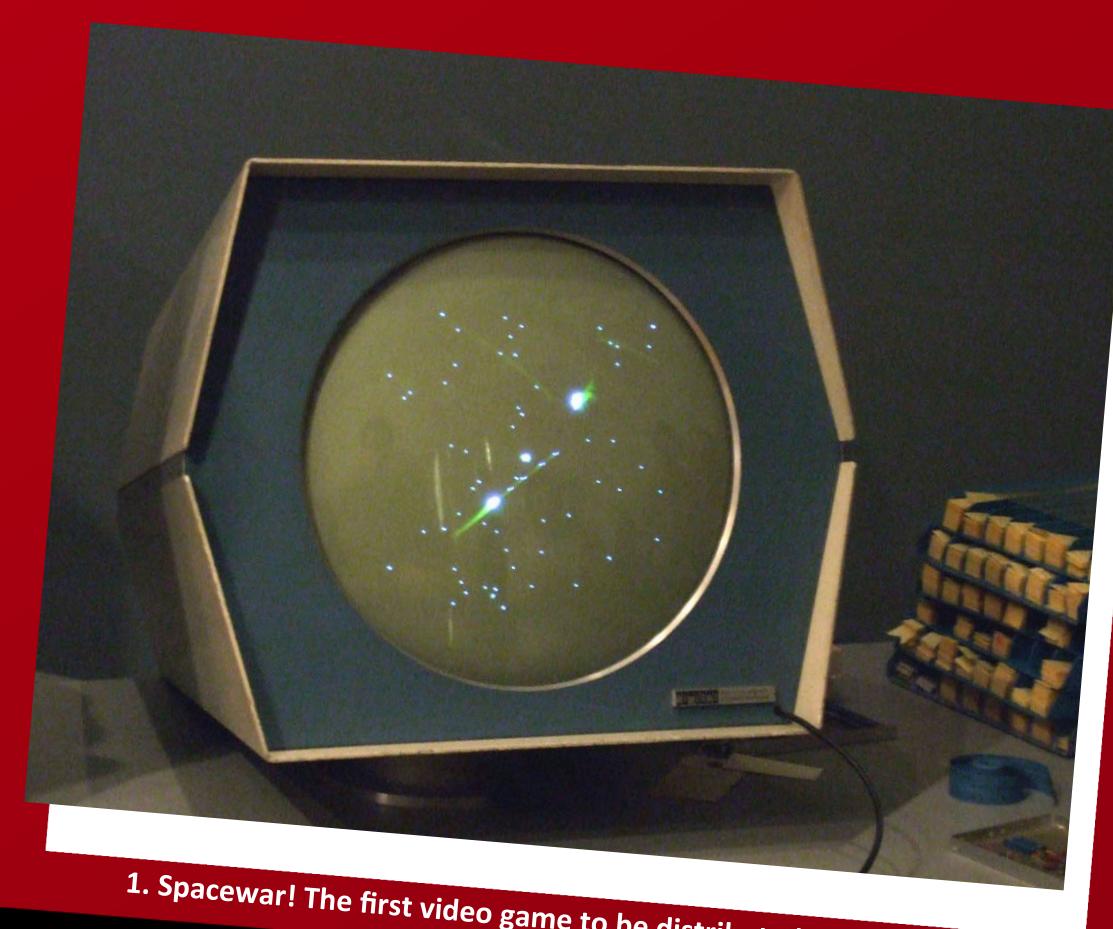
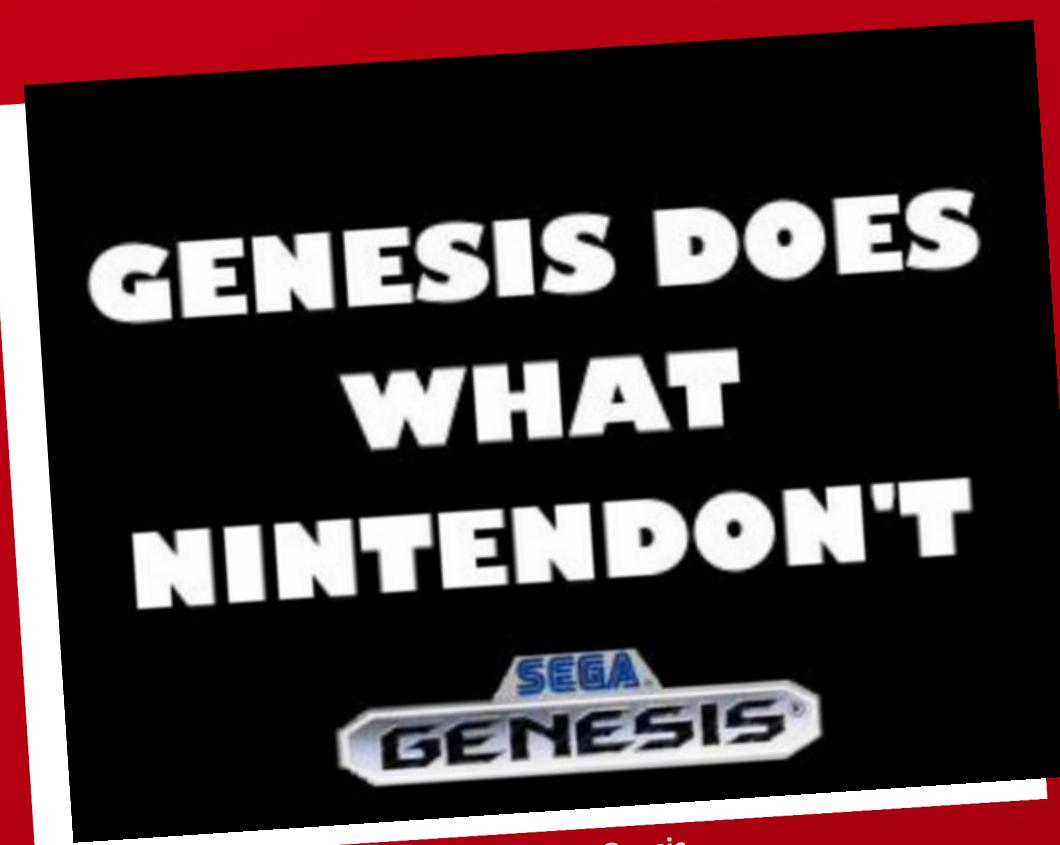


CONSOLE WARS

The early 1990's saw a fierce battle between Nintendo, who had dominated the home video game market with their Nintendo Entertainment System, and a new challenger in the form of Sega, who released the 16-Bit Mega Drive in 1988 (Japan). Their flagship title, Sonic The Hedgehog, was released in June 1991 to directly compete with Super Mario, and was accompanied with an aggressive marketing campaign in the west to appeal to a more mature audience, led by CEO Tom Kalinske. The two companies' rivalry would span another two generations of consoles, and marked one of the first races between console manufacturers to develop more advanced technology than their competitors - a phenomenon we still see today.

PAST...



1. Spacewar! The first video game to be distributed.

VIDEO GAMES

SERIOUS GAMES

Since their popularization as a form of entertainment, many other practical applications have been discovered for video game. For example, after a study was conducted wherein surgeons played several hours of commercially available video games for several weeks and they were found to achieve higher scores in surgery training exercises, "serious games" have been created which function to train the user in practical or transferrable skills relevant to their job. Serious games function as a relatively cheap way of training people for jobs requiring a high level of dexterity, as much less money needs to be spent on the upkeep of training resources and the equipment needed to run said games is often commercially available. Serious games also push the advancement of hardware just as regular video games do; motion controls, such as those featured in Nintendo's Wii console, are extremely useful as they can be used to mirror actions performed in the real world more closely.

PRESENT...

VIRTUAL REALITY

"The surgical resident of the future will learn new perspectives on surgical anatomy and repeatedly practice surgical procedures until they are perfect before performing surgery on patients", Virtual Reality will be used for various skilled jobs in the future. This will include the precision of surgery, which will be a strong benefit due to the reduction in risk of harming a real person, thanks to surgeons having more practice. VR may also be used for enterprise and business use, such as architectural design in which designers can interact and draw a building plan in real time, collaborating for a more efficient process. This is made possible by video games pushing the technology further, as VR is a development of the video game industry.



6. Google Stadia's controller.

MAGNAVOX ODYSSEY

Released in 1972 and designed by Ralph Baer, the Magnavox Odyssey is known as the first home video game console which could be connected to a television, predating the Pong console phenomenon. The Odyssey was cartridge based, and the system's controller used a dial to adjust the position of a light on the screen; coloured overlays were attached to the television for use with different games.

SPACEWAR!

Spacewar! is known as the first digital video game, and one of the first to see a form of distribution. The final version, 3.1, was released in 1962 by Steve Russell and his team, and served as a demonstration of real-time computing on the DEC PDP-1, a recent addition to MIT. Early versions of the game were played using re-purposed missile control sticks, and a set of sense switches were used to adjust various aspects of the game.

AND THEIR IMPACT ON SOCIETY
BY KAT, TOM, AND RICHARD

PETA

Often placing themselves in the middle of controversy, PETA is no stranger to video game related discourse; creating multiple parodies of popular games designed to inform a wider audience about animal mistreatment and cruelty that often goes unnoticed, they have attracted ire from gaming communities for stirring up controversy concerning violence in games.



3. A Nintendo Wii Nunchuk.



4. A GamerGate 'logo'.

GAMERGATE

As online play functionality became increasingly commonplace in video games, large communities began to form. Inevitably, these circles suffered from internal discourse, the most notable example of which being "gamerGate"; whilst it was initially conceived as a movement to highlight corruption in gaming journalism, it was hijacked and quickly turned into a targeted harassment campaign.

CLOUD GAMING

Gaming technology is edging into streaming video games from the cloud, this has begun through services such as PlayStation Now and Google's upcoming solution: Stadia. According to IEEE Network, "Cloud gaming, in its simplest form, renders an interactive gaming application remotely in the cloud and streams the scenes as a video sequence back to the player over the Internet. This is an advantage for less powerful computational devices that are otherwise incapable of running high-quality games.". Therefore, cloud gaming marks a shift away from developments in the user's hardware, and towards a more competitive market for faster broadband speeds.

FUTURE...