Mark Overmars:
A Brief History of Computer Games – Part Two

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GAMING CONSOLES 2010 – PRESENT

MOBILE AND TABLET GAMING 2010 – PRESENT

CHANGES THROUGHOUT THE YEARS

2010 – 2013: Motion controllers

PlayStation Move

Xbox Kinect

Playstation 4 (2013)

Wii U (2012)

Xbox One (2013)

2013 – Present: 8.gen consoles

Playstation 4 (2013)
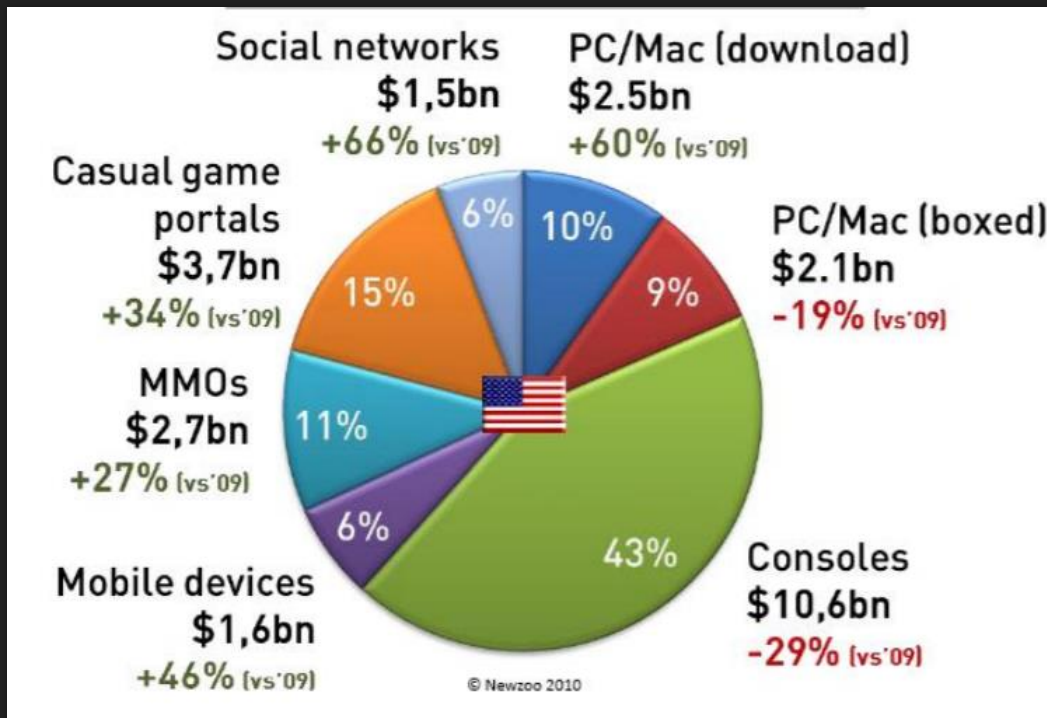
Nintendo Switch (2017)

Xbox One (2013)

2013 – Present: 8.gen consoles
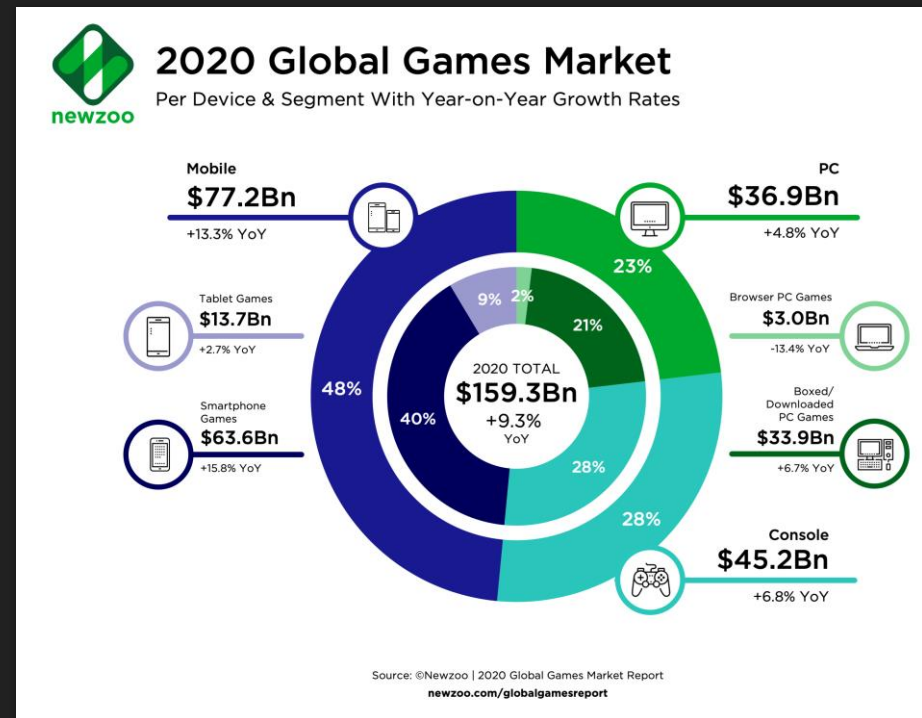
2013 – Present: Mobile and tablet gaming

- Mobile and tablet games competing against console games

- Popular among people of all ages

- Example: Angry Birds, 100 million downloads

Comparison: 2010 vs 2019 Game market

Changes throughout the years

Graphics

Interaction Devices

Demographics

Gameplay

Business

Changes in Graphics

BattleZone (1980)

- Most noticeable change

- Started with analog drawn lines

- Vector graphics → bitmaps

- Sprites: semi transparent bitmaps

- Isometric projections

Changes in Graphics

Pokémon Sapphire sprite set (2003)

- Most noticeable change

- Started with analog drawn lines

- Vector graphics → bitmaps

- Sprites: semi transparent bitmaps

- Isometric projections

Changes in Graphics

Civilization I: top – down view

Civilization II: isometric projection

Red Dead Redemption 2
(2018)

Changes in Interaction devices

- At first, specifically built for arcade games

- More buttons and complexity

- Motion control

- Future → Virtual Reality?

Changes in Demographics

- Early games made by and for young men

- Changed after introduction of handheld games

- Casual and Social games

Changes in Gameplay

- Arcade: quick but difficult games

- Made to play in short sessions

- Saving data → multiple sessions

- Internet → multiplayer

- E-sport

Changes in Business

One programmer developing the entire game

Bigger developer teams and budgets

Mobile games → simpler to create and publish

Ads and microtransactions

References

○ *Why Microsoft's Kinect Failed,* Dalton Cooper for GameRant
  Url: https://gamerant.com/why-microsoft-kinect-fail/

○ *Playstation Dominates Video Game Hall of Fame,* Felix Richter for Statista
  Url: https://www.statista.com/chart/18903/video-game-console-sales/