

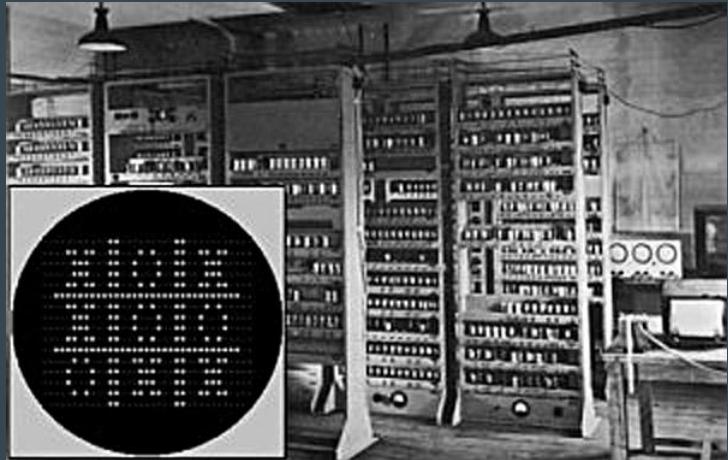
# A Brief History of Computer Games

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Mark Overmars

# 50-tallet

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



# 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 Hedgehog
- 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 arkitekturen
  - 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 controller

# 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)