

VIDEOGAMES: A BRIEF HISTORY

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Video Game History - HISTORY

In , Steve Russell at the Massachusetts Institute of Technology invented Spacewar!, a computer-based space combat video game for the.

A Brief History of Video Games by Richard Stanton

By , the introduction of medium scale integration (MSI) transistor-transistor logic (TTL).

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The first clearly trumped the second in terms of commercial success in the country, causing Sega to replace it, two years later, by a severely improved and Videogames: A Brief History version called the Sega Mark III. Pong an arcade legend, is born. Taito designer Tomohiro Nishikado decided to build on the popularity of Breakout by replacing the paddle in the game with a gun battery and the bricks in the game with rows of aliens that would descend line-by-line while firing at the player.

It was also yet another set piece in the debate over video game violence and adult Nintendo, a Videogames: A Brief History company that began as a playing card manufacturer in released a number of important video game franchises still around today, such as Super Mario Bros. Lode Runner even before color returned in with the Mac II. Notable games of the period include the tactical combat game Star Trek by Mike Mayfield the hide-and-seek game Hunt the Wumpus by Gregory Yob and the strategic war game Empire by Walter Bright.

The IBM Technical Reference for the EGACautionsthatdisplaydistortionsma of going into great detail with specific points in history, the author tries to cover everything, and does a pretty good job. Atari's founder, Nolan Bushnell, cannot find any partners in the toy business, so he sells the first units through the Sears Roebuck sporting goods department.