

# A Brief History of Computer Games - Part Two (pp.18-35)

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# Motion Controls - Wii (2006)

Innovative Gameplay > Hardware Performance

- Targeted casual gamers (whole families could play together)
- Game Journalists were initially skeptical
- It became a big success
- Made profit also on console sales, due to cheaper hardware

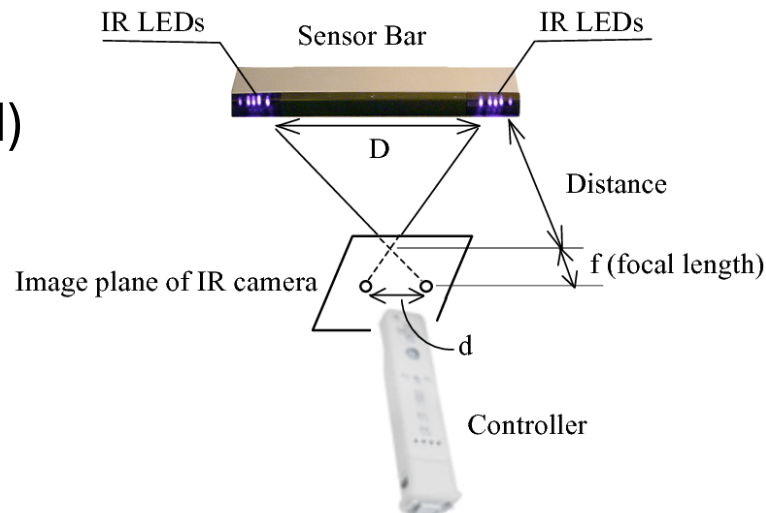
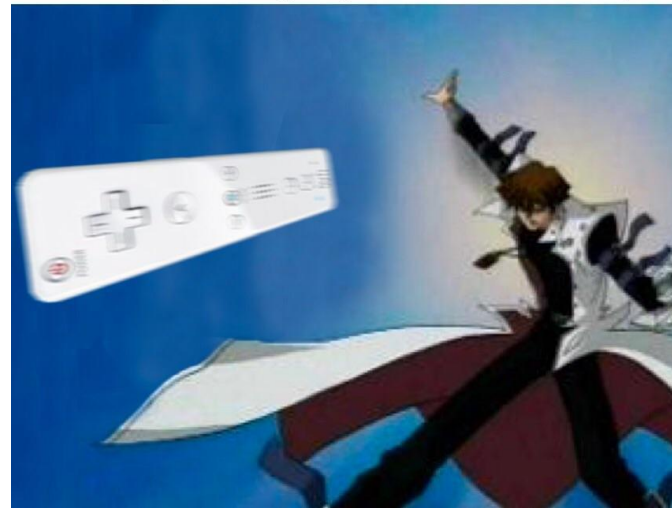
Notable games

- Wii Sports (came bundled)
- Mario Kart

Wii Motion plus (2009)

- Wii Spots Resort
- Zelda: Skyward Sword

when you forget your wiimote strap



# Motion Controls – PS Move & Xbox Kinect (2010)

- Sony and Microsoft followed in 2010 with Move and Kinect
- Utilized cameras, gave better performance than the Wii's sensor bar setup
- Less successful (lack of games, had to be bought separately, late to the market)





# Did you know?

- Fun fact: The Wii sensor bar can be replaced with candles 🤪



# Hardware focused – Sony & Microsoft

- Sony: Playstation 3 (2006), Playstation 4 (2013), Playstation 5 (2020)
- Microsoft: Xbox 360 (2005), Xbox One (2013), Xbox Series S/X (2020)
- Biggest changes:
  - 4K support (due to rise in 4K TVs)
  - Cheaper discless versions (only digital games from PS-/Microsoft Store)
  - PS VR



# Gameplay focused - Nintendo

- Wii U (2011) - big flop
  - Separate touch screen game pad
- Switch (2017) – success!
  - Hybrid mobile/docked design





# Mobile Gaming (2007-)

- Came with the rise of smartphones and app stores
- More powerful phones than before, bigger screens, touch screens
- Gaming for a wider audience, easier to play short sessions (commute)
- Especially popular in China, partly because of console ban 2000-2015



# Pokémon Go (2016)

- AR-based (augmented reality) exergame
- Massive hit in summer 2016
- Combining well-known franchise with innovative gameplay
- Location-based gaming (not possible on consoles/pc)
- Exercise as a side effect





## E-sports (2000s)

- Competitive gaming with prize pools
- More mainstream in the 2010s with internet being more widespread and faster
- Events are streamed on platforms like Twitch; most viewers join online



# Virtual Reality Games

- Idea: Total immersion, player enters the game world
- Popularized by Oculus Rift (2013)
  - Needed to be connected to computer
- Oculus GO (2018) can work independently from PC
- Motion controls, inspiration from Wii





# Virtual Reality Games – Important games

- Beat saber (2018)
  - Rhythm exergame
  - Helped demonstrate VR to the mainstream
- Half Life: Alyx (2020)
  - High production value
  - Compelling story





# Game Streaming (2019-)

- Google Stadia, Nvidia GeForce Now – playing remotely on powerful hardware
  - Stadia shut down due to limited success
  - Reasons?
    - Still too much delay and instabilities
    - Requires very good and stable internet connection
    - Expensive?

# Past vs Present

## **Demographics**

- Young males → young/old males/females

## **Game Design**

- Arcade games: easy to understand, never-ending, spend money
- Modern games: more complex, story-focused, online

## **Development and Business**

- Early games: a few months of development, small teams/budgets
- Modern games: years of development, huge teams, publishers, patching/updates after release, online server maintenance
- One-time vs continuous cost/revenue