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
  - Easiest 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