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# A Brief History of Computer Games - Part 2

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# Overview

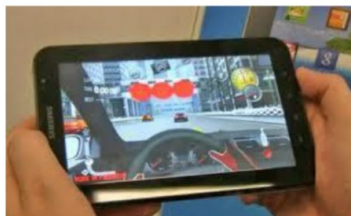
- 2011-2012 (paper is pretty old)
- Mobile gaming
- The variety of games
- Tennis: an example
- Graphics
  - 3D
  - Realism
- Interaction Devices
- Demographics



GTA V was released a year *after* this paper

# 2011-2012

- Sony Move & Microsoft Kinect
- Wii U announced, Xbox & Playstation no announcement
- Mobile gaming sees surge over last years
- Nintendo 3DS released- 3d is the hype of the industry



# Mobile gaming

- Angry Birds seen as the 'lodestar' of mobile games
- Android and iOS dominant, but Microsoft 8 is coming!
- Mobile revenue sees 50% YoY growth in the US
- Phones and tablets enable new types of interaction

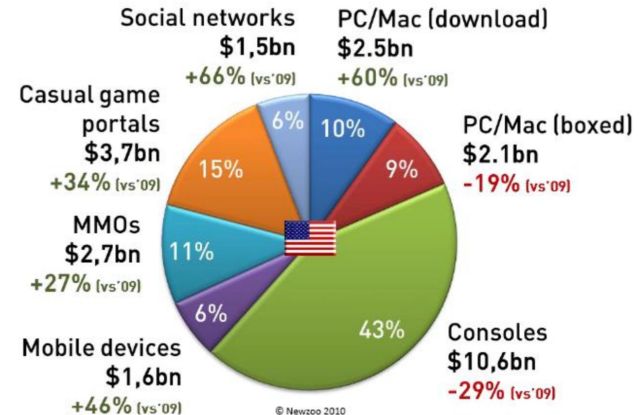


# Range of games developed

- Development budgets for AAA games have skyrocketed
- Platforms like App Store, Play Store & Steam also enable low-budget titles to be released
- A *lot* of different platforms

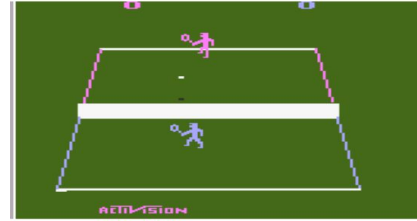
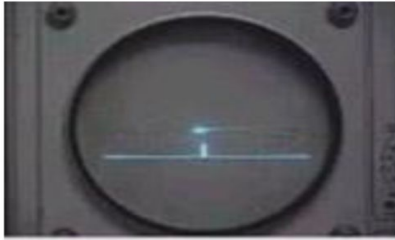


Total games spend 2010 – US  
\$ 24,700,000,000 | -2% (vs '09)



# Tennis: an example of evolution

- Graphics, AI, Storyline, Multiplayer, Interface & Control



# Graphics

- Moore's law has certainly helped
- From 192x160 to 1920x1280 pixels
- Smart tricks deployed early on
  - Sprites
  - Isometric projection
  - Parallax scrolling



Sprite set for a character



*Outrun* (1986)



*Age of Empires 2* (1999)

# 3D is going to be massive...?

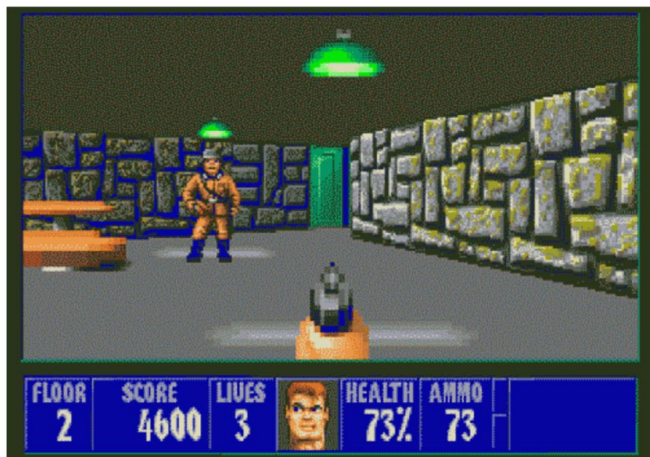
- 2011 saw the introduction of Nintendo 3DS
- Massive investments were being made in 3D-TVs
- The race to “full realism”





# Realism is the selling point

- Lots of effort on creating *real-looking* games
- “*Suspense of disbelief*” - reality doesn't meet expectations
- Specialized hardware accelerated graphic realism



Wolfenstein (1981)



Battlefield 3 (2011)

# Interaction devices

- Joysticks for consoles, Keyboard & Mouse for PCs, etc.
- Different games are suited for different interaction devices!



Evolution of Nintendo controllers

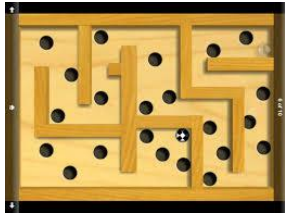


Specialized controllers



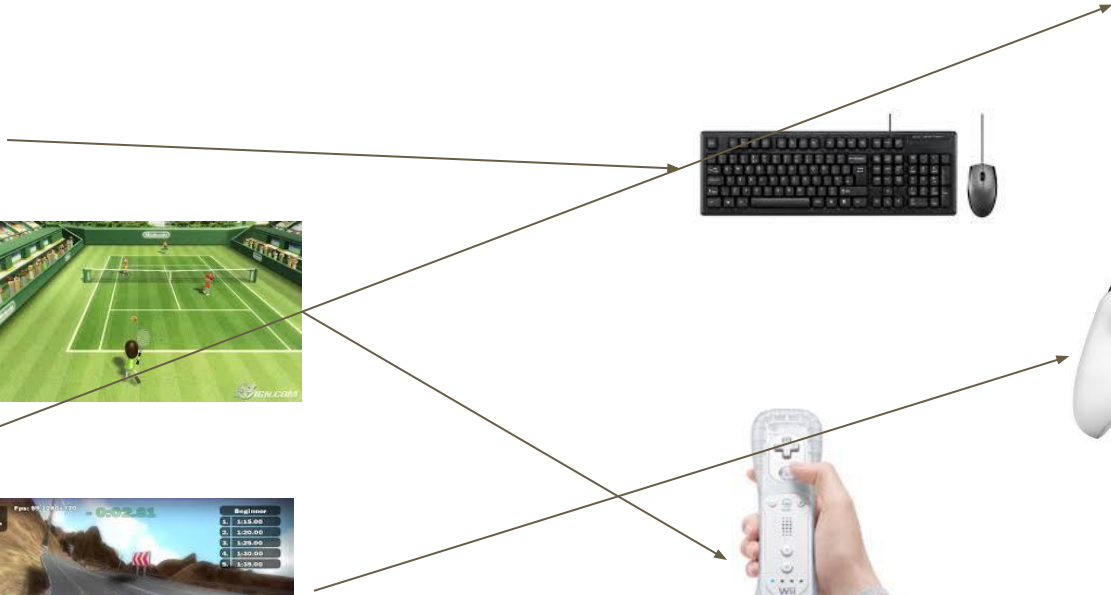
# Interaction devices - quiz

- Which controllers are suited for which games?



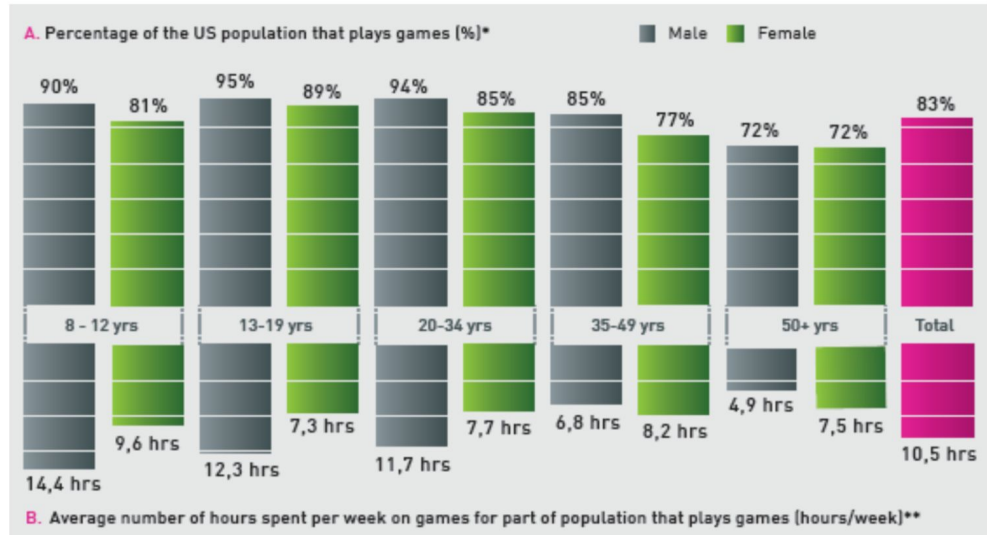
# Interaction devices - quiz

- Which controllers are suited for which games?

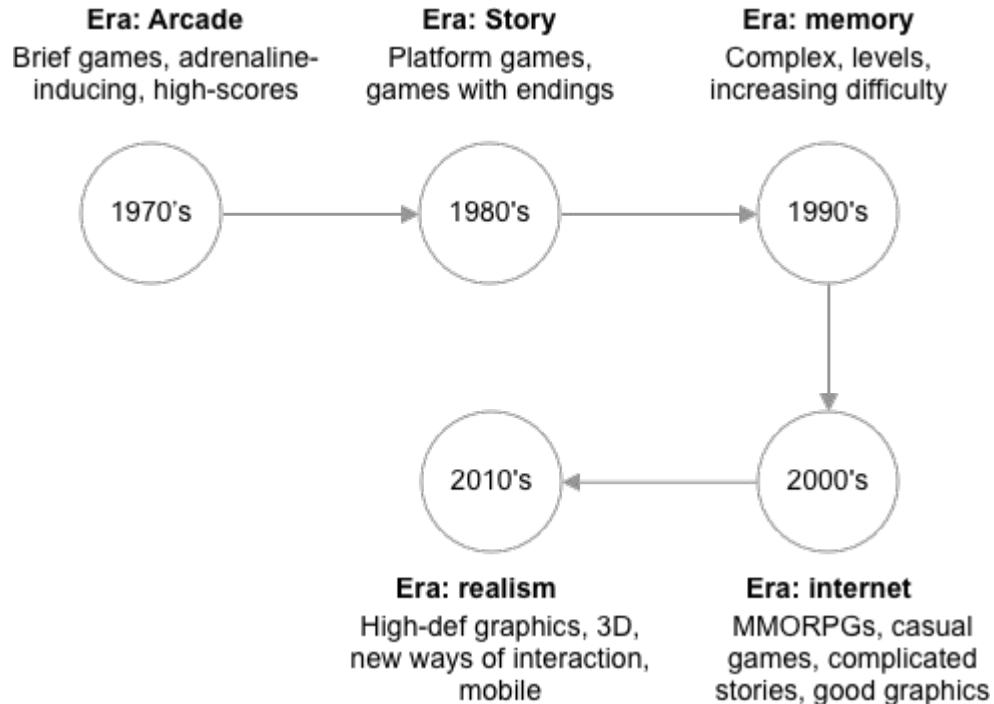


# Demographics

- From niche to mainstream
- Variety in games has spawned variety in demographics



# Wrap up: changes in gameplay



# Wrap up: changes in business

