

A Brief History of Computer Games



Mark Overmars

50-tallet

- OXO (1952)
 - Alexander Douglas
- Tennis for Two (1958)
 - William Higginbotham



60-tallet

- PDP-1
- Spacewar! (1969)
 - Steve Russel



70-tallet

- Arkademaskiner
 - Computer Space (1971)
- Atari (1972)
 - Nolan Bushnell og Ted Dabney
 - Pong (1972)
 - Breakout (1976)
 - Death Race (1976)
 - Space Wars (1977) - Vektorgrafikk
 - Asteroids (1979)



70-tallet

- Magnavox Odyssey (1972)
 - Første hjemmekonsoll
- Channel F (1976)
 - Første konsoll med spillkassetter
- Space Invaders (1978)
 - Første fargespill
- Atari 2600 (1977)
 - >30 millioner enheter solgt
 - 1kB minne

80-tallet - Konsollkrakk

- IntelliVision (1980)
- ColecoVision (1982)
- Personlige datamaskiner
 - TRS-80 (1977)
 - VIC-20 (1980)
 - ZX80 (1980)
 - Commodore 64 (1982)
- Atari's E.T. (1982)
- Atari ST (1983)

80-tallet - Nintendo

- Nintendo Entertainment System (1985)
 - 8-bit
 - 2 kB RAM / 2 kB Video RAM
 - 8 kB - 1 MB spill
 - Super Mario Bros.
- Sega Master System (1986)
 - 8-bit
 - 8 kB RAM / 16 kB Video RAM
- Nintendo Game Boy (1989)
 - 8-bit
 - 8 kB RAM / 8 kB Video RAM
 - Tetris

90-tallet

- Sega Mega Drive / Sega Genesis (1989)
 - 16-bit
 - 72 kB RAM / 64 kB Video RAM
 - Sonic the Hedgehodge

- Super NES (1990)
 - 16-bit
 - 128 kB RAM / 64 kB Video RAM

90-tallet

- Sega Saturn (1994)
 - 32-bit
 - 2 MB RAM / 1,5 MB Video RAM
- Sony PlayStation (1994)
 - 32-bit
 - 2MB RAM / 1MB Video RAM
- Nintendo 64 (1995)
 - 64-bit
 - 4 MB RAM
- PC
- Game Boy Color (1998)

2000-tallet

- Sega Dreamcast (1999)
 - 128-bit
 - 28 MB RAM
 - Modem
 - Produksjon stoppet i 2001
- PlayStation 2 (2000)
 - 32 MB RAM / 4 MB Video RAM
 - Bakoverkompatibel med PlayStation 1

2000-tallet

- Nintendo GameCube (2001)
 - 24 MB RAM / 3 MB Video RAM
- Microsoft Xbox (2001)
 - 64 MB RAM
 - PC-lignende arkitektur
 - Xbox Live
- PC
 - MMORPG
 - Casual Gaming

2000-tallet - Håndholdte konsoller

- Game Boy Advanced (2001)
- Nintendo DS (2004)
- PlayStation Portable (2005)
- Smarttelefoner
 - iPhone (2007)
 - Android (2008)

2000-tallet

- Xbox 360 (2005)
 - Multi-core processor
 - 512 MB RAM
 - Achievements
- PlayStation 3 (2006)
 - 256 MB RAM / 256 MB Video RAM
 - Blu-ray
- Nintendo Wii
 - 88 MB RAM / 3 MB Video RAM
 - Innovative kontrollere

2010-tallet

- Nintendo Wii U (2012)
- Playstation Vita (2012)
- Nintendo 3DS (2011) / 3DSXL (2012) / 2DS (2013) / New 3DS (2015) / New 3DS XL (2015) / New 2DS XL (2017)
- Xbox One (2013)
- PlayStation 4 (2013)
- Nintendo Switch (2017)