

A Brief History of Computer Games Part 1

By Norbert A. Görke & Magnus H. Steensland



1950 - 1959

- Lab Equipment
- *OXO* (Tic-Tac-Toe)
- *Tennis for Two*



The lab equipment



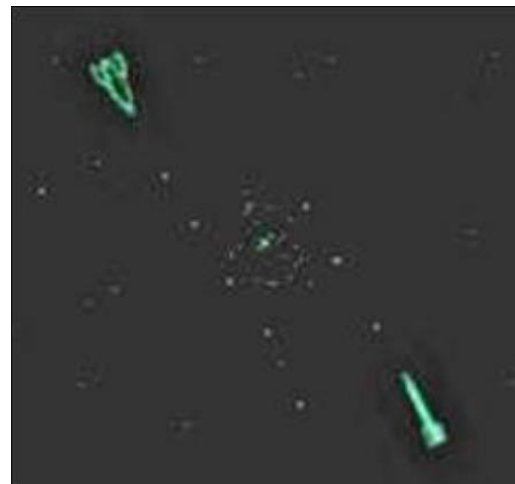
Tennis for Two

1960 - 1969

- Vector graphics
- PDP-1 computer
- *Spacewar!*



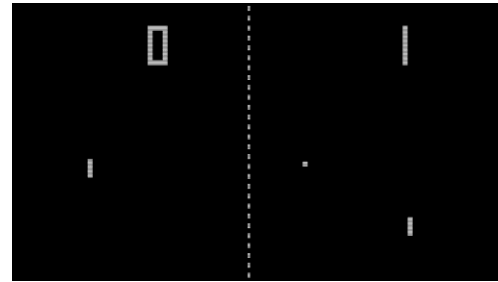
The PDP1 computer



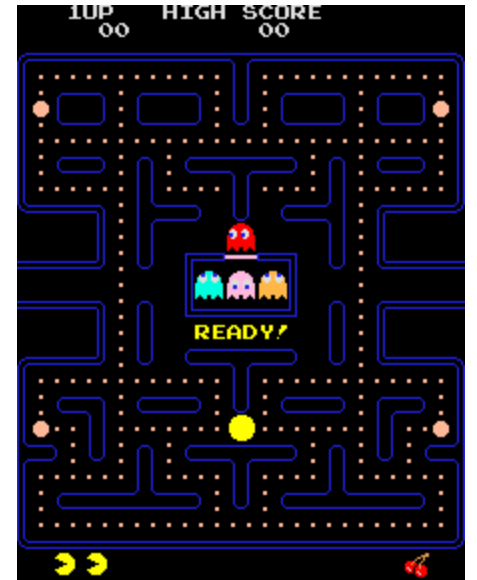
The PDP1 game *Spacewar!*

1970 - 1979

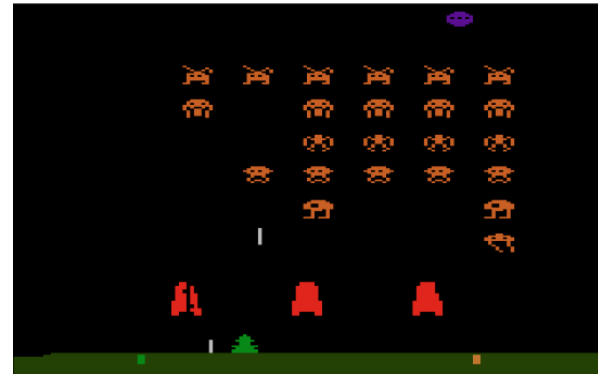
- Simple 2D graphics
- Arcade games
 - *Pong* (Atari)
 - *Pac-Man*
- Home consoles
 - Odyssey
 - Atari 2600 w/ cartridges
 - *Space Invaders*



The arcade game *Pong*



The arcade game *Pac-Man*



The arcade game *Space Invaders*



The home console Atari 2600



The home console Odyssey

1980 - 1989

- Improved 2D graphics
- Console market crash
- Cheap personal computers
 - Commodore 64
 - Atari ST
- Nintendo Entertainment System (NES)
 - *Super Mario*
- Game Boy
 - *Tetris*



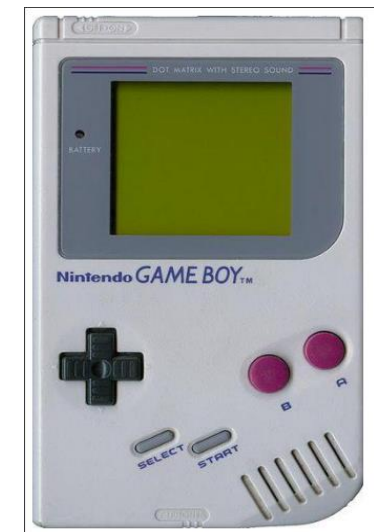
The home console NES



The game *Super Mario Bros*



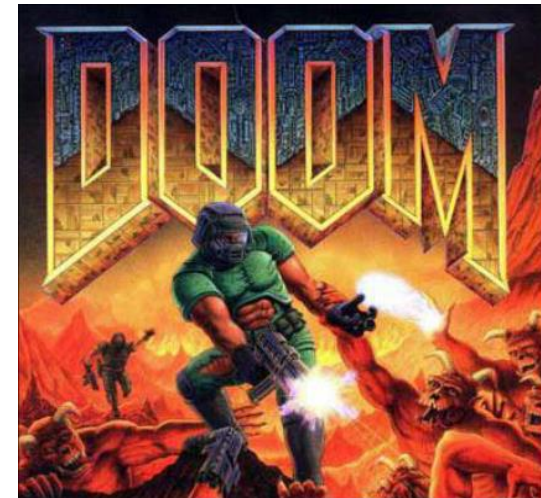
The game *Tetris*



The handheld Game Boy

1990 - 1999

- Game console power boom
- Super NES & Sega Mega Drive (16-bit)
 - Better 2D graphics hardware
- N64, Sega Saturn, PlayStation (32 / 64-bit)
 - Rudimentary 3D graphics & FMV
 - SNES-CD
- PC
 - *Doom (3Dish)*
 - *Quake w/ 3D-accelerator support*
- Game Boy Color
 - Pokemon



The game *Doom*

2000 - 2009

- Dreamcast, GameCube, PlayStation 2 & Xbox
 - Improved 3D graphics
 - Legend of Zelda, Grand Theft Auto, Halo
 - Large budgets, many failures
 - End of Sega hardware
- PC
 - Steady improvements
 - World of Warcraft (MMORPG)
 - (Can it run) Crysis
 - Age of Empires (RTS)
 - Piracy



The console Dreamcast



The console PlayStation 2



The console GameCube



The console Xbox



The game *World of Warcraft*

2000 - 2009

- Nintendo DS, PlayStation Portable (PSP) and iPhone
 - Double screen w. touch(!)
 - Wi-Fi connectivity
- Xbox 360
 - Achievements and high score lists
 - Xbox Live (paid)
- PlayStation 3
 - Backwards compatibility
 - PlayStation network (free)



The handheld Nintendo DS



The handheld PSP



The iPhone



The console PlayStation 3



The console Xbox 360



The game *Killzone 2*



The game *Halo 3*

When mommy tells you that you can finally go outside and rip demons in half



Thanks for listening

"Rip and Tear"

- Doom Guy

"Why do we have to wear these ridiculous ties?"

- Dr. Kleiner

"There's only two ways this can end, and in both of them you die"

- Duke Nukem

