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

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Table of Content

GAMING CONSOLES
2010 – PRESENT

MOBILE AND TABLET GAMING
2010 – PRESENT

CHANGES THROUGHOUT THE YEARS
2010 – 2013: Motion controllers

PlayStation Move

Xbox Kinect
2013 – Present: 8.gen consoles

- 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: 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

2010

Social networks
$1.5bn
+66% (vs '09)

PC/Mac (download)
$2.5bn
+60% (vs '09)

Casual game portals
$3.7bn
+34% (vs '09)

MMOs
$2.7bn
+27% (vs '09)

Mobile devices
$1.6bn
+46% (vs '09)

Consoles
$10.6bn
-29% (vs '09)

2020

2020 Global Games Market
Per Device & Segment With Year-on-Year Growth Rates

Mobile
$77.2Bn
+13.3% YoY

PC
$36.9Bn
+4.8% YoY

Tablet Games
$13.7Bn
-0.7% YoY

Browser PC Games
$3.0Bn
-15.4% YoY

Dedicated Consoles
$33.9Bn
+16.8% YoY

Smartphone Games
$63.6Bn
+6.5% YoY

2020 TOTAL
$159.3Bn
+9.3% YoY
Changes throughout the years

Graphics
Interaction Devices
Demographics
Gameplay
Business
Changes in Graphics

- Most noticeable change
- Started with analog drawn lines
- Vector graphics → bitmaps
- Sprites: semi transparent bitmaps
- Isometric projections

BattleZone (1980)
Changes in Graphics

- Most noticeable change
- Started with analog drawn lines
- Vector graphics $\rightarrow$ bitmaps
-Sprites: semi transparent bitmaps
- Isometric projections

Pokémon Sapphire sprite set (2003)
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