

A Brief History of Computer Games

Up to 2010

Designing

Games of the future



Understand

Games of the present



Rooted in

Games of the past

Changes over the past 50 years

- Hardware
- Interaction devices
- Software tools available
- Game business
- Player demographics
- Diversification
- Game design

The Beginning

- 1950-1959
 - A lot of equipment
 - No realized potential
 - OXO, Tennis for Two
- 1960-1969
 - Spacewar!
 - Sega founded
 - Sega released Periscope

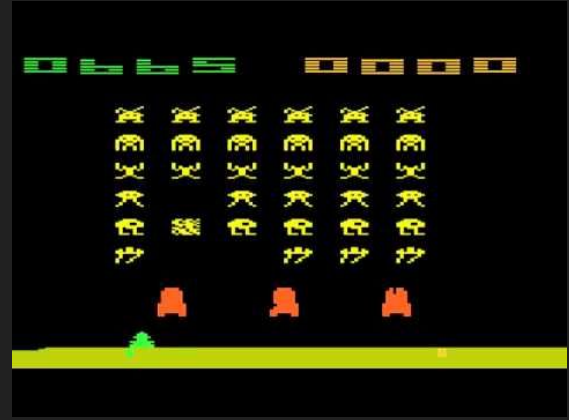


Tennis for Two (1958)

1970-1979

- The golden age of video arcade games
- Atari founded -> Pong
- First home consoles
 - Odyssey
 - Atari 2600

- Atari 2600
 - Bundled with Space Invaders
 - Sold over 30 million devices



1980-1989

- Many new (and famous) games
 - Zork (1980)
 - Pac-Man (1980)
 - Mario Bros. (1983)
- Atari failed with the game E.T.
 - Console market crashed
 - Many companies went bankrupt in the U.S.
- Focus shifted to Japan
 - Nintendo -> NES
 - Sega -> Master System
- Game Boy
 - Bundled with Tetris
(considered most addictive video game ever)



1990-1999

- Game consoles takes over arcade gaming
 - Nintendo SNES, N64
 - Sega Genesis / Mega Drive, Saturn
- Newcomer -> Sony
 - PlayStation
 - Easist to develop on -> huge number of titles
- Game budgets started to rise
- PC becomes mature
 - More power
 - Mouse & keyboard
 - Sim City, Sid Meier's Civilization, Quake, Half-Life, GTA



2000-2009

- New game consoles
 - PlayStation 2 (Sony)
 - GameCube (Nintendo)
 - Xbox (Microsoft)
- PC gaming developed further
 - Hardcore gamers
 - A lot of good games
 - Rise of MMORPG -> WoW
- Casual games became very popular
 - Bejeweled, card games, Farmville
 - Browser games



2000-2009

- **Handheld devices**
 - Increase in popularity
 - Game Boy, Nintendo DS, PSP, Phones
- **PlayStation 3**
- **Xbox 360**
 - Xbox Live & Online marketplace
 - Halo 3
- **Nintendo Wii**
 - Different direction
 - Casual / family market
 - Revolutionary controllers

